Villainous Compendium

Ready-to-Use Villains, Henchmen, & More

A Fantasy Roleplaying Supplement

by J. Evans Payne

5th Edition Fantasy

FlexTale

INFINIUM Game Studio

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Dedication

"There are no heroes, only villains who win."

—Joel Cornah, *The Sea-Stone Sword*

I've always thought that the best villains don't consider themselves to be villains at all.

The most compelling villains are almost always sympathetic, or at minimum, contain an element of sympathy.

You need to see where the villain is coming from, in order to truly experience anything more than a jump-scare level of fear. Vile things that seek our blood are all well and good for hack-and-slack adventuring... but the Big Bad Evil Guy (BBEG) that truly haunts not merely the PCs, but the *players themselves*—that requires a bit more empathy.

The most interesting baddies are those who feel they are doing right—they actually consider themselves heroes, at least from their perspective or starting point. Good storytellers know this, and leverage it.

Good GMs are, if nothing else, good storytellers. I hope that this compilation serves as inspiration, a starting point, for the use of these villains in your own context.

The greatest terror we as players, or readers, experience, is not that there is evil out there in the world to fear. It's to realize how little there is that truly separates us from that evil.

J. Evans Payne

Malvern, Pennsylvania

February 2019

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

"Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table

FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A quick and easy way for players to pick up a character and *instantly begin playing* the **Dark Obelisk 2: The Mondarian Elective** adventure.
- A repository of instantly-playable PCs for use in *any adventure* or campaign setting.
- A source of *additional NPCs* for GMs to introduce in a game (either of **Dark Obelisk**, or of another adventure).
- A collection of *"replacement" characters* for PCs who die in the course of an adventure and whose players wish to continue participating.

In short, how you use this book is really dependent upon you and your needs as a GM.

The ultimate goal of this book is simple, yet formidable: as a GM, you should be able to open to any page, and find instant material to use with zero preparation in your game.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

- The bartender asks the party to slay **2d6** Giant Rats that have infested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Door (example)

5" thick; **Hardness** 5; **hp** 30;
Perception DC 16; **Break** DC 15; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Perception DC 18; **Break** DC 17; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Perception DC 20; **Break** DC 19; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30;
Perception DC 22; **Break** DC 21; **Disable Device** DC 24

Skill Checks

Whether it's a single, simple check, or a series of checks

in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage; success quits the challenge.

Opposed Checks

Any Quest or other content that calls for an "opposed check" requires you to compare the skill result of one character against the other.

Pathfinder already contains explicit rules for handling this scenario.

For 5E,

Skill Checks and Non-Explicit NPCs

Some skill checks or opposed checks reference an NPC that is not explicitly described in detail from a statblock perspective. For example, if the PCs need to convince a security guard to look the other way.

If the NPC (villain or henchman) is already described in this book, simply use their statistics.

For cases where the NPC referenced is not present in this book, or is a "generic" character (such as "Guard"), you can use default skill check bonuses, as follows:

- **Low:** +3
- **Moderate:** +6
- **Advanced:** +10
- **Elite:** +14

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .

Other treasure is "scaled"; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

Secret Closet Chest

Brushgather geneology book (a small book; value **6 gp**)

19 gp; opal pendant on gold chain (value **31 gp**)

8 pp; 42 gp; opal pendant on gold chain (value **72 gp**)

19 pp; 37 gp; opal pendant on gold chain (value **180 gp**)

52 pp; 84 gp; opal pendant on gold chain (value **428 gp**)

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

Perception DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

Perception DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

Perception DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

Perception DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

Variable Challenge

Magic items in general are almost always created and presented as a single, monolithic entity: it does X and Y, and costs Z. As a result, most magical items in other sourcebooks end up being appropriate for a single, narrow range of character levels. Below those levels, the item is overpowered; above those levels, it's underpowered.

However, one of the things that has frustrated many GMs is that magic items and adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or

healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted R**eward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800

Level, CR, or APL	Slow	Avg	Fast
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Adjusting Character Difficulty

NPCs typically represent less challenge from a combat perspective than PCs of equivalent level. This is due to a number of factors, not least of which being that character wealth by level (WBL) is typically much higher for an adventuring PC than for, say, a tavern keeper.

As a player, you may wish to play one of the villains, or henchment, herein as a PC, particularly if you are involved in an "evil" campaign or game setting. As the GM, you may wish to increase the difficulty of a given character.

The characters in this book are engineered to primarily be NPCs. Many have combat characteristics and gear that is elevated from a typical NPC; however, nearly all are at least slightly less powerful at their level than a typical PC.

To address this, if you are planning on using any of these characters as a PC, you may wish to "buff them up" in certain areas.

Armor Class

This is the easiest adjustment: make the character more difficult to hit in combat.

Add an *amulet of natural armor* to the character. If they have one already at the difficulty band you've selected, increase its **natural armor bonus**.

Alternately, or in combination with the *amulet* approach, add a *ring of protection*, providing a **deflection bonus** to AC.

Finally, the character can wear another piece of magical clothing that provides a **luck bonus** to AC.

Below is a suggested range of bonuses required to convert an NPC-caliber character into a PC-caliber character.

For example, the net AC benefit to a character in this book (assuming s/he lacks any such equipment as-is) would be as follows. This corresponds roughly to a +1 overall AC bonus per character level, give or take:

- **Low:** +3
- **Moderate:** +6
- **Advanced:** +9
- **Elite:** +12

Table 3: Suggested Armor Bonuses by Difficulty Band

Difficulty Band	Natural	Deflection	Luck
Low	+2	+1	-
Moderate	+3	+2	+1
Advanced	+4	+3	+2
Elite	+5	+4	+3

Feats

You can also grant the character one or more Feats, focusing on combat advantages. Which Feats best apply depends most crucially on the fighting style and other capabilities of the character in question.

Table 4: Suggested Feat Bonus by Difficulty Band

Difficulty Band	Additional Feats Granted
Low	+2
Moderate	+4
Advanced	+6
Elite	+8

Crunch and Fluff

"**Crunch**" is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such "softer" yet still important game elements are often referred to as "**fluff**".

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC's character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it's necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, *and* a great deal of **fluff**.

Some may consider this overkill, and it's likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That's exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature's **fluff** uses language assuming that you are playing the **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill **rapier**, and the **Elite** version might instead use a *+3 corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Attitude Trackers

Each villain, and some henchmen, have an **Attitude Tracker**.

This section is meant to help track the NPC's current **Attitude** toward the party. **Pathfinder** uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation.

As with other elements of this adventure, the GM is encouraged to use this approach to tracking NPC **Attitude** only if it is desired; of course the GM may use alternate approaches, house rules, or other rule systems to manage how NPCs view the party.

An example of an **Attitude Tracker** is shown below. The GM is encouraged to use pencil to mark the current and changing **Attitude** of each NPC as the game progresses.

Note that some quests, conversation topics, plot activities, and actions rely on a given NPC having a certain **Attitude** toward the party, so it can be helpful to have some way of managing the many different characters the PCs might encounter in their journey.

Using the Attitude Tracker

Attitude is measured on a **29**-point scale: **1** is the worst possible feeling an NPC can have toward the party, and **29** is the most favorable. This is referred to as an NPC's **Attitude Value**.

The five **Attitude** classifications defined in the **Pathfinder Roleplaying Game** correspond to roughly 6-point "blocks" of these values. Specifically, **Attitude Values** between **1-6** represent a **Hostile** character, values between **7-12** mean the NPC is **Unfriendly**, **Indifferent** characters have **Attitude Values** between **19** and **24**, and any value of **25** or above means the character is **Helpful** toward the party. This is the NPC's **Attitude** overall.

Each NPC has a **"Starting Attitude"**, and the for example, "14 (Indifferent)". When the adventure begins, and with no other considerations or complicating factors, this is the NPC's initial perspective on the party.

Attitude Modifiers

Beneath "Starting Attitude" can be one or more **Attitude Modifiers**. Each describes a scenario, and the effect it has on that NPC's **Attitude Value**.

Attitude Modifiers can be pre-existing, unchangeable things, such as *"Party Contains at Least One Elf"*. These Modifiers should be taken into consideration as soon as the party see the NPC, or even during pre-game setup by the GM.

Some are action-based: for example, *"Party Engages in Conversation: +2"*; in that scenario, the moment the party approaches the NPC and greets her, that NPC's **Attitude** increases by **2** points. Action-based **Attitude Modifiers** only have an effect once; in the example above, if the party approaches the NPC the next day and speaks with her, there is no further effect to her **Attitude**.

An NPC may have repeatable action-based **Attitude Modifiers**; these may take effect multiple times, and are usually phrased to make this obvious. For example: *"Each Time the Party Slays a Giant Rat on the Property: +1"*.

Others have **maximum effect caps**. In the example *"Making a Purchase (+1 per 50 gp spent, max 5)"*, the NPC in question will grow more fond of the party the more they buy... but this caps out at **+5** for **250 gp** spent. The party is of course welcome to spend more money than that, but it will have no further effect in terms of the NPC's **Attitude**.

Attitude Modifiers that cause an NPC's **Attitude** to shift to the range for a different classification take immediate effect as it applies to **Diplomacy** rolls and the like. For example, if an NPC's **Attitude Value** is **18** (Indifferent), and speaking with her grants **+1**, this would bump her up from **Indifferent** to **Friendly**. So, starting a chat with her means the ensuing conversation would take place with her being **Friendly**.

Modifiers that would take an NPC's **Attitude Value** above **29**, or below **1**, have no effect.

Quadded Stat Blocks

Each villain and henchman has a set of **quadded statblocks.** Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—"hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like" doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Habits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Nighttime** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hour-by-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Conversation

Some NPCs have a lot to say; others, not so much.

Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such "additional' dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Villain Content: Section by Section

Each Villain's content section is structured in a similar manner.

The following breaks down each component of content.

Overview

A very short sound bite that summarizes the villain in a nutshell.

Appearance

Common garb, visual presentation, tics and habits, and other atmospheric details of the villain.

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

Demeanor

This section describes the typical atmosphere of conversation and attitude presented by the character.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: "will fight the PCs on sight, and will fight to the death" is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as "will focus on melee opponents first, and then move on to ranged enemies". Complex enemies may have a round-by-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Modus Operandi

Each villain typically has a regular set of behavior that define their villany. The Modus Operandi of the villain is the set of activities, method of selecting "targets", or other actions that illustrate how they go about their evil.

Notoriety

Some villains are well-known and infamous; others operate below the radar or in secret. This section informs how widespread knowledge of the villain's existence and behavior are known.

Hooks, Integration, & Adventure Seeds

There are several ways in which a villain might be inserted into an adventure. A skilled DM/GM might not need, or even pay attention to, this section, deriving inspiration merely from the villain's description and Modus Operandi.

However, as additional inspiration, this section lists which of the following general approaches might apply well to this villain.

Note that the intent is for any villain to be easily insertable into any campaign setting, or adventure context.

- **Direct Attack:** Whatever vile thing the villain does, they try to do that to one or more pcs.
- **Plea of the Innocent:** Someone affected by the villain begs the PCs to help.
- **Competing Goals:** The villain does their thing to a target competing with a goal of the PCs.
- **Fringe Notice:** The villain is doing their thing, and the pcs notice the impact on their own and seek to learn more.
- **Appeal from Authority:** Law enforcement or other authority commissions the PCs to investigate.
- **Faction Quest:** A Church ornother Faction tasks the PCs with solving the mess because it competes with their interests.
- **Faction Impact:** A PC's Faction is affected by the villain's actions; the PCs take it upon themselves to react.
- **Collateral Damage:** In the course of conducting villainy, the "bad guy" splash damages one or more of the PCs.
- **Disappearing Regular:** The shopkeeper, innkeeper, general store owner, or gate guard the PCs always run into is either missing or distracted as a result of the villainy.
- **Dark Rumor:** Whispers tell of the villain and their acts.
- **Dependency Interference:** Something or someone the PCs need or want is taken by the villain.

Rumors & Lore

Each villain contains a list of snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the villain. These **rumors and lore** are organized into a **FlexTable**.

There are two ways to use these **FlexTables**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, or **Knowledge (Geography),** but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, particularly for those villains who have not been "operating" very long).

In specific cases, a given villain's context or situation may override these options and the modifiers that govern them. These more specific rules are described in the villain's section under "**Rumors and Lore**".

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a villain or introducing his/her/its work, or as a means of introducing a plot hook into the **Quests** listed in that villain's section.

- **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Villainous Organization

Describes the manner in which the villain operates. Some villains work alone; others have a retinue or group of followers.

"Village Authority"

Throughout the Quests in this book, the term "village authority" or a varient thereof is used.

This can apply to any security authority in the town, city, or other urban / municipal context your PCs find themselves in. This could be the town militia, a city military, police service, or other force.

Character Through Crunch

Thank You

This book was completed many months after I had originally targeted.

That's a symptom of two things, both equally important and influential: first, my own inability to accurately predict how long it takes me to do work.

And second, the patience, support, and general goodwill of my backers, and the Kickstarter community in general.

I get to do what I've always loved, and wanted to do for 30 years, and have it be fruitful enough to break even. Words cannot express my gratitude to those who have believed in me, stuck by me... and, hopefully, have received enormous benefit as a result.

Background & Definitions

First, some ground rules: "**Crunch**" is the mechanics, the numbers, of a roleplaying game. A Strength of 16, a +1 bonus on damage rolls, or a spell that causes *confusion* for 1d6 rounds—these are all examples of crunch.

Crunch is critical to nearly all roleplaying games, because without it, the game is really just interactive storytelling. Crunch gives determination to a game; it removes things to some extent from the control of the players and the GM.

In abiding by the rules of the game, the gaming group gives themselves up to Fate, and the whim of the dice. Different games place a different degree of emphasis on crunch, but even the most storytelling-focused products still rely on mechanics to some extent.

Particularly as a player, the stereotype is that you either love or hate crunch. Typically, "**rules lawyers**" and "**min/maxers**" love crunch, because they turn it into a weapon: If you know some obscure rule on page 385 of a two-decades-old book, that's something you can use to your advantage.

A "**min/maxer**", while we're at it, is someone, typically a player rather than a GM, who makes decisions based on crunch impact. When picking a weapon for their character, they'll pick something that deals the most damage ("maxing"); when assigning rolled numbers to Ability Scores, they'll choose so as to reduce the negative implications of poor values ("minning"). This tends to result in a more formidable character, at least on paper.

Conversely, "**roleplayers**" focus on just that—roleplaying. Pretending to be someone they are not in real life. And for people who are good at that mindset, it tends to be more fun the more bizarre the choices are. A Bard who dreams of being a warrior is much more interesting and difficult to roleplay than a min/maxed Bard who focuses solely on buffing songs for his party, though the latter may indeed be more effective in combat. Roleplayers often contend that min/maxing removes the focus from true roleplaying and reduces the interactive and rich social experience of tabletop RPGs to a numbers game, something that could simply be reproduced on a spreadsheet.

Interpretation

There's nothing wrong with either of those approaches, and this essay (and in a larger sense, this book) isn't going to try and convince you otherwise.

If you love crunch, you will continue to focus on it. If you hate it, you'll instead focus on storytelling, and the mechanics of the game will happen around that. Either way is fine. Most gaming groups contain people from both camps.

It's rare, however, to love crunch ***and*** storytelling. To use one, intentionally, to enhance the other.

Even though, I'd argue, that was the very purpose of crunch all along—to facilitate storytelling, to enhance it, to put a frame and context around it, to make it easier for everyone involved to speak a common language when trying to storytell. Can you defeat the dragon? "Maybe" isn't a satisfying answer, because the reality is far, far more complex than that.

Just like real life.

Character Through Crunch

So, to the point, here: I believe it's possible, fun even, to create **character** using **crunch**. Crunch can be *fun*; it's just a matter of how you approach it.

If you're not having fun creating crunch, you're either devoid of imagination, or you're not doing it with the proper creative spirit.

I remember watching the movie *Backdraft*. If you're not familiar, this is a story about firefighters. Put water on fire, try not to get burned, right? Pretty straightforward. Yet it's compelling, and interseting, and a solid flick.

I realized that any story can be interesting, if it's told well.

Same thing with character creation: every class, every archetype, every spell, every skill, every feat, every weapon... every single option to be found in the wealth of content that's available to us can be interesting.

Assume that's true, though some will claim or point out spells or items that really are single-role and throwaway outside of a particular context. Even those, however, can be interesting—just assume that context exists, and create a character around that.

This just wouldn't be a roleplaying opinion essay without an *Art of War* quotation, so here goes: Just as war is the continuation of politics by other means, crunch is the continuation of character development by other means.

Hopefully, whether you use this book as simply a stockpile of ready-made characters, or if you use it as inspiration for creating your own PCs or NPCs, something in here enhances your respect for the concept of ***character through crunch.***

"Ay, that I had not done a thousand more.
Even now I curse the day—and yet, I think,
Few come within the compass of my curse,—
Wherein I did not some notorious ill,
As kill a man, or else devise his death,
Ravish a maid, or plot the way to do it,
Accuse some innocent and forswear myself,
Set deadly enmity between two friends,
Make poor men's cattle break their necks;
Set fire on barns and hay-stacks in the night,
And bid the owners quench them with their tears.
Oft have I digg'd up dead men from their graves,
And set them upright at their dear friends' doors,
Even when their sorrows almost were forgot;
And on their skins, as on the bark of trees,
Have with my knife carved in Roman letters,
'Let not your sorrow die, though I am dead.'
Tut, I have done a thousand dreadful things
As willingly as one would kill a fly,
And nothing grieves me heartily indeed
But that I cannot do ten thousand more."

William Shakespeare, *Titus Andronicus*

"No one is ever the villain of their own story."

Cassandra Clare, *Lady Midnight*

"Behind every villain is a truth, whether it be perceived or actual."

Dalton Frey, *The Darkest Light*

MacCratchen

MacCratchen

Overview

A wily yet hermetic gnome, tall and lanky for his type, who keeps a homeand quasi-fortress in a mountainside half destroyed by volcanic activity called Stonehaven.

Appearance

Nearly all his garb has been accumulated from remnants, or pilfered from victims. As such, it's a curious assortment of clothing, armor, and superstitious nonsense.

Background

Some say MacCratchen was once an adventurer, and gave up civilization one day in favor of life as a hermit.

Others suspect that he once enjoyed a life of priviledge, and was driven insane through organic or magical means.

The truth is somewhat in between: once a tribal leader, MacCratchen led his few dozen soldiers into combat against a warring faction. Tragically, he had been betrayed by his lieutenant, and what was supposed to have been a sneak attack turned into an ambush.

His warriors slain, MacCratchen alone slunk home, wounded and embittered, to find his entire village destroyed, his remaining people enslaved, murdered, or driven out.

Understandably, the incident drove the man insane.

Demeanor

MacCratchen lives as a hermit, suspicious and paranoid of any outsiders and indeed of any sentient life in general.

Combat Tactics

MacCratchen will observe from afar, silently and hidden, often for days on end, to ascertain the motives of any intruder into his realm.

If it's feasible to pick off weaker or solitary intruders, he will do so when the opportunity arises, but he will never seek armed conflict against a superior force.

Forced into combat against greater numbers, MacCratchen will run, using his knowledge of the terrain to lose his pursuers and to regroup against the potential for better odds.

Modus Operandi

MacCratchen preys upon the weak, the solitary, the wounded, and the lost. His domain is wide, his swath of coverage great; he knows well the forests and mountains of the area, and his tribe of loosely-aligned Scouting Harpies grants him awareness of an area larger still.

His favorite targets are lone travelers: those out for a picnic, traveling from city to city, or adventurers scouting for supplies. Any group of less than four people is a possible target.

MacCratchen will typically send in a few Scouting Harpies, mainly to harangue the target into fleeing deeper into the forest and away from civilization.

As they stumble and run, the targets will suffer ranged attacks until they have been weakened to a point where MacCratchen will finish them off.

His arrangement with the harpies is that they are allowed to attack the targets only if MacCratchen gives the signal to do so, which he will only do if he is clearly outmatched. The villain himself prefers to land the killing blows.

Once the target has been subdued, MacCratchen will loot the bodies, leaving the corpses to the harpies for sport and food. Later, the harpies have been asked to dispose of the bodies; in truth, more often than not, they cannot be bothered to do so.

Notoriety

MacCratchen himself is nearly completely unknown, except to rumor. Of his once hundred-strong tribe, there is himself alone remaining, and no tales of the betrayal and massacre are still told by the victors; it is as though his family and home have been wiped away.

There are tales and whispers of a hermit who lives in the forest, or mountains, who eats those who wander into the woods and who takes harpies for lover, but these are often dismissed as inappropriately foul cautionary tales for children too eager to play far afield from protection.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** If the PCs number 4 or fewer, they can be targeted directly by MacCratchen and his Scouting Harpies.
- **Plea of the Innocent:** Parents of a lost child beseech the PCs to help them find the boy, who in fact was targeted by MacCratchen.
- **Collateral Damage:** MacCratchen slays an NPC the party knows, as that NPC was traveling from town to town.
- **Dependency Interference:** A courier, en route with information or an item vital to the PCs' grander designs, was killed by MacCratchen; the hermit now possesses that item of importance.

Habits and Logistics

MacCratchen is, at the end of the day, a crazed loner: his

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FlexTable 2: MacCratchen Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A mountainous hermit is so vile and repugnant that he takes harpies as lovers.	☑ **Partially True.** MacCratchen is something of a vile hermit, and he does fraternize with harpies, though the relationship thus far has not been physical.
15-29	15-30	15-30	01-30	13	A forest hermit will attack lone travelers for sport.	✓ **True.** "Sport" is perhaps stretching things; he abhors outsiders and guards his solitude viciously.
30-44	31-45	31-45	31-39	14	Wanderlust Is dangerous For if you walk In deep forest You might befall The harpies' wrath And then become A fell bloodbath!	☑ **Partially True.** The rhyme is often told to and by children to dissuade them from venturing into the woods alone; doing so may well result in the harpies attacking.
45-59	46-60	46-60	40-49	15	Betrayed by his lieutenant, a once-mighty chieftain went insane, and now lives alone, shunning society and preying upon the weak and wounded who venture close to his lair.	✓ **True.** This is an accurate summary of MacCratchen's life, both past and present.
60-74	60-69	60-69	50-59	16	A hermetic gnome has befriended harpies, who are ever on the lookout for fresh victims they might share.	✓ **True.** This describes the relationship between the gnome and his scouts.
75-89	70-97	70-94	60-69	11	A cannibal hermit succors children to his lair, where harpies prepare their flesh for his feasting.	✗ **False.** Though elements of this story are accurate, the whole is a macabre extrapolation that is inaccurate.
90-00	98-00	95-00	70-00	13	If you are attacked by harpies in the woods, you must cleanse the wounds, or else the grime marks they leave may be used to track you.	✗ **False.** This doesn't have anything to do with MacCratchen or his scouts.

sleep habits are bizarre and mutable, to say the least.

In game terms, this means that at any given time of day, the hermetic gnome might be asleep in his cave lair, out on the prowl, or simply scouting terrain with or without the aid of his Scouting Harpies.

There is a **35%** chance that MacCratchen is in his lair at any time of day. For every 10 minutes the PCs spend a vacant lair, there is a **20%** chance that MacCratchen returns and discovers them.

Conversation

Though MacCratchen understands language, it has been a decade since the gnome has said anything. He communicates with his Scouting Harpies mainly through gesture and guttural shouting.

Do you know anything about a missing child?
(This can be a general question about any victim, actual or suspected.)

(MacCratchen stares blankly at you. Just as you're not entirely sure he understood the question, there seems a michievous and vile glint in his eyes that both confirms his understanding, and would seem to answer your question, all at once.)

What of your past?

(The gnome shrugs, scowls, and shrugs again.)

Attitude Tracker Triggers

Value	Action
<7	MacCratchen attacks the party on sight, regardless of circumstances.
<13	MacCratchen keeps watch on the party as long as they are within 5 miles of his cave. He will send harpies to attack, or himself dispatch, any lone members of the group.
>18	The gnome will ignore the party even if they are in his domain.
>24	Though still hermetic, the gnome will seek out and greet the party if they venture within 1 mile of his cave.

Organization

MacCratchen is loosely familiar with **3d6 Scouting Harpies**.

Contrary to sordid rumor, they have a working relationship, symbiotic and very similar to that enjoyed by a predator and scavengers.

Henchmen, Retainers, and Followers

The harpies are under strict instruction never to trespass within 100' of MacCratchen's cave.

At any given moment, outside of his cave, MacCratchen is within earshot of **1d4 Scouting Harpies**, which he can summon with a shout.

So long as MacCratchen is within shouting distance of at least one Scouting Harpy, he may command her to gather all other Harpies to their location; the reinforcements take **2d4 rounds** to arrive.

Lair / Residence

MacCratchen's lair is a naturally-occuring cave build into the side of a mountain. He has done very little to keep it tidy, and in fact has imbued it with refuse and debris over the years.

In his defense, it's not as though there are ever any visitors. At least, not any who survive to leave.

Quests & Encounters

Quest: Rescue the Missing Children

Summary: One or more missing children have been last seen within a mile or so of MacCratchen's mountain lair. The PCs are asked to recover them.

Rewards: 500 gp / 2,800 gp / 6,000 gp / 12,000 gp (per child, promised); up to **2 Reward Stars** per child.

Locations: Any.

Key NPCs: MacCratchen.

Kickoff: There are two possible sources of this Quest. The PCs may encounter a parent of one of the missing children, who then asks the party to find the boy.

For greater challenge and greater benefit, however, the city authorities might offer a reward for the return of any number of missing children, or information leading to the recovery of their bodies.

Description:

The truth of the matter is that all of the children involved were wandering in the woods, and were targeted by MacCratchen and his harpies.

Whether the Quest is introduced to the party via a single parent, or a village security authority, the evidence provided points to the child(ren)'s last known appearance being in the woods outside of town.

For each missing child, there is a chance (**20%**) that they have not yet been killed, and have evaded the harpies' attacks and are hiding. Roll to determine this for each child separately before the party ventures into the woods to explore.

Missing children who are determined to not still be alive via the above check were slain by some combination of **MacCratchen** and his harpies; the bodies are scattered in the woods, and any possessions are in the hermetic gnome's lair.

Finding out what happened requires skill checks: **Survival**, tracking skills, or **Knowledge (Nature)** are good examples.

Success leads the party to **MacCratchen's lair**; fully leading back to the lair requires **1d4** successive, successful, skill checks along these lines. Along the way, the PCs will encounter each of the slain children (if there are any; see above), in various stages of being consumed by the harpies.

Each failure adds **+1** to the total successes required. Each skill check attempt has a **15%** chance of attracting attention—at the GM's option, this could be either a random forest / mountain encounter, or the wrath of the **Scouting Harpies**.

In a party that is either ill-equipped for such investigation, and/or who fails for any reason at the checks, the GM can keep things moving by having the Scouting Harpies attack the party.

The ensuing fight could force the PCs to the lair, or to run into any missing children that are still on the run and alive.

The parents and/or authorities will also value any possessions returned, or proof of the children's fate. Each missing child has at least one toy, weapon, memento, or piece of clothing that identifies them; in

the case of the slain children, these trinkets are in the possession of MacCratchen himself.

Returning them requires either sneaking in and out of a vacant lair, or slaying MacCratchen.

- To return bodies or living children, the party will have to slay any harpies who attack.

  If the party has not yet encountered any harpies when they decide to return to town, a group of **2d4** immediately attacks them when they make this decision.

- Returning one or more alive children to parents and/or authorities is worth the listed monetary reward, and **2 Reward Stars,** per child.

  Bringing back a corpse is worth half of these rewards in each case.

  Bringing back a corpse, and one or more identifiable possessions, grants the full reward listed per child.

- Slaying MacCratchen, under any circumstances, grants **4 Reward Stars,** which stack with any others earned through other aspects of this Quest.

Unless MacCratchen is killed in the course of the PCs' activities, this Quest is sadly repeatable: the gnome won't stop what he does, so it will not be long before there are other missing children.

MacCratchen

CR 4; XP 1,100

NE; Small Humanoid (Gnome, Rock)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Barbarian 4	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Small NE Gnome	Small NE Gnome	Small NE Gnome	Small NE Gnome
HP	47	84	146	196
Armor Class	13	13	14	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 18 (+6)** **DEX 8 (-1)** **CON 18 (+6)** **INT 15 (+2)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 20 (+8)** **DEX 8 (-1)** **CON 19 (+7)** **INT 15 (+2)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 20 (+9)** **DEX 9 (-1)** **CON 20 (+9)** **INT 15 (+2)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 20 (+10)** **DEX 11 (+0)** **CON 20 (+10)** **INT 15 (+2)** **WIS 7 (-2)** **CHA 10 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Gnomish			
Attacks	**Melee** Halberd (Small) +6 (1d10+4) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +1 (1d10-1); 400 ft.': +1 (1d10-1) **Melee** Handaxe (Small) +6 (1d6+4) **Ranged** Handaxe (Small/ Thrown) 20 ft.': +6 (1d6+4); 60 ft.': +6 (1d6+4)	**Melee** *Halberd (Small/ Weapon +1)* +9/+9 (1d10+6) **Melee** Handaxe (Small) +8/+8 (1d6+5) **Ranged** Handaxe (Small/ Thrown) 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5) **Ranged** *Crossbow, Heavy (Small/Weapon +1))* --> 100 ft.': +3/+3 (1d10); 400 ft.': +3/+3 (1d10)	**Melee** *Halberd (Small/ Weapon +2)* +11/+11 (1d10+7) **Melee** Handaxe (Small) +9/+9 (1d6+5) **Ranged** Handaxe (Small/ Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5) **Ranged** *Crossbow, Heavy (Small/Weapon +2))* --> 100 ft.': +5/+5 (1d10+1); 400 ft.': +5/+5 (1d10+1)	**Melee** *Halberd (Small/ Weapon +3)* +13/+13 (1d10+8) **Melee** Handaxe (Small) +10/+10 (1d6+5) **Ranged** Handaxe (Small/ Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5) **Ranged** *Crossbow, Heavy (Small/Weapon +3))* --> 100 ft.': +8/+8 (1d10+3); 400 ft.': +8/+8 (1d10+3)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Halberd (small); heavy crossbow (small); handaxes (small, 5x)	*+1 Halberd* (small); *+1 heavy crossbow* (small); handaxes (small, 5x)	*+2 Halberd* (small); *+2 heavy crossbow* (small); handaxes (small, 5x)	*+3 Halberd* (small); *+3 heavy crossbow* (small); handaxes (small, 5x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (6), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 2. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 4, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Table 5: Attitude Modifiers for MacCratchen

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Gurtholoemeux

Gurtholomeux

Overview

Gurtholomeux is an underhanded bardic rogue who ventures from town to town, selling his myriad talents to all comers until he gains enough confidence and wealth to assassinate a wealthy mark and escape to his next city.

Appearance

Foppish, hipster, in vogue: Gurtholomeux's garb is always on point, but the trend followed varies greatly depending on who his current target happens to be.

He's above nothing and nobody in terms of his targets; he's just as likely to approach a man as a woman, a half-orc as a halfling; his dress corresponds to those aims and those aims alone.

Background

Abandoned on the streets as a very young child, Gurtholomeux learned two things very quickly and painfully.

First, he learned that live can be harsh, and cruel—a lesson he would later in life learn to impart unto others.

Second, he learned that the two most potent weapons against life's cruelty are smarts and appearance. Against these forces, no amount of pure brutality could stand.

Gurtholomeux's childhood was a progression of self-teachings in these skills, and how they might best be applied against the forces of the world.

A rough childhood, paired with his talents, instilled in the young man a firm conclusion that everyone else in life was a potential mark: balance the risk against the reward, pick your targets carefully, then bleed them dry of wealth and influence before moving on.

Whether such targets were deserving of such action has legitimately never once crossed the man's mind.

Demeanor

Gurtholomeux has so long been in pursuit of his criminal aims that he has no idea who he himself is as a single individual.

His personality becomes fixed in service of his current target; maleable is his manner as he relies on his charisma and magnetism to fulfill any questions his audience may have.

Combat Tactics

Though skilled and capable, and experienced in combat, Gurtholomeux knows his talents lie elsewhere, and in any event, he realizes that facing one foe can quickly turn into facing many, particularly among the wealthy and elite.

He will flee whenever possible, staying and fighting only if forced to do so, or if the odds are substantially in his favor.

His battlefields, as he would be put it, are wordplay, the foyer, and the bedroom; he has no taste for bloodshed.

Modus Operandi

Gurtholomeux will take the measure of the elite and wealthy in a town shortly after he moves into it. He will take modest, humble lodging for a time while he evaluates targets.

In his experience, the priviledged are even more prone to solitude, to loneliness, and to the need for validation than the common man; perhaps, he will muse, it is because they are so far from their common man that they seek justification, active reinforcement, and reminders that their lofty station is not just merited, but ***okay***—acceptable to those who aspire to the position.

It is these, who are most in need of validation, on whom he preys, as a preference.

He will gather information about a potential target's household via his **Undercover Servant** and his own eyes and ears.

Although certainly not opposed to paying for information, in his experience, it's often unnecessary to trade coin: smiles and compliments are free, as is the sharing of information of his own.

Notoriety

Gurtholomeux is like a trained sniper in his practice: execute, and then swiftly move on. Lingering is an invitation for disaster.

As a result, dozens of towns of all sizes and types have been victimized by his behavior, but very few have anything but a vague description to go off of.

"A charismatic and murderous bard" is about the size of it in most cases... hardly specific.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Wealthy PCs may be targeted directly, though this is unlikely unless the PCs own property in town.
- **Plea of the Innocent:** A family member asks the party to investigate the disappearance or seeming murder of their loved one.
- **Appeal from Authority:** The town security forces ask the PCs' assistance in apprehending a murderer.
- **Appeal from Authority:** For a neat twist on the

2018

FlexTable 3: Gurtholomeux Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A roguish bard in town is actually an assassin.	**Partially True.** Gurtholomeux kills, but not for a contract.
15-29	15-30	15-30	01-30	13	A bard new to town has oft been seen on the arm of a wealthy merchant.	**True.** It's not long before Gurtholomeux attracts the attention of a prominent society figure.
30-44	31-45	31-45	31-39	14	Beware the attentions of the handsome and skilled; For thou art as like to find love as be killed	**Partially True.** This rhyme is often told to older children about to come into their own and go out into the world, mainly as a caution against the attentions of bards in general.
45-59	46-60	46-60	40-49	15	A handsome and capable bard has found employ in the estate of a local merchant.	**True.** This story is particularly popular at the beginning of Gurtholomeux's tenure in a town.
60-74	60-69	60-69	50-59	16	A murderous bard travels from city to city, preying on the financially powerful yet morally weak.	**True.** This is Gurtholomeux in a nutshell.
75-89	70-97	70-94	60-69	11	A cursed bard is doomed to travel from town to town, falling in love, but never finding reciprocation.	**False.** The "town to town" part fits, but it also applies to hundreds of other bards, as well.
90-00	98-00	95-00	70-00	13	A bard is doomed to travel from town to town, in each place attracting love, but cursed to never himself reciprocate the affection.	**Partially True.** Gurtholomeux does find people to love him wherever he goes, and he himself never succumbs to the affection, but it is no curse (or at least, no magical condition).

traditional, perhaps a legal or tax authority asks the party's help in collecting debts owed by a merchant... and in investigating, the PCs discover the merchant has been murdered.

- **Faction Quest:** One of Gurtholomeux's victims owed money to a Faction to which the PCs belong. They ask the party's help in locating the victim.
- **Disappearing Regular:** A wealthy merchant or elite member of society with whom the PCs have a relationship turns up dead, missing, or suddenly impoverished and/or disgraced.

Habits and Logistics

Gurtholomeux takes great pains to hide his true location, which is often just a hovel in which to lay his head while he schemes. During the day, he is always out and about.

He will typically perform surveillance during the day, nap in the afternoon, attend parties or events in the early evening, then perform more surveillance or thievery overnight.

Conversation

Moreso than many other villains, Gurtholomeux may speak with the PCs during their investigation. In the wake of a murder or disgrace, if Gurtholomeux has not been able to escape and move on to another city, he will be well-known to the victim, who may not know the source of his misery, but will certainly have been seen in the bard's company of late.

Gurtholomeux's mission in every interaction with the PCs is to minimize his relationship with and connection to the victim, to lament what has happened in sympathy with the victim, and to get away from the party and the city as quickly as possible.

The man will refer to lovers and others whom he has entertained; if forced to reveal an alibi in detail, he will pay an upscale prostitute or convince a young scion to admit to his location at the time of a murder or a break-in.

What is/was your relationship with the victim?

"We were known of late to spend a fun hour or two together, on occasion, oft with others, and always in merriment. More I cannot say, owing to discretion."

Where were you during the murder?
(Murdered victims only)

"Asleep, or at least abed; it's difficult to keep track of time when you are in the arms of lady lust."

Attitude Tracker Triggers

Value	Action
<7	Gurtholomeux will try to ambush the PCs, or hire thugs to waylay them.
<13	Gurtholomeux will actively keep an eye out for the party, and avoid them as much as he can.
>18	Gurtholomeux may give gifts to the party, particularly romantic gestures (e.g., jewelry) to those with the highest Charisma score.
>24	Gurtholomeux may approach the party and attempt to either seduce those with the greatest Charisma, or to offer their involvement in his schemes.

Organization

Gurtholomeux has only one compatriot, though it is more of a role or title than a dedicated person: the **Undercover Servant**.

This is typically a roguish ward, younger than the man himself, and used as an observer, someone who can quickly secure employ in the domicile or estate of a potential target, and either add additional information to what Gurtholomeux might learn on his own, or help provide access into locked regions only servants are entrusted with.

Occasionally, he will keep the same Servant follower across multiple towns; much more often, the Servant will be left behind, or murdered around the same time as Gurtholomeux's target to avoid anyone discovering what happened.

Henchmen, Retainers, and Followers

Gurtholomeux has, at most, a single follower. In any given scenario, there is an **80%** chance that he has an **Undercover Servant** in his employ.

The Servant is a reconnaissance tool, and sometimes a lover; s/he serves no further purpose to the villain. Even a besotted Servant has no wish to die on their master's behalf, and will not fight the party unless the PCs strike first and escape is impossible.

Rarely are Gurtholomeux and his Servant encountered together, though tracking the latter will eventually lead to observing a regrouping with the former.

Lair / Residence

Gurtholomeux has no lair to speak of, excepting the humble room he will rent as a means of operating in a city.

Quests & Encounters

Quest: Stop the Drop

Summary: Prevent Gurtholomeux from poisoning a wealthy target who has recently changed her will to benefit him.

Rewards: 1,500 gp / 4,000 gp / 8,000 gp / 14,000 gp; up to **3 Reward Stars**.

Locations: Any city.

Key NPCs: Gurtholomeux, Undercover Servant.

Kickoff: An informant inside the residence of the target suspects foul play when their lord makes a sudden change in their last will and testament after falling in love with a roguish bard. They ask the PCs to be on the lookout for poison at a huge party being thrown that night.

Description:

In but a few short weeks, a wealthy merchant has fallen in love with a man whom she had hired merely to play in her foyer. Gurtholemeux is charming, doting, and from all appearances, completely devoted to his new lady love.

Some searching will reveal chinks in the armor, however: nobody is quite sure how he came to be at the estate, who hired him, or indeed whether he was even invited in at all to begin with. The most anyone can recall is that one day a few weeks ago, he appeared on the lady's arm, and has fairly consistently been there ever since.

The story told—by the besotted merchant queen to anyone who will listen—is that Gurtholemeux played a love song of his own design to her, so inspired on the spot by her beauty so as to craft a song specifically for her.

(In truth, Gurtholemeux had been researching her for a month prior, and composed the song's lyrics a week in advance to target her insecurities and pride. The melody, he had stolen from a bard a hundred miles away who he had killed in a rage. He was never truly "hired" by the merchant or her house; he snuck in and simply began playing; before anyone could accost him, there was applause at the conclusion of his first song, and that, as they say, was that.)

Discovering which guest is the Undercover Servant requires a great deal of luck—or, more accurately, of **Skill**. Sense Motive checks are necessary here, and the luck of the draw in running into the Servant himself at the party.

Successfully checking the Servant merits **1 Reward Star** in and of itself.

The PCs may apprehend the Servant immediately. **Diplomacy** or **Intimidate** checks against the Servant, opposed by their own **Bluff** or **Diplomacy**, will get the Servant to reveal the plot—but before anything can happen, Gurtholemeux will assassinate the Servant and escape, lest the entire scheme be revealed.

Apprehending the Servant is good for half the noted monetary reward. Convincing the Servant to talk—and preventing the assassination attempted by

Gurtholemeux—is worth the full gold reward, as well as **2** more **Reward Stars**, for a total of **3**.

The PCs might fail. If they do not determine the Servant bears posion and intent in the span of an hour, the Servant manages to slip poison into the goblet of the merchant queen, and she dies on the spot.

In the chaos that ensues, sharp-eyed PCs may detect that Gurtholemeux and the Servant have disappeared. **Perception** with DC 25 will give them the hint, and they can give chase.

Although the murder will have occured, the same monetary reward applies in the event that the Servant and/or Gurtholemeux is captured or slain, though the PCs stand to earn only **1 Reward Star** for the Servant, and **2 Reward Stars** for Gurtholemeux.

Gurtholomeux

CR 4; XP 1,100

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 4	Bard 8	Bard 12	Bard 14
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	18	31	62	101
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 13 (+1)** **DEX 17 (+3)** **CON 9 (-1)** **INT 12 (+1)** **WIS 9 (-1)** **CHA 20 (+5)**	**STR 13 (+1)** **DEX 19 (+7)** **CON 9 (-1)** **INT 12 (+1)** **WIS 9 (-1)** **CHA 20 (+8)**	**STR 13 (+1)** **DEX 20 (+9)** **CON 10 (+0)** **INT 12 (+1)** **WIS 9 (-1)** **CHA 20 (+9)**	**STR 13 (+1)** **DEX 20 (+10)** **CON 12 (+1)** **INT 12 (+1)** **WIS 9 (-1)** **CHA 20 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +2 Dulcimer, Lyre, Viol	Passive Perception 15 +3 Dulcimer, Lyre, Viol	Passive Perception 17 +4 Dulcimer, Lyre, Viol	Passive Perception 19 +5 Dulcimer, Lyre, Viol
Languages	Common, Elvish			
Attacks	**Melee** Dagger +3 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+3); 60 ft.': +3 (1d4+3) **Melee** Rapier +3 (1d8+3)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Rapier* +8 (1d8+5)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Rapier* +11 (1d8+7)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Rapier* +13 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; faerie fire; illusory script; sleep*	**Save DC 16; Spell Atk +8** **4th:** *dimension door; freedom of movement* **3rd:** *dispel magic; fear; hypnotic pattern; major image* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; faerie fire; illusory script; sleep*	**Save DC 17; Spell Atk +9** **6th:** *mass suggestion* **5th:** *dominate person; hold monster* **4th:** *compulsion; confusion; dimension door; freedom of movement* **3rd:** *dispel magic; fear; hypnotic pattern; major image* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; faerie fire; illusory script; sleep*	**Save DC 18; Spell Atk +10** **8th:** *dominate monster* **7th:** *teleport* **6th:** *mass suggestion* **5th:** *dominate person; hold monster* **4th:** *compulsion; confusion; dimension door; freedom of movement* **3rd:** *dispel magic; fear; hypnotic pattern; major image* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; faerie fire; illusory script; sleep*
Equipment	Rapier; Dagger; Glamoured studded leather armor	*+1 Rapier;* Dagger; *+1 Glamoured studded leather armor*	*+2 Rapier;* Dagger; *+2 Glamoured studded leather armor*	*+3 Rapier;* Dagger; *+3 Glamoured studded leather armor*

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses

either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Table 6: Attitude Modifiers for Gurtholemeux

Starting Attitude: **16 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Undercover Servant

CR 2; XP 200

NE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	10	23	59	89
Armor Class	14	16	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 13 (+1) DEX 17 (+5) CON 9 (-1) INT 10 (+2) WIS 9 (-1) CHA 15 (+2)	STR 13 (+1) DEX 19 (+7) CON 9 (-1) INT 10 (+3) WIS 9 (-1) CHA 15 (+2)	STR 13 (+1) DEX 20 (+9) CON 12 (+1) INT 10 (+4) WIS 9 (-1) CHA 15 (+2)	STR 15 (+2) DEX 20 (+10) CON 12 (+1) INT 10 (+5) WIS 9 (-1) CHA 15 (+2)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Shortsword +5 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+3); 320 ft.': +5 (1d8+3)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+4); 320 ft.': +7 (1d8+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; shortsword; leather armor; light crossbow; crossbow bolts (10x)	Dagger; *+1 shortsword;* *+1 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+2 shortsword;* *+2 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+3 shortsword;* *+3 leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on

the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Belsinquer

Belsinquer

Overview

A halfling transmuter, obsessed with the legendary but impossible ability to polymorph anything into anything else at will, he seeks a mythical brazier whose fumes imbue the inhaler with this gift for a fortnight.

Though he will stop at nothing to fulfill this lifelong quest, he still needs must pay rent and keep himself fed in the meantime... thus his mercenary leanings.

From time to time he's held the position of vizier or sage, lending his voice and presumed wisdom to the powerful, but in each case, his extracurricular obsession eventually landed him in hot water, and he had to make haste lest he find his head atop a pike.

Appearance

Belsinquer appears a reserved, conservative halfling. He dresses in business attire predominantly, and bears a cane that is in no way required by his physical state.

Though somewhat young by standards of his race, his arcane leanings, late nights, and lifestyle have weathered him more than his years; white hair blooms plentifully atop a lined and wrinkled visage.

Background

Belsinquer was once a promising student, an aspiring transmuter who was top of his class.

He had the poor luck, however, of being apprenticed to a gnome with an obsession—a brazier of potent polymorphing that simply does not exist. Tales are spun of the device, but all but the insane view them as simply that: tales.

Not so for Belsinquer's mentor, who passed wisdom, skill, and, in the end, this mental malaise on to his student.

A few years after his learning tenure with the man, Belsinquer learned of his tutor's demise. Though the death was in truth a simple overdose of chewing addictive weed, Belsinquer was convinced on the spot that his mentor had simply gotten too close to the truth, and had been murdered for it.

The death finalized the passage of the obsession from teacher to student, and also broke what little moral code Belsinquer had retained despite his training.

Demeanor

Belsinquer is calm, cool, and concise in his word choice. He speaks when spoken to, and not much before. His advice and comments are often quite sensible and reasonable, though he tends to be more risk-adverse than most of his employers would prefer.

All in all, he seems every inch the competent, collected solicitor one might wish for one's business or wealthy family.

Combat Tactics

Belsinquer is no fighter, and he is too smart to pretend otherwise. He will avoid combat, and will even avoid showing the true depth of his talents, unless absolutely forced to do so.

If cornered, he will be a creative combatant, using the environment, his knowledge of surroundings, and language as weapons as much as his outright magical talents.

No matter how the fight fares, Belsinquer will effect an escape if any opportunity presents itself.

Modus Operandi

Belsinquer will approach a new situation cautiously. He will attempt to establish trust and a solid reputation over the course of months of running a small business, often of advice or small magical tasks, building his employ and picking better and better clients until he is well-known.

Even in large environments, this doesn't take nearly as long a time as one might suspect; it's often less than a year before he is called to the service of a major legal, political, trade, or religious authority in the town.

Belsinquer is not picky about the nature of his employer, but he is singularly focused on one factor: influence. The more powerful the employer, the greater the lengths to which the halfling will go to secure employ.

Once established, he will serve his purpose well, but behind the scenes, he will be bleeding the organization dry through a complex set of rules, go-betweens, and legal machinations.

All the while, he will be attempting to discover more information about the mythical device whose obsession drives him.

Notoriety

Belsinquer tends to be very well-known in the city in which he has "set up shop"; otherwise he would have difficulty finding employment of the nature he prefers.

Beyond that, however, he gathers very little attention and reputation, as he takes great care to hide his misdeeds behind red tape and logistical machinations.

Hooks, Integration, & Adventure Seeds

- **Competing Goals:** Belsinquer works for a prominent NPC, of whom the PCs require something; however, due to the halfling's leeching, the NPC's estate is in tatters and she finds herself quite unable to help the party. This seems so

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FlexTable 4: Belsinquer Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A halfling once discovered the legendary *brazier of potent polymorphing*.	**Partially True.** Belsinquer seeks the *braizer*, but nobody has discovered it as it does not in fact exist.
15-29	15-30	15-30	01-30	13	They say the advice of the halfling transmuter is legendarily accurate and uncannily helpful.	**True.** Belsinquer, despite his sometimes nefarious actions, is in fact a very competent and valuable counselor.
30-44	31-45	31-45	31-39	14	Change a sister To a brother First one thing And now another Round and round It would appear Most potent change In the brazier	**Partially True.** This is a childish rhyme, passed around from student to student, and tells of the *braizer of potent polymorphing*. Most grow out of the rhyme and what it purports to portend.
45-59	46-60	46-60	40-49	15	They say that the halfling who arrived in town last year has taken up shop with a prominent merchant lord.	**True.** This is how Belsinquer operates.
60-74	60-69	60-69	50-59	16	I heard tell of a faraway town where a halfling counsellor was giving advice to a merchant who was eventually ruined and lost all their money. It seems something similar is happening here in town!	**True.** That's what Belsinquer does. Although he strives to clear his tracks and keep his fingerprints off of what occurs, rumors still swirl and occasionally follow him from town to town.
75-89	70-97	70-94	60-69	11	The halfling counselor gives bad advice, but it's followed out of threat of being turned into a toad!	**False.** Belsinquer is a transmuter, but very rarely has cause to turn his talents against people in combat.
90-00	98-00	95-00	70-00	13	There is a cursed counselor who is doomed to give good advice, but have it never be followed.	**False.** This "Cassandra Complex" is an excellent rumor, since it seems to follow the pattern of Belsinquer providing advice that seems sound, but his patron losing money nevertheless.

sudden and unexplained that the PCs may set their gaze immediately upon the NPC's new counsellor.

- **Appeal from Authority:** A NPC whose finances are being bled dry owes a considerable sum in taxes; in an effort to persuade them to pay, the city's authorities ask the party's help in figuring out whether it is a case of not being able, or not being willing, to pay.
- **Faction Impact:** A Faction with which the PCs have a relationship cancels plans to improve the community (e.g., a church is unable to repair its roof). The PCs investigate, and learn that a major donor was unable to provide funds.
- **Dependency Interference:** The PCs are to be rewarded for another quest or accomplishment... but the NPC who was to have provided the reward is unable to pay.

Habits and Logistics

Belsinquer always occupies an office in the estate of his employer. He never leaves, if he can avoid it, excepting to gather information on the *brazier of potent polymorphing*.

There is thus only a **10%** chance that Belsinquer will be off the grounds of the estate of his NPC employer whenever the party arrives.

The halfling sleeps but four hours a night, regularly, between 1-5 in the morning.

Conversation

Belsinquer will indulge a small handful of questions

if it seems unavoidable, but will use his station and the importance of his employer as an excuse to cut the conversation short as soon as things get challenging or if the PCs are getting too suspicious.

How did your patron lose all this money?

"I'm privledged to certain information that I shouldn't really be sharing with you, that makes it all quite and unfortunately clear.

But, in general terms, I can confirm that much of it was due to commitments entered into prior to my employ here; I do so wish I had been able to provide counsel earlier than I have!

It's also, it must be said, in no small part due to cases where I have provided dutiful advice, but it sadly to say is not always heeded as we might wish."

Can you prevent this from ruining your employer?

"My dear sirs and madams, I can 'prevent' precious little, I am afraid. My skill is advice and knowing things; I provide recommendations. If they are followed, then things tend to work out rather well, if you don't mind me saying so.

But I must say—there is in fact no other way to say it—that if my advice is generally quite good, then *not* following my advice must indeed be generally *not good*. Not very good at all, I'm afraid."

Did you have anything do do with the missing money?

"What a preposterous question. My dear friends, I work for the person in question. Should they be ruined, then not only am I out of a job, but my advice should rather be called into question, should it not?

Goodness me; what possible motive should I have for bringing about the ruin of my own patron?"

Attitude Tracker Triggers

Value	Action
<7	Belsinquer will call his employer's security forces—guards, typically—on the PCs on sight.
<13	The halfling will decline any opportunity to chat with the PCs unless forced to do so by the authorities.
>18	Belsinquer might offer the PCs some insight as to his patron's monetary demise, and suggest that the PCs get anything owed out of them now.
>24	Belsinquer may even go so far as to split his earnings with the party if they are interested in assisting him.

Organization

Belsinquer works alone. He is well-regarded, but very private and secretive when not actively providing advice in the throne room, office, reliquary, or other place of importance of his patron.

Henchmen, Retainers, and Followers

None. Belsinquer has no close associations, and seeks none.

Lair / Residence

Belsinquer's home, lair, and laboratory all in one is his quarters, or office, inside the estate in which he is employed.

Quests & Encounters

Quest: The Paper Trail

Summary: Find evidence that Belsinquer has been stealing from his benefactor.

Rewards: 1,000 gp / 3,000 gp / 7,000 gp / 14,000 gp; up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Belsinquer.

Kickoff: Two options:

First, the town authorities might solicit the PC's help, suspecting that something might be afoot.

Second, the benefactor themselves may suspect, or at least wish to rule out a possibility, and ask the PCs for their help.

In either case, the party is being asked to take an action that legitimate authorities may not wish to, or be able to, take.

Description:

The PCs are asked to investigate. The mechanism of this pursuit may take many forms, but ultimately, they are looking for evidence, or an admission, of guilt.

Speaking with Belsinquer himself is the least likely means of achieving the goal. This requires a series of skill checks—**Intimidate**, **Diplomacy**, or **Sense Motive**, opposed by Belsinquer's own **Bluff** or **Diplomacy** skill, with a +5 circumstance bonus to Belsinquer's check given that he is in danger of losing his entire livelihood (and because he is quite practiced). Two successive checks are required to get him to admit to any guilt—and if he does, he will immediately recognize his gaffe, and will attempt to flee.

The PCs can chase him down, and turn him in or slay him, but the reward is the same: simply getting him to admit to guilt in this manner is worth **2 Reward**

Stars.

Either as a follow-up to conversation, or as its own pursuit, searching the halfling counselor's quarters is the easiest approach here.

3 successive **Perception** checks at DC 20 are required here to reveal evidence, which amounts to a scribbled tallying of stolen funds. Any failure, or taking longer than 5 minutes total, means that guards pass by; **Stealth** checks are then needed to remain hidden and try again.

Success in this vein is worth **1 Reward Star**.

Either course of action above will grant the full monetary reward, given gratefully by the employer.

Belsinquer

CR 4; XP 1,100

CN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Small CN Halfling	Small CN Halfling	Small CN Halfling	Small CN Halfling
HP	20	41	57	99
Armor Class	16	17	18	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 7 (-2)** **DEX 16 (+3)** **CON 13 (+1)** **INT 20 (+7)** **WIS 13 (+3)** **CHA 10 (+0)**	**STR 7 (-2)** **DEX 18 (+4)** **CON 13 (+1)** **INT 20 (+8)** **WIS 13 (+4)** **CHA 10 (+0)**	**STR 7 (-2)** **DEX 20 (+5)** **CON 13 (+1)** **INT 20 (+9)** **WIS 13 (+5)** **CHA 10 (+0)**	**STR 7 (-2)** **DEX 20 (+5)** **CON 15 (+2)** **INT 20 (+10)** **WIS 13 (+6)** **CHA 10 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
Languages	Common, Halfling			
Attacks	**Ranged** Crossbow, Light (Small)) --> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) **Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Ranged** *+1 Light Crossbow* (small) --> 80 ft.': +2 (1d8+5); 320 ft.': +2 (1d8+5)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** *+2 Light Crossbow (small)* --> 80 ft.': +5 (1d8+7); 320 ft.': +5 (1d8+7)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *+3 Light Crossbow (small)* --> 80 ft.': +7 (1d8+8); 320 ft.': +7 (1d8+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *detect thoughts; hold person; knock* **1st:** *detect magic; disguise self; fog cloud; magic missile*	**Save DC 16; Spell Atk +8** **4th:** *arcane eye; dimension door* **3rd:** *blink; dispel magic; gaseous form* **2nd:** *detect thoughts; hold person; knock* **1st:** *detect magic; disguise self; fog cloud; magic missile*	**Save DC 17; Spell Atk +9** **6th:** *instant summons* **5th:** *mislead; scrying* **4th:** *arcane eye; dimension door; greater invisibility* **3rd:** *blink; dispel magic; gaseous form* **2nd:** *detect thoughts; hold person; knock* **1st:** *detect magic; disguise self; fog cloud; magic missile*	**Save DC 18; Spell Atk +10** **8th:** *feeblemind* **7th:** *mirage arcane* **6th:** *instant summons* **5th:** *mislead; scrying* **4th:** *arcane eye; dimension door; greater invisibility* **3rd:** *blink; dispel magic; gaseous form* **2nd:** *detect thoughts; hold person; knock* **1st:** *detect magic; disguise self; fog cloud; magic missile*
Equipment	Light crossbow (small); dagger (small); crossbow bolts (10x)	*+1 Light crossbow* (small); dagger (small); crossbow bolts (10x)	*+2 Light crossbow* (small); dagger (small); crossbow bolts (10x)	*+3 Light crossbow* (small); dagger (small); crossbow bolts (10x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 7: Attitude Modifiers for Belsinquer

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Portell the Butcher

Overview

This dwarf thinks of gore the way much of his stereotypical kindred think of stone: obsessively, professionally, and with great skill.

He's been labeled a cannibal, and with good reason; he himself would consider his preferred meal to be an homage, a ceremony, a sign of respect toward those with whom he celebrates his talents.

A fighter by skill and a cook by trade, he's been known to set up shop for years, selling pies or other savories of unsavory origin to unsuspecting customers.

Appearance

Tattooed and gruff, Portell appears much the stereotypical dwarf. Flecks of hardened blood from his endeavors are oft captured in his beard and hair.

He typically wears leathers, and a thick apron if he is not wearing his breasplate armor. Gore and viscera often stain his boots.

Background

Portell comes from a family of butchers and meat-carvers. From a young age, he was what might be considered apprenticed to his family business, learning the trade easily. Adept with cleaver and axe, he thought nothing of slaying livestock and carving them up for sale. His brothers took more to animal husbandry and the farming aspect of family life; a butcher born and bred was Portell.

One winter was particularly cruel for the family farm. Cold and snow blanketed the property for many months. Food ran low.

Into this grim scene walked a highwayman, cadaverous from the same burgeoning famine that had begun to afflict Portell's family. The highwayman threatened their lives; meager as his health was, he had no end of weaponry and defenses, and the threat was enough for the family to hand over what little food they had.

Tormented by the horror of the event, and realizing that the family could not survive without the stores it had just given away, Portell packed what equipment he had and set out into the cold to avenge his family and secure a future. He hunted down the miscreant over the course of a week, but the experience brought a quick hardening of the dwarf's heart.

In the cold, alone, his stomach afire, his passions narrowed to a singular focus: hunt the highwayman and destroy him.

Portell was successful in his endeavor, but not before the highwayman managed to throw all of the remaining food over a cliff, ensuring that the dwarf's family would starve.

Trapped, alone, with no food at hand and a dying family behind him, Portell slowly went mad in the cold, consuming the flesh of the highwayman as a desperate means of keeping death at bay.

When the ice melted and the winter faded, a very different dwarf indeed returned to the family farm.

And so a madman was born.

Demeanor

It is no mere act: Portell legitimately does not see people as people, but rather as food sources. He evaluates threats and customers alike in cold calculation.

He still keeps a shop, and will serve up portions and cook pies, but it is all simply in service of his truer, darker, passions.

Combat Tactics

Portell is formidable in battle, and as he views any adversary as a potential source of meat, is not shy about fighting.

He has difficulty acknowledging when he is overmatched; once fighting begins, he will continue until one side or the other is destroyed.

Modus Operandi

Insane or not, Portell knows well the family trade, and serves up delicious enough fare to keep a stable slew of customers.

A few times a month, he will give in to his darker urgings, and persuade one of them into the back chambers of his store, usually on promise of a particularly special morsel.

Once alone, customer turns victim rather quickly, and then victim turns food.

Portell is no fool, however, and will only undertake such activity when he is alone with a single customer. He prefers those with fewer societal connections, or couriers ordering on behalf of others.

He employs two types of thug to aid him: Tenderizers and Meathooks. Both kinds know the dwarf to be a ruthless man who does not shy from blood and death, but if they know him to be a cannibal, it is suspicion alone.

Portell is not a wealthy dwarf, nor does he aspire to be: he pays his compatriots very well for their efforts as much as their discretion, mostly out of the profits from stolen possessions of his victims.

Notoriety

Portell is well-known for his meats and pies. Some suspect something darker about the dwarf, but usually this results from his demeanor and grim appearance, rather than any substantive evidence or experience.

FlexTable 5: Portell the Butcher Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	They say the butcher is haunted by the ghosts of his dead family.	**Partially True.** Not in a literal sense: his family, though long dead, catalyzed his insanity, but they are at peace in the grave.
15-29	15-30	15-30	01-30	13	The town butcher is so focused on his craft that he views everything as meat—even people!	**True.** Portell is a cannibal, and a dispassionate one at that.
30-44	31-45	31-45	31-39	14	Go alone Into the shop You're like to find The butcher's chop!	**True.** A grim and fanciful child's rhyme, it is nevertheless true: this is exactly how Portell picks and offs his victims.
45-59	46-60	46-60	40-49	15	A man once crossed the butcher... and Portell made him into a meat pie!	**Partially True.** The highwayman is the last person to "cross" Portell, and although it's true that the butcher ate him, he didn't make him into a meat pie. Portell has made dozens of meat pies out of his victims over the years... but none has truly crossed him.
60-74	60-69	60-69	50-59	18	Portell the dwarf butcher is a cannibal!	**True.** Though difficult to believe.
75-89	70-97	70-94	60-69	14	The dwarven butcher prefers to eat his meat raw.	**False.** Portell will eat meat raw if necessary, but prefers it cooked, and with seasoning.
90-00	98-00	95-00	70-00	16	Portell belongs to a dark society of secretive cannibals.	**Partially True.** Portell is a cannibal, that much is true, but owes allegiance to no group or faction.

Thus far, not a single potential victim has escaped an encounter with the butcher.

His

Hooks, Integration, & Adventure Seeds

- **Plea of the Innocent:** A housewife begs the PCs to locate her missing husband. He was last seen walking into the butcher's shop; perhaps the shopkeeper has more information about what happened that day.
- **Appeal from Authority:** As *Plea of the Innocent*, above, except the Quest Giver is the town authorities.
- **Fringe Notice:** The PCs find themselves in the butcher's shop, and one of them passes a **Skill** check to notice that the pies in the shop contain a meat not found on the farm.
- **Dark Rumor:** Children tell of the grim butcher who eats people. It is a joke to most, but to one child, with grim and hallowed look, it is real.
- **Competing Goals:** A courier is set to deliver something vital to the grander scheme of things—battle plans for an upcoming raid, for example. Unfortunately, the courier stops for a quick meat pie en route... and is never seen again. The PCs must investigate to retrieve the item(s) that were lost in transit; they, along with the remaining corpse of the courier, are in Portell's butcher shop.

Habits and Logistics

Portell splits his time between his shop and his farm, though he prefers the atmosphere of the former. In the daytime, there is an **80%** chance he is at the shop; this decreases to **30%** in the evenings.

Conversation

Generally speaking, Portell limits his conversations to grunts and monosyllabic utterances. His wares speak for themselves, and typically, his customers have what they want in mind when they enter, so salesmanship is almost never required.

Those who wander into the store seeking a casual browsing experience, a lively conversation about cuts of meat, or other

social interaction are in for a disappointment at best... and a macabre surprise at worst if they are alone.

Where do you get your meats?

"My farm."

Have you seen this man?
(can be expanded to any victim(s), real or suspected)

"Nope."

Someone saw this woman enter this shop. After that, she was never seen again. What happened to her?
(can be expanded to any victim(s), real or suspected)

(shrugs) "Ask her."

(any PC may make a **Perception** check. This is opposed by Portell's **Bluff**, with a **+5** circumstance bonus to the butcher. Success on the part of a PC means they catch a quick dart of the dwarf's eye toward his meat pies on display when he says "ask her".)

Attitude Tracker Triggers

Value	Action
<7	Portell attacks the party on sight.
<13	Portell will lock his shop doors if he sees the PCs coming. Any single PC entering the shop will be abducted and slain.
>18	Portell offers samples of his meat pies to the party for free. Any single PC entering the shop is safe from cannibalistic molestation.
>24	Each time the party comes into the shop, Portell will give them a free, fresh, meat pie.

Organization

Portell employs Tenderizers and Meathooks.

These are typically thugs, mentally unstable followers who delight in pain and suffering and blood, taken from the streets or saved from the madman's own thirsty cleaver.

They do the butcher's bidding through a combination of bloodlust, insane devotion, or simple mercenary greed; often all three combine in the same henchman.

All of these have day-to-day responsibilities that relate to the simple, mundane running of a business.

They also have more nefarious duties on more limited occasion, and of course serve as bodyguard and enforcer of Portell's will.

Henchmen, Retainers, and Followers

At any given time, Portell employs **2d6** Tenderizers and **3d4** Meathooks.

75% of these are at work day to day tending the family farm; the remainder can be found either in the butcher's shop, or scavenging the streets on the prowl for innocents to lure back to the store.

Any given henchman has a **15%** chance of knowing, or strongly suspecting, his master of cannibalism.

Of those who know the butcher's secret, **70%** are cannibals themselves.

Through whatever combination of motivations discussed above, all of Portell's henchmen will defend the butcher and his secrets to the death.

Lair / Residence

Portell owns a butcher's shop in the city, and a family farm on the outskirts of town.

The shop seems a simple affair, but harbors a dark underbelly in the basements underneath.

Portell's family farm was once large and well-respected; it has devolved to maintaining a bare minimum of livestock.

Those who witness both locations may attempt a DC 18 **Profession (Farmer)**, **Knowledge (Nature)**, or similar skill to conclude that the amount of livestock at the farm is barely one quarter of what would be required to operate the store; the butcher must be getting additional meat from some other source. Alternately, a PC may attempt such a check after seeing just the store, but discussing the butcher's family farm with townsfolk who are familiar with the location.

Quests & Encounters

Quest: Rescue the Meat

Summary: The PCs must save victims trapped in the butcher's basement before they are eaten.

Rewards: 750 gp / 2,500 gp / 4,500 gp / 8,500 gp (per victim, promised); up to **1 Reward Star** per victim plus up to **2 Reward Stars** for Portell himself.

Locations: Portell's Butcher Shop.

Key NPCs: Portell the Butcher.

Kickoff: The GM and/or the PCs may initiate this Quest via two means:

First, they can simply be in the shop, and notice something untoward. Perhaps a muffled scream comes from under the floorboards, dismissed nervously as the creaking of an ill-maintained building.

Second, the PCs may be outright asked by a city authority

to investigate one or more disappearances in the last few months. Evidence suggests that all victims were known to enter the butcher's shop at some point prior to their going missing.

Description:

Portell himself is nearly mute and unhelpful in any questioning the PCs might undertake. His henchmen are similarly vague, obviously insane, or otherwise dead-ends.

- Noticing something odd in the shop can be automatic if the GM wishes to introduce this Quest in that manner. Otherwise, it requires a DC 20 **Perception** check, and even then, it's not certain what the noise is, simply that it is coming from the basement and seems odd.

- However they come by the decision, the PCs may sneak into the shop. At night, if Portell is present, he may be asleep. Typically the shop is also is guarded by **1d4-1 Tenderizers**; stealth or slaying them is required to continue.

  For every **10 minutes** the PCs spend in the shop, there is a **20%** chance that **1d4-1 Meathooks** return to the shop to check things out.

- Once in the basement, the truth of the matter becomes immediately apparent. At any given time, Portell keeps **1d4** victims down there; each has a **60%** chance to be still alive.

  Getting the victims out requires one of two approaches: informing the city authorities and getting their involvement, or slaying the guards and carrying the victims out.

  Each victim, living or dead, is worth the noted monetary reward (provided by some combination of the victim's family, and the city authority), plus **1 Reward Star**.

- If the PCs get the authorities, they will receive the same rewards... however, for each victim they had previously encountered in their scouting, there is a **65%** chance they will no longer be there when the authorities arrive to free them.

- Slaying Portell in their endeavors earns the PCs **2 Reward Stars**, in addition to any other rewards.

- If Portell is not present in the shop when the rescue is resolved, he will escape, fleeing far away from the city and hoping to set up a butcher's shop in a town that has never heard of him.

Portell the Butcher

CR 4; XP 1,100

NE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium NE Dwarf	Medium NE Dwarf	Medium NE Dwarf	Medium NE Dwarf
HP	54	106	142	193
Armor Class	14	16	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 20 (+7)** **DEX 10 (+0)** **CON 19 (+6)** **INT 10 (+0)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+8)** **DEX 13 (+1)** **CON 19 (+8)** **INT 10 (+0)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 20 (+9)** **INT 10 (+0)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+10)** **DEX 19 (+4)** **CON 20 (+10)** **INT 10 (+0)** **WIS 8 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Dwarvish			
Attacks	**Melee** Greataxe +7 (1d12+5) **Melee** Handaxe +7 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +7 (1d6+5); 60 ft.': +7 (1d6+5)	**Melee** *+1 Greataxe* +9/+9 (1d12+6) **Melee** Handaxe +8/+8 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5)	**Melee** *+2 Greataxe* +11/+11/+11 (1d12+7) **Melee** Handaxe +9/+9/+9 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9/+9 (1d6+5); 60 ft.': +9/+9/+9 (1d6+5)	**Melee** *+3 Greataxe* +13/+13/+13 (1d12+8) **Melee** Handaxe +10/+10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10/+10 (1d6+5); 60 ft.': +10/+10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greataxe; breastplate; handaxes (3x)	*+1 Greataxe;* *+1 breastplate;* handaxes (3x)	*+2 Greataxe;* *+2 breastplate;* handaxes (3x)	*+3 Greataxe;* *+3 breastplate;* handaxes (3x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 8: Attitude Modifiers for Portell the Butcher

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Tenderizer

Portell

CR 2; XP 450

CE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	19	47	88	132
Armor Class	10	13	14	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 20 (+7) DEX 9 (-1) CON 16 (+5) INT 10 (+0) WIS 8 (-1) CHA 9 (-1)	STR 20 (+8) DEX 13 (+1) CON 16 (+6) INT 10 (+0) WIS 8 (-1) CHA 9 (-1)	STR 20 (+9) DEX 13 (+1) CON 18 (+8) INT 10 (+0) WIS 8 (-1) CHA 9 (-1)	STR 20 (+10) DEX 15 (+2) CON 18 (+10) INT 10 (+0) WIS 8 (-1) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Orc			
Attacks	**Melee** Greatclub +7 (1d8+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** +1 Greatclub +9/+9 (1d8+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Greatclub* +11/+11 (1d8+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13/13/13 (1d8+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greatclub; leather armor; dagger	*+1 Greatclub; +1 leather armor;* dagger	*+2 Greatclub; +2 leather armor;* dagger	*+3 Greatclub; +3 leather armor;* dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once

you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Meathook

CR 2; XP 450

LE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf
HP	19	46	67	93
Armor Class	13	15	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 13 (+1) DEX 15 (+4) CON 12 (+1) INT 15 (+4) WIS 10 (+0) CHA 6 (-2)	STR 13 (+1) DEX 17 (+6) CON 12 (+1) INT 15 (+5) WIS 10 (+0) CHA 6 (-2)	STR 13 (+1) DEX 20 (+9) CON 12 (+1) INT 15 (+6) WIS 10 (+0) CHA 6 (-2)	STR 15 (+2) DEX 20 (+10) CON 12 (+1) INT 15 (+7) WIS 10 (+0) CHA 6 (-2)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 +4 Thieves' Tools	Passive Perception 16 +6 Thieves' Tools	Passive Perception 18 +8 Thieves' Tools	Passive Perception 20 +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+1 Spear* +7 (1d6+4) **Ranged** *+1 Spear* 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Spear* +11 (1d6+7) **Ranged** *+2 Spear* 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Warhammer			
Special Qualities	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Spear; leather armor; dagger	*+1 Spear;* *+1 leather armor;* dagger	*+2 Spear;* *+2 leather armor;* dagger	*+3 Spear;* *+3 leather armor;* dagger

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you

fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Orrorox the Oracle

Orrorox the Oracle

Overview

He's not a good wizard; in fact, all he can remember at this point is Control Weather and some self defense spells. But it's enough to maintain a complete stranglehold on a primitive and remote village.

He is their chief, their god—but his abdication of responsibilities has made his followers weary; the situation is ripe for an uprising when the PCs stumble upon the situation.

Appearance

Orrorox is a beastly half-orc clothed in furs, rags, and all manner of macabre superstition. Supposedly trophies from battle conquests or those who have attempted betrayal, skulls have been woven into much of his garb. In truth these have been scavenged from gravesites.

Though out of practice in their use, he bears an assortment of weaponry that he mostly brandishes in threat these days.

Background

Orrorox has attempted life as an adventurer, a warrior, and as a wizard, and has found success at none of these endeavors.

He is too corwardly to do battle, too greedy and sociopathic to be part of an adventuring party, and too unskilled to be much use as a wizard.

Orrorox has wandered through life, unsure of his fate and growing ever more hateful of his fellow man.

One day, several years ago, he wandered into a comparatively primitive tribe of hunter-gatherers who had somehow enjoyed very little contact with the outside world. They marveled at the intricacies of his crossbow. Lacking arcane talents themselves, they were enchanted—literally and figuratively!—by this even meager magical talents.

Orrorox knew enough about the nature of people that he took advantage of this, and has ever since served as the tribe's leader.

Demeanor

Orrorox, in his heart of hearts, knows of his weakness. He knows that he is a pathetic ruler, and doesn't care.

He lords his comparative levels of civilization and wizardly talent over the tribe and clings to it as the only truly good thing in his otherwise worthless life.

His tone is lordly, but his voice squeaky; though the tribal folk have grown accustomed to this cognitive dissonance, newcomers may find it humorous (which, in turn, enrages Orrorox).

He treats all people as his subjects, as disposable resources who are present only to serve his whim.

Combat Tactics

Orrorox hates combat, and normally would shy away from it unless pressed to no alternative.

However, in the context of the PCs approaching him in combat, it most likely means a threat not just to his bodily safety, but to his worldview. As a result, in any combat encounter that would threaten his station as lord of the tribe, he will fight to the death.

Though weak and lazy, Orrorox has nothing else in his life, and he despairs terribly of his livelihood if his rulership is taken from him.

Modus Operandi

Orrorox delights in flesh and food. He uses men and women of the tribe to serve his fancy, beholden to none and having formed no attachments to specific people. They are all interchangeable to him.

He takes the best of their food, and their people, for his own lusts. When boredom befalls his mood, he will sometimes drum up some imagined slight of one tribesman against another. Punishments for such circumstances are either that one tribesman gets to kill the other, or the two must fight to see who is in the right.

Very rarely, his ire will be stoked to the point where he himself draws blood; whenever this occurs, the closest of his followers will grab the offending person and hold them so as to better enable the effectiveness of his wrath.

Notoriety

Orrorox is of course well-known in the tribe, being their leader.

Part of his approach in ruling them is to ensure that none of the tribe encounter outsiders; he is fearful they might encounter someone even more capable than he, and worship them instead.

Hooks, Integration, & Adventure Seeds

- **Fringe Notice:** The PCs wander into the tribe's lands and the strangers are taken before their king.
- **Collateral Damage:** An NPC known to the party wanders into Orrorox's lands, and is slain by tribesmen. In pursuit of their missing friend, the PCs run into the tribe themselves.
- **Disappearing Regular:** As *Collateral Damage* above.

FlexTable 6: Orrorox Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A local tribe is ruled by a godling who came down from the heavens to rule them.	**Partially True.** This is the tale Orrorox himself tells his tribe, but of course it's not accurate.
15-29	15-30	15-30	01-30	13	A local tribe worships a god who appears as a half-orc in their midst, with magical powers beyond that of the tribe themselves.	**True.** Though the tribespeople have no natural magical talent.
30-44	31-45	31-45	31-39	14	A thousand paces out of time, Lives a half-orc quite divine Lord is he above his folk Bleed he not despite a poke	**Partially True.** The children of the tribe recite this verse, which bears much truth, but of course Orrorox will bleed as any other.
45-59	46-60	46-60	40-49	15	Divine powers grant the leader of a local tribal people power over nature.	**Partially True.** Orrorox does use his magical talents to help with the weather, though the source of his power is arcane, not divine.
60-74	60-69	60-69	50-59	16	Formidable is the half-orc chieftain of a local clan of natives far to the east.	**True.** Comparatively formidable, but not objectively.
75-89	70-97	70-94	60-69	11	A half-orc rules a local tribe; he is in fact a physical manifestation of a god.	**Partially True.** Orrorox is a half-orc and rules, but everything else is hogwash.
90-00	98-00	95-00	70-00	13	As punishment for their transgressions, a local tribe is made to suffer under the rule of a merciless half-orc leader.	**Partially True.** The tribe does suffer under Orrorox's leadership and cruelty, but it is not a function of their actions.

- **Dependency Interference:** The PCs need something that is either found on, or otherwise involves, land claimed by the tribe. Perhaps a rare herb grows in their region.

Habits and Logistics

Orrorox is a lazy, entitled, and indulgent half-orc.

He rarely (5%) leaves his hut at all.

Conversation

Orrorox has come to believe much of his lordly rhetoric; he truly feels that he was meant to rule these people and these lands, perhaps as reward for his suffering prior.

When he talks with the party, odds are great that they are not alone; Orrorox's words are as much for his followers as they are for the PCs as a result.

Where do you hail from originally?

"From the very heavens above! Ordained by the gods to serve on land, blessed in his visage."

How did you come to be king here?

"By divine right! It is clear to all that I was meant to rule these lands. More capable, wise, and gifted with the magic of the gods themselves; how could it be otherwise?"

Do these people want you to rule?

"Their desires are but small tokens in the water of life. Want or not, I rule, and all are benefitted."

Do these people know you're a fraud?

"How dare you! Seize these fools!"

Attitude Tracker Triggers

Value	Action
<7	Orrorox will demand the execution of the PCs immediately.
<13	Orrorox will demand that the PCs leave as quickly as possible, under growing threat of a worse fate.
>18	Orrorox welcomes the party to his lands.

Value	Action
>24	Orrorox offers the party one or more of his Lads and Lasses for their own sport.

Organization

The tribe entire comprises some 100 folk. All of those who are not listed as part of the retinue above are simple hunter-gatherers who will flee from any combat prospects.

Henchmen, Retainers, and Followers

Orrorox is always surrounded by tribal people.

Within his tent are **1d4 Lads & Lasses**; each has a **70%** chance of being female.

Just outside his lord's tent, **2d4 Godlings** stand guard around the clock. Any one of these may shout to summon a further **2d4 Godlings** as reinforcements, who arrive in **1d4** rounds when summoned.

Lair / Residence

Orrorox's lair is but a simple tent.

Quests & Encounters

Quest: Make God Bleed

Summary: The PCs must discover proof of Orrorox's mortality and/or ineptitude.

Rewards: 250 gp / 1,500 gp / 3,000 gp / 6,000 gp; up to **3 Reward Stars**.

Locations: Any plains-based region.

Key NPCs: Orrorox the Oracle.

Kickoff: This Quest is entirely optional and would be strictly of the PCs' own invention.

Any time the PCs are discovered on tribal lands by one or more tribesmen, they will be brought before Orrorox, who will ask some basic information but will ultimately want the party either killed or exiled.

The party will rather quickly determine that the terrible half-orc wizard is a fraud, and may wish to discredit him of their own motivation.

Description:

Orrorox himself will die before admitting to his ruse. Even if it would save his life, he would never admit to being a mortal.

Though he mostly believes it now, even the sane, self-aware part of his brain knows that it is all he has.

Anything that inflicts at least 1 point of damage to Orrorox that draws blood will literally "make God bleed". Faced with evidence of their lord's mortality, the tribespeople will balk.

For **1d4** rounds after the first time Orrorox is wounded, treat **all** Godlings as **Dazed**.

- Slaying Orrorox is a fairly good indicator that he is mortal. The tribespeope are freed from the dictator, and the party benefits from **2 Reward Stars**.
- Although no amount of skill checks will result in the half-orc tyrant admitting to his mortality, the party can wound him sufficiently that this becomes self-evident.

  Once Orrorox has been wounded in combat, the party may "play to the crowd", and attempt to convince them of their leader's frailty and self-interest. Treat this as a **Diplomacy** check with DC equal to **25**, or **23** if Orrorox is below 50% of his maximum HP, and **18** if he is reduced to fewer than 25% of his max HP.

  This check can be attempted any number of times, though the PC doing the check must spend their turn speaking and not fighting.

  Success at any point means enough tribesmen are convinced so as to restrain Orrorox themselves.

  This "best" solution grants the party **3 Reward Stars**.

Orrorox the Oracle

CR 4; XP 1,100

LE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,00
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc
HP	19	39	63	85
Armor Class	13	14	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 17 (+3)** **DEX 13 (+1)** **CON 12 (+1)** **INT 18 (+6)** **WIS 7 (+0)** **CHA 17 (+3)**	**STR 17 (+3)** **DEX 13 (+1)** **CON 12 (+1)** **INT 20 (+8)** **WIS 7 (+1)** **CHA 17 (+3)**	**STR 19 (+4)** **DEX 13 (+1)** **CON 12 (+1)** **INT 20 (+9)** **WIS 7 (+2)** **CHA 17 (+3)**	**STR 20 (+5)** **DEX 14 (+2)** **CON 12 (+1)** **INT 20 (+10)** **WIS 7 (+2)** **CHA 17 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 Armor - Disadvantage on STR and DEX checks	Passive Perception 8 Armor - Disadvantage on STR and DEX checks	Passive Perception 8 Armor - Disadvantage on STR and DEX checks	Passive Perception 8 Armor - Disadvantage on STR and DEX checks
Languages	Common, Orc			
Attacks	**Melee** Greataxe +3 (1d12+5) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1)	**Melee** *+1 Greataxe* +6 (1d12+6) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *+2 Greataxe* +8 (1d12+7) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** *+3 Greataxe* +10 (1d12+8) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+2); 320 ft.': +7 (1d8+2)
Special	-	-	-	-
Proficiencies	Greataxe, Hide, Crossbow bolts (20), Wizard Spellbook, Crossbow, Light			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *alter self; darkness; invisibility* **1st:** *charm person; disguise self; expeditious retreat; sleep*	**Save DC 16; Spell Atk +8** **4th:** *control weather; hallucinatory terrain; stoneskin* **3rd:** *fear; gaseous form; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *charm person; disguise self; expeditious retreat; sleep*	**Save DC 17; Spell Atk +9** **6th:** *move earth* **5th:** *cloudkill; passwall* **4th:** *control weather; hallucinatory terrain; stoneskin* **3rd:** *fear; gaseous form; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *charm person; disguise self; expeditious retreat; sleep*	**Save DC 18; Spell Atk +10** **8th:** *control weather* **7th:** *project image* **6th:** *move earth* **5th:** *cloudkill; passwall* **4th:** *control weather; hallucinatory terrain; stoneskin* **3rd:** *fear; gaseous form; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *charm person; disguise self; expeditious retreat; sleep*
Equipment	Greataxe; hide armor; light crossbow; crossbow bolts (10x)	*+1 Greataxe; +1 hide armor;* light crossbow; crossbow bolts (10x)	*+2 Greataxe; +2 hide armor;* light crossbow; crossbow bolts (10x)	*+3 Greataxe; +3 hide armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 9: Attitude Modifiers for Orrorox the Oracle

Starting Attitude: **8 (Unfriendly)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs support the story of Orrox's divinity or power	**+5**	Per incident, maximum +15

Orrling

CR 1; XP 200

LN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	9	30	50	70
Armor Class	13	14	14	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 15 (+4) CON 12 (+1) INT 7 (+0) WIS 9 (-1) CHA 13 (+1)	STR 10 (+0) DEX 17 (+5) CON 12 (+1) INT 7 (+0) WIS 9 (-1) CHA 13 (+1)	STR 10 (+0) DEX 17 (+6) CON 12 (+1) INT 7 (+1) WIS 9 (-1) CHA 13 (+1)	STR 10 (+0) DEX 19 (+8) CON 12 (+1) INT 7 (+2) WIS 9 (-1) CHA 15 (+2)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 9 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools
Languages	Common, Elvish			
Attacks	**Melee** Club +2 (1d4) **Ranged** Sling) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Melee** Club +2 (1d4) **Ranged** Sling) --> 30 ft.': -5 (1d4+3); 120 ft.': -5 (1d4+3)	**Melee** Club +3 (1d4) **Ranged** Sling) --> 30 ft.': -4 (1d4+3); 120 ft.': -4 (1d4+3)	**Melee** Club +4 (1d4) **Ranged** Sling) --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
Special Qualities	Languages, Expertise, Sneak Attack, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Club; sling; sling bullets (20x); padded armor	Club; sling; sling bullets (20x); padded armor	Club; sling; sling bullets (20x); leather armor	Club; sling; sling bullets (20x); studded leather armor

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Orrguard

CR 2; XP 450

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	21	72	105	168
Armor Class	13	13	16	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 15 (+4) INT 9 (-1) WIS 10 (+0) CHA 10 (+0)	STR 19 (+7) DEX 13 (+1) CON 15 (+6) INT 9 (-1) WIS 10 (+0) CHA 10 (+0)	STR 19 (+8) DEX 15 (+2) CON 15 (+7) INT 9 (-1) WIS 10 (+0) CHA 10 (+0)	STR 20 (+10) DEX 15 (+2) CON 20 (+10) INT 9 (-1) WIS 10 (+0) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-

	Low	Moderate	Advanced	Elite
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Melee** *+1 Spear* +8/+8 (1d6+5) **Ranged** *+1 Spear* 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Melee** *+2 Spear* +10/+10 (1d6+6) **Melee** *+2 Spear* 20 ft.': +10/+10 (1d6+6); 60 ft.': +10/+10 (1d6+6)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Melee** *+3 Spear* +13/+13/+13 (1d6+8) **Ranged** *+3 Spear* 20 ft.': +13/+13/+13 (1d6+8); 60 ft.': +13/+13/+13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Languages, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Spear; hide armor; dagger	*+1 Spear;* *+1 hide armor;* dagger	*+2 Spear;* *+2 hide armor;* dagger	*+3 Spear;* *+3 hide armor;* dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Lads & Lasses

CR 1; XP 200

TN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Medium TN Human	Medium TN Human	Medium TN Human	Medium TN Human
HP	10	35	58	88
Armor Class	11	12	12	13
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+0) DEX 13 (+3) CON 14 (+2) INT 7 (+0) WIS 11 (+0) CHA 17 (+3)	STR 10 (+0) DEX 13 (+3) CON 14 (+2) INT 7 (+0) WIS 11 (+0) CHA 19 (+4)	STR 10 (+0) DEX 13 (+4) CON 14 (+2) INT 7 (+0) WIS 11 (+0) CHA 19 (+4)	STR 10 (+0) DEX 14 (+6) CON 16 (+3) INT 7 (+0) WIS 11 (+0) CHA 19 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 10 +4 Thieves' Tools Armor - Disadvantage on Stealth	Passive Perception 10 +6 Thieves' Tools Armor - Disadvantage on Stealth	Passive Perception 10 +8 Thieves' Tools Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Club +2 (1d4) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Club +2 (1d4) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Club +3 (1d4) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Melee** Club +4 (1d4) **Ranged** *+1 Dagger* +7 (1d4+3) **Ranged** *+1 Dagger* 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
Special Qualities	Languages, Expertise, Sneak Attack, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Club; dagger	Club; dagger; padded armor	Club; dagger; padded armor	Club; *+1 dagger;* padded armor

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use

your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Jassandra

Jassandra

Overview

A portly human druid / ranger, Jassandra is lazy, yet knowledgeable.

She makes as though she's a wildlife enthusiast and activist, but in truth she cares naught for he forest and instead prefers the dwellings of the idle rich.

Has a particular talent for, and habit of, coaxing scions into giving of their estate, often to the bone.

Appearance

Although not attractive in a conventional sense, Jassandra is nevertheless compellling.

She wears tunics and linens, often white, as simple undergarb, with more elaborate and refined leathers and dresses atop. Much of her garb is finery, or affects to be so; her jewelry and accutrements typically speak of noble stature.

Background

Jassandra was indeed born into nobility, but ran away from home when a drunken aunt tried to take advantage of her. She never told her family of the incident—indeed, never followed up or re-established contact with them—and the aunt eventually took her own life some years later. Jassandra likes to believe that it was out of guilt for her attempted abuse, but the truth was lost with her aunt's demise.

On her own, of impressionable age, Jassandra was taken advantage of by several others in her journeys. One day, she awoke with an unusual clarity, and realized that life had dealt her a macabre irony in escaping one abuse only to suffer through others.

She vowed in that moment to be the abuser, rather than the abused. She still sees the world in this black-and-white framing, that there are but these two roles, ultimately, and that it is ever more favored to be the one who benefits from the interaction.

Intelligent and skilled, Jassandra quickly escaped from the role of victim, and has ever since been perfecting the other role she believes the world to be comprised of.

Demeanor

Jassandra has an air of authority about her, instilled mainly through confidence, but also through some knowledge: though she truly cares not about causes outside her own benefit, she has certainly researched things to the point where she is often of prominent stature of mind on matters.

Combat Tactics

Jassandra abhors violence, but knows its utility; she will avoid it herself if possible.

Pressed into no other options, she will fight back, but will ever seek to flee no matter what the circumstances.

Modus Operandi

Jassandra will move into a new town and identify the most prominent merchants, nobles, and scions in the region.

Smooth and practiced, with a trunk full of apparel for all occasions, she will find her way into social events, parties, and other connective points, gathering information.

She will try to settle on a small handful of targets, talking up her motives and her purity, and will first seek to secure donations toward her cause. This is Step 1: securing an initial funding.

Any who donate, she will try to charm; securing their attentions; this represents Step 2.

Depending on the target, she will attempt to seduce them; this is Step 3, securing their body and mind. Once romantically involved, the final step often requires no further effort or suggestions; the target will either attempt to marry Jassandra, or promise a substantial portion of their fortune.

Once the money is secured, Jassandra will either leave, taking as many funds with her as possible, or arrange for a tragic "accident", which will leave her bereaved and unable to dwell in the house of memories.

In either case, Jassandra will profit and move to a new town.

Notoriety

Jassandra's entire approach to her villainy is an attempt to avoid notoriety.

This is a careful balance, as part of her method is also to talk up her goals and fabricate her achievements and importance.

Generally speaking, she will likely be well-regarded in a town in which she operates, at least until she completes her task and departs... after which, she will likely leave some residual suspicions.

Hooks, Integration, & Adventure Seeds

- **Competing Goals:** The PCs are denied a monetary reward promised by a lofty benefactor, owing to the fact that Jassandra has stolen most of the reward money herself.
- **Plea of the Innocent:** "Innocent" in relative terms: perhaps the son of a wealthy merchant is concerned that his father's new business partner has ill designs on the family fortune. Though acting purely out of self-interest, the son begs the PCs to investigate, find proof of

FlexTable 7: Jassandra Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A halfling do-gooder is always on the lookout for benefactors to her causes.	✅ **True.** This is precisely Jassandra's cover story.
15-29	15-30	15-30	01-30	13	An spiring socialite has dedicated her life to noble causes, and has recently come into town to spread her mission.	✅ **True.** At least as far as Jassandra tells it; she in truth has other motives of course.
30-44	31-45	31-45	31-39	14	Jassandra is a noblewoman who impresses upon the selfish elite the importance of giving to worthy causes.	☑ **Partially True.** Jassandra was born noble, and does attempt to sell her own profit as worthy, in the form of manufactured causes.
45-59	46-60	46-60	40-49	15	Jassandra has been oft seen in the company of a wealthy merchant of late. She seems to have made quite a difference in her life.	✅ **True.** This sets up the Quest below.
60-74	60-69	60-69	50-59	16	There are those who prey upon the wealthy and powerful in the guise of doing good... but who only serve themselves in the end.	✅ **True.** This is the truth behind Jassandra's message.
75-89	70-97	70-94	60-69	11	A halfling murderess marries the wealthy, then slays them on their wedding night for the inheritance.	❌ **False.** This person may exist, but it is not Jassandra's way.
90-00	98-00	95-00	70-00	13	A noblewoman, stripped of her heritage by religious gaffe, now travels the world, seeking to murder those who would laugh at the foibles of the innocent.	❌ **False.** This echoes some elements of Jassandra's background, but is wholly inaccurate.

Jassandra's nefarious mission, and preserve the riches to which he feels himself entitled.

Habits and Logistics

Jassandra prefers lavish quarters; in between "jobs", she will take high-end apartments or rent a very nice villa outside of town from which to operate.

When the PCs encounter her, she will almost certainly already be "on mission", and will likely have established enough of a relationship to her target that she lives in the mansion or estates owned by them. There is a 65% chance during the day that she will be in her quarters; the remainder of the time, she will be out on the town, sightseeing, or otherwise spending time with her mark.

During the evening, she will be with her target 40% of the time; the remainder of the time she will be alone in her quarters.

Conversation

Unless the PCs operate from a very secure position of having an existing, and strong, relationship with her target, Jassandra will be dismissive of the PCs and any interest they show in her affairs. They are beneath her, excepting if they are interested in preserving wildlife or helping her in other ways toward her ambitions, pretended or actual.

She will view PCs who do have a relationship with her target as a threat, and will attempt to subvert such a tie at every turn.

I appreciate your mission. What have you personally and directly done to save the environment?
(This can be amended to whatever her "mission of the moment" seems to be.)

"My dear child, my work is best done in persuading others, of far greater means, to act. This, I do exceptionally well, having helped to amass great sums toward the ultimate benefit of all."

You seem to be doing quite well for yourself. How do you make your money?

"I have an inheritance, from my dear, departed family; it is sufficient to keep me alive and comfortable, and

allows me to travel the world, seeking the betterment of civiliation."

Attitude Tracker Triggers

Value	Action
<7	Jassandra will flee the room on a pretext in any scenario in which she cannot be alone with them. She will otherwise attempt to poison or kill the PCs if she finds means to do so.
<13	Jassandra will attempt to discredit the PCs at every turn. If there is any means to frame them, get them arrested, and/or exile them, she will seek it out. Unless it is unavoidable that the PCs be present—for example, if they are invited to a party at her target's estate—Jassandra will call the guards on the PCs if she sees them.
>18	Jassandra will invite the PCs to social functions held at her mark's estate.
>24	Jassandra will open up about her true intentions, and will offer a cut of the proceeds to share with the PCs if they assist her.

Organization

Jassandra works alone. She never forms attachments that last longer than her current target.

Henchmen, Retainers, and Followers

Although she works alone, she is not above employing retainers, guards, or other people for one-off work in the context of a particular job.

When the PCs encounter her, she will be secure enough in her relationship with a wealthy target so as to co-command his/her staff, who will respond to her whim much as they would to their actual master's.

At any given moment, she can summon **3d6 guards** or staff. The skill and equipment of such employees varies with the target she is pursuing.

Lair / Residence

Jassandra herself has no lair or permanent residence, preferring instead to stay in quarters provided by her benefactor and target.

Quests & Encounters

Quest: Rescue the Merchant

Summary: The PCs are asked to rescue a wealthy merchant who has fallen under Jassandra's charms, and refuses to leave her quarters.

Rewards: 1,500 gp / 4,000 gp / 8,000 gp / 13,000 gp; up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Jassandra.

Kickoff: The PCs may be invited into this Quest via two means.

First, the village authorities might request their involvement. Though the merchant may be doing nothing illegal, it is certainly odd to have an influential member of society hole up in their estate so suddenly after meeting a persuasive woman.

Second, a similar plea might be made by those related to the merchant. Fearing for her sanity or good decision-making, and very possibly more interested in saving the family fortune, they might hire the PCs to investigate what is truly causing this behavior.

In both cases, those most concerned cannot truly act without permission, and hiring an outside third party to act as an intermediary allows them to stay outwardly impartial.

Description:

This description assumes that the merchant NPC in question has no existing involvement or interaction with the PCs; it can be easily modified to involve someone whom the PCs know (and would have greater emotional resonance and a stronger hook if so).

The PCs may take a direct approach, and call upon the merchant, asking to see them. Jassandra herself will greet them, and be standoffish about their presence. She will pretend as though everything is fine, and will appear quite calm, but her demeanor will make plain her desire that the PCs leave immediately.

Social skill checks (e.g., **Sense Motive**) will reveal only that Jassandra is telling only part of the story.

During the quest, if at any point guards from the estate confront the PCs, the quest is effectively over unless the party can slay all guards who have seen them; any guards who see the PCs as a threat and live to report back to their master ruin any chances the party may have of convincing the merchant.

The PCs can break into the merchant's estate, and try to gather information that proves Jassandra is up to no good. A combination of **Stealth** and **Perception** checks will keep the PCs concealed while they observe the halfling rooting through jewelry and accoutrements, picking and choosing what seems most valuable, and placing them in an ordinary sack.

Successfully gathering such information is worth **1 Reward Star**.

With an obeserved indiscretion, the party may confront Jassandra and/or her benefactor. Jassandra will be in the room with her benefactor pretty much at all times, so any such confrontation will take the form mechanically of a skill challenge, as follows.

Confronting Jassandra

All checks below involve the party's **Diplomacy** and/or **Intimidate** checks opposed by Jassandra's **Bluff**, **Diplomacy**, or **Intimidate**.

The **first success** merely gets Jassandra and her wealthy merchant target to listen to the PCs. The PCs may re-attempt a failed try on this first check once; failure a second time on this first attempt means that Jassandra summons the guards and the quest is effectively over without success.

The **second check** is to convince the merchant that valuables were taken. Failure here reverts to trying the first check above, with the same stakes and conditions. Success means that Jassandra must explain why she was taking jewelry and other possessions; she will try and explain that it was for her cause.

The **third** and final check is to convince the merchant that this behavior is consistent with Jassandra's approach to their relationship overall. Failure reverts all the way back to the first check above. Success means either that Jassandra admits to her villainy, or the merchant believes the PCs enough that it hardly matters; in either scenario, the guards are called and Jassandra is taken away.

Success in the above challenge results in an additional **2 Reward Stars**, an improvement in Attitude by the merchant who was rescued, and the conclusion of this Quest.

The PCs can confront Jassandra while she is stealing. She will try to call the guards. In the course of events, the PCs may end up fighting Jassandra, though the halfling will avoid direct combat. Slaying her effectively prevents any ability the PCs have of convincing the merchant of her guilt, and is worth no reward innately.

Jassandra

CR 4; XP 1,100

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	16	36	59	66
Armor Class	14	15	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 12 (+1)** **DEX 15 (+2)** **CON 10 (+0)** **INT 13 (+3)** **WIS 15 (+4)** **CHA 15 (+2)**	**STR 12 (+1)** **DEX 15 (+2)** **CON 10 (+0)** **INT 13 (+4)** **WIS 17 (+6)** **CHA 15 (+2)**	**STR 12 (+1)** **DEX 15 (+2)** **CON 10 (+0)** **INT 13 (+5)** **WIS 19 (+8)** **CHA 15 (+2)**	**STR 12 (+1)** **DEX 16 (+3)** **CON 10 (+0)** **INT 13 (+6)** **WIS 20 (+10)** **CHA 15 (+2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 +2 Herbalism Kit	Passive Perception 13 +3 Herbalism Kit	Passive Perception 14 +4 Herbalism Kit	Passive Perception 15 +5 Herbalism Kit
Languages	Common, Druidic, Dwarvish			
Attacks	**Melee** Scimitar +4 (1d6+2) **Ranged** Sling) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Ranged** Sling) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2) **Melee** *Scimitar (Weapon +1)* +6 (1d6+3)	**Ranged** Sling) --> 30 ft.': -4 (1d4+2); 120 ft.': -4 (1d4+2) **Melee** *Scimitar (Weapon +2)* +8 (1d6+4)	**Ranged** Sling) --> 30 ft.': -2 (1d4+3); 120 ft.': -2 (1d4+3) **Melee** *Scimitar (Weapon +3)* +11 (1d6+6)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 12; Spell Atk +4** **2nd:** *barkskin; hold person; moonbeam* **1st:** *charm person; cure wounds; fog cloud; speak with animals*	**Save DC 14; Spell Atk +6** **4th:** *confusion; ice storm; wall of fire* **3rd:** *daylight; plant growth; water walk* **2nd:** *barkskin; hold person; moonbeam* **1st:** *charm person; cure wounds; fog cloud; speak with animals*	**Save DC 16; Spell Atk +8** **6th:** *move earth* **5th:** *awaken; tree stride* **4th:** *confusion; ice storm; wall of fire* **3rd:** *daylight; plant growth; water walk* **2nd:** *barkskin; hold person; moonbeam* **1st:** *charm person; cure wounds; fog cloud; speak with animals*	**Save DC 18; Spell Atk +10** **8th:** *earthquake* **7th:** *regenerate* **6th:** *move earth* **5th:** *awaken; tree stride* **4th:** *confusion; ice storm; wall of fire* **3rd:** *daylight; plant growth; water walk* **2nd:** *barkskin; hold person; moonbeam* **1st:** *charm person; cure wounds; fog cloud; speak with animals*
Equipment	Scimitar; sling; sling bullets (20x); studded leather armor	*+1 Scimitar;* sling; sling bullets (20x); *+1 studded leather armor*	*+2 Scimitar;* sling; sling bullets (20x); *+2 studded leather armor*	*+3 Scimitar;* sling; sling bullets (20x); *+3 studded leather armor*

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit

points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Table 10: Attitude Modifiers for Jassandra

Starting Attitude: **16 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	Guards are called on the PCs for any reason	**-5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Emmeretelle

Emmeretelle

Overview

A shockingly compelling bardic illusionist, she often courts heiresses, either to seduce them directly, or to pimp them out to the seedy.

Emmeretelle has no soul or compulsions about using any one, for any thing; she views everyone else in the universe as disposable to her own aims and in her darker, drunken moments believes that she's the only sentient person in the realm, and that everyone else is more or less a thoughtless drone, programmed by God to serve as tests for her talents.

Appearance

She's petite for a half-elf. Her manner of dress is a curious, laid-back mixture of adventurer and entertainer.

Weaponry and instrument are both clearly close at hand, and despite the occasional element of finery, the scuffs on her boots and leather armor speak to a life rougher and more seasoned than that of a simple performer.

So used to her illusions is Emmeretelle that she has gained a knack for their simulation, even in the absence of true magic; she makes of her face what is most needed to send the message she desires.

Background

Emmeretelle suffered a head injury when she was just entering puberty; of her true childhood she has but occasional wisps and sensations as memory.

She was discovered wandering into town; she recalled clearly only that she had woken up in a cave and had traveled through the thin forest that lay between the nearby mountains and the city proper.

Her garb at the time was a mixture of peasant's smock and armored leathers, and she bore a brace of daggers.

Though bizarre, Emmeretelle shrugs off the entire experience, focusing from that point onward on the here and now, and how the current moment might benefit her.

Her first night in town, scavenging outside a tavern, she found a love of music as it was played from the warm regions within.

As she watched through the blurry glass of the tavern's window, she was accosted by thugs. Whether their intent was murder, rapine, or simple coin, nobody ever discovered, for Emmeretelle flew into a frenzy and slew them within a minute. She herself was as surprised at her abilities as her would-be assailants. The encounter left her confident, not afraid.

Nobody knows the real story of what happened in that cave. Emmeretelle has suspicions, theories, but shares them with nobody.

She never had a formal apprenticeship or instruction; she came by her bardic abilities through a series of informal and sometimes serious relationships that amounted to elaborate "jam sessions", sometimes lasting days or even weeks.

Her persuasive abilities grew and grew, outstripping her magical talents. One day, waking up next to her current lover, wanderlust took her, and she began to pack her things to leave, never to return.

Her lover, still abed, woke and noticed, and confronted her. Emmeretelle shrugged, tried to thank her for her companionship, and wished her well.

At that point, her lover took a knife and put it to her own chest, threatening to end her own life if she left.

In that moment, Emmeretelle had what would be her last moment of moral clarity, and conscience. She realized that she, Emmeretelle, had done this, had **made** this situation. She had carelessly used her talents to enthrall this human woman, merely to amuse and delight her lust and need for companionship, and now made as though to toss her away simply because she wanted to cavort on down the road and see where it led.

Emmeretelle cast a charm on her lover, quelled her fears, and then quenched her lusts.

That woman was, and is **Figmentte**, now Emmeretelle's right-hand woman and sometimes lover. Figmentte is a rogue who submissively acts in whatever capacity her mistress requires: wingman, third wheel in a threesome, good cop/bad cop, "the ugly one", "the pretty one", or as an independent agent from whom her mistress culls a percentage of the take.

Their relationship is an odd sort/submissive, mercenary, apprenticeship kind of relationship.

Neither woman would have sought the other in precisely this manner, but that both are quite comfortable with, and have profited greatly from.

Demeanor

Emmeretelle is a master manipulator, seducer, and influencer. As such, her minute-to-minute demeanor is whatever the situation seems to call for, and can alter in a second if her focus shifts or if circumstances change.

Her true demeanor is very rarely shown, even to Figmentte: distressingly monotone, lethargic, and exhausted. In her true moments of revelation, Emmeretelle seems as though her daily habits and actions exhaust her to the very core.

Or it could be that in those moments, she is so relieved to not have to be somebody else that she is simply nobody at all... her true self.

Combat Tactics

Emmeretelle is no stranger to combat, and knows her way around a blade. She can, and has, handled her own in

FlexTable 8: Emmeretelle Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Half-elf bards will charm your very soul.	☑ **Partially True.** Emmeretelle is this race and profession, and has made it a career to do just this... however, this statement is questionable at best in a general sense.
15-29	15-30	15-30	01-30	13	A bard and rogue pair will steal your heart... and pick your pocket.	✅ **True.** This is one of the approaches the two use.
30-44	31-45	31-45	31-39	14	Beware, beware The naughty pair With lute and lace they take you. Hide jewels and rings, And shiny things, To them, these trinkets make you.	✅ **True.** A nervous jingle to whisper to one's self while walking home late at night, but accurate so far as it goes.
45-59	46-60	46-60	40-49	15	A half-elven bard makes her living by stealing from those she performs for.	✅ **True.** She'd prefer they gave her gems and gold willingly, but she's hardly above a simple pilfering.
60-74	60-69	60-69	50-59	16	A bardic illusionist has murdered dozens in her lust for influence and riches.	✅ **True.** She has hardly kept count, but dozens is certainly accurate.
75-89	70-97	70-94	60-69	11	What seem to be a bard and her roguish lover are in fact a single entity: a demon, wandering the earth to cause chaos.	❌ **False.** They are devilish, but Figmentte and Emmeretelle are mortal and ordinary in nature.
90-00	98-00	95-00	70-00	13	A bardic illusionist is in reality a highly-trained assassin, a murderer for hire who has toppled empires with her blade.	❌ **False.** Emmeretelle could easily take on this trade given her talents, but it would mean serving the interests of someone else, so it's unlikely.

combat versus superior numbers.

That said, she knows her greatest strength is in social combat, not physical, and will avoid armed conflict unless it's necessary or furthers her aims.

If she feels it profitable, she has no qualms about mugging or assassinating; the decision is a split-second weighing of pros and cons.

Modus Operandi

Emmeretelle and Figmentte have a variety of approaches to seduce and steal.

Emmeretelle herself will often use her own talents solo, charming her target and then getting them to give her money and riches.

The two will team up for larger scores: the bard will perform and distract with enchantments and illusions, and the rogue will steal from dazed patrons.

For a difficult or very wealthy target, the two might team up in their charm. This can take several forms depending on the target.

They can pretend not to know each other and compete for the target's affections. They can approach the target together, as a pair, offering a slightly unorthodox encounter. Or, they can pretend to something more casual, and see which of them the target seems more interested in.

Regardless of the approach or role each is involved in, Emmeretelle and Figmentte will try to avoid anything that would tie them to the target. They prefer to operate in private, to take the target to a place where they can be alone, or in a very crowded party where nobody would notice what is happening.

They will not hesitate to kill the target if it is necessary to keep their involvement secret.

Notoriety

These ladies work very hard to ensure they are unknown for their deeds.

That said, Emmeretelle has gained and encourages a modest reputation for her bardic talents, and books gigs for legitimate purposes a few times a month.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Emmeretelle targets one of the PCs for her greed and/or lust.
- **Fringe Notice:** The PCs notice Figmentte stealing from entranced patrons watching Emmeretelle perform.
- **Plea of the Innocent:** A loved one of a murdered victim of the half-elf bard asks the party's assistance in investigating the death.
- **Appeal from Authority:** City sleuths have formed a pattern of thievery and murder in town, but need someone undercover to put the pieces together.
- **Disappearing Regular:** A well-to-do politico is known to buy free rounds when deeply imebriated. The PCs have seen him at a local tavern frequently. One day, he isn't there; his absence is so noteworthy that the PCs start to look around.

Habits and Logistics

During the day, Emmeretelle and Figmennte will usually (**65%** chance) be asleep; the remainder of the time, they will be shopping in town.

At night, they're likely to be working (**55%** chance), carousing (**25%** chance), or performing (**20%** chance).

While performing, there's a good chance (**60%**) they are "working" and stealing; the remainder of the time, Emmeretelle will be performing with no ulterior motive for the night.

Conversation

Emmeretelle will engage readily in conversation, and approach every social interaction with a bounty of charisma.

If the PCs are obviously wealthy, she will up her game, trying to seduce the party members with the most obvious valuables. She is not shy about this approach, and will execute it regardless of circumstances or how many PCs are talking with her.

Do you know anything about the person who was murdered recently?
(This can be a general question about any victim, actual or suspected.)

"I think I may have seem them around. Yes, they do seem somewhat familiar. Though to tell the truth, it's tough to recall some nights! Speaking of which, can I buy you a drink?"

People say that they saw you with this person before they were victimized. Did you steal from them? What happened that night?
("Victimized" can refer to theft, seduction, and/or murder.)

"I have to think hard, but... honestly, sweetie, I can't recall. If I did steal anything from them, I promise you it was only their hearts... or a kiss! Sure sorry about what happened to them, though."

Attitude Tracker Triggers

Value	Action
<7	Emmeretelle will attack the PCs on sight, and will direct Figmentte to do the same, trying to sneak attack the party.
<13	Emmeretelle and her partner will avoid the PCs, leaving social settings if they see the party. If they encounter the PCs alone, say, in an alley, they may fight them.
>18	Emmeretelle will try to seduce the party member with the highest Charisma, regardless of sex or race, and with no ulterior financial motive.
>24	Emmeretelle will share her situation and Figmentte's role, and offer to team up with the PCs to take down a large and wealthy target.

Organization

Emmeretelle works exclusively with Figmentte, as discussed above.

The two do not always work together, and indeed, some nights, each has their own "job" to do.

Emmeretelle will avoid hiring any intermediaries, thugs, or other employees and prefers to handle all business personally.

Henchmen, Retainers, and Followers

Figmentte is always close by.

In any combat encounter involving only Emmeretelle, she can summon her parnter with a shout; Figmentte arrives in **1d4-1** rounds (minimum 1).

Lair / Residence

The two share a studio apartment in the slums of town, somewhat slovenly compared to the vast riches they have amassed.

Quests & Encounters

Quest: Guard the Message

Summary: The PCs are asked to help ensure a courier makes it out of town alive. In the course of this defense, the courier runs afoul of Emmeretelle.

Rewards: 750 gp / 1,900 gp / 4,500 gp / 10,000 gp; up to **3 Reward Stars**.

Locations: Any.

Key NPCs: Emmeretelle, Figmentte.

Kickoff: A city or faction authority approaches the PCs and asks for their help.

Description:

The courier's race, talents, background, and other factors are maleable, as are the nature of what they carry and the intended destination.

It may be that the PCs don't even know these things themselves, as the job is described simply as "guard the courier". The scope of the work is solely until the courier leaves city limits.

Whatever the circumstances, the courier goes about his work in a very unusual manner: his first stop is a tavern, at dusk, where he proceeds to order several tankards and to take in the music.

Emmeretelle approaches the man amidst his fourth such beverage, and proceeds to very clearly and persuasively seduce him.

The PCs have a few options, upon seeing this.

They can do nothing. Whether they look on or not, Emmeretelle will seduce him, take him upstairs to a rented room, kill him, and escape with the courier's message and all his valuables.

Not only do the PCs receive no reward from this approach, they will lose considerable standing with whomever hired them, and indeed may even have legal action taken against them for their failure.

They can confront Emmeretelle in the act, at the bar, in public. This involves a contest of wills, and a social confrontation to see who is able to convince the courier of their perspective.

No matter what words are chosen by the PCs, this equates to a skill check: the PCs use **Diplomacy** or **Intimidate**, countered by Emmeretelle's **Diplomacy** or **Bluff**, in whatever combination each side prefers. Whichever side gets two successes in a row "wins" the conflict.

If the PCs win, Emmeretelle will shrug, pat the courier on the shoulder, and leave with her regrets before any more formal action can be taken against her. This grants the courier safe passage for the rest of the evening, and the PCs receive the reward money as well as **2 Reward Stars**.

If the Emmeretelle wins, the courier, convinced of the bard's side of the story and deep in his cups besides, asks the PCs to leave. The PCs still have a chance to rescue the situation via the more physical, direct approach below, however.

If the PCs watch, they can follow Emmeretelle and her intended victim upstairs, where her plan is to slay him and take his belongings.

Confronting Emmeretelle at any point once the group is out of the public eye results in a combat encounter. Once Emmeretelle is reduced to below half her maximum HP, she will attempt to flee. Remember, too, that Emmeretelle can "summon" Figmentte to her aid; this should be a surprise and should result in a successful Sneak Attack against the PCs when the rogue engages.

Unless the PCs are themselves slain by the bard, they will save the courier's life with this approach, and will receive the reward money as well as **2 Reward Stars**.

If Emmeretelle escapes, she will lie low for a few weeks to make sure things are back to normal.

If the PCs slay, or otherwise prevent Emmeretelle from escaping, they will receive a third **Reward Star**.

Emmeretelle

CR 5; XP 1,800

CE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Bard 5	Bard 9	Bard 13	Bard 17
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	23	42	66	92
Armor Class	15	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 9 (-1)** **DEX 18 (+7)** **CON 10 (+0)** **INT 15 (+2)** **WIS 11 (+0)** **CHA 20 (+8)**	**STR 9 (-1)** **DEX 20 (+9)** **CON 10 (+0)** **INT 15 (+2)** **WIS 11 (+0)** **CHA 20 (+9)**	**STR 9 (-1)** **DEX 20 (+10)** **CON 12 (+1)** **INT 15 (+2)** **WIS 11 (+0)** **CHA 20 (+10)**	**STR 11 (+0)** **DEX 20 (+11)** **CON 12 (+1)** **INT 15 (+2)** **WIS 11 (+0)** **CHA 20 (+11)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +3 Horn, Lute, Lyre	Passive Perception 10 +4 Horn, Lute, Lyre	Passive Perception 10 +5 Horn, Lute, Lyre	Passive Perception 10 +6 Horn, Lute, Lyre
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** Shortsword +7 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+4); 320 ft.': +7 (1d8+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *Shortsword (Weapon +1)* +10 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Shortsword (Weapon +2)* +12 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)	**Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Melee** *Shortsword (Weapon +3)* +14 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +11 (1d8+5); 320 ft.': +11 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *clairvoyance; fear; sending* **2nd:** *detect thoughts; invisibility; knock* **1st:** *charm person; disguise self; silent image; unseen servant*	**Save DC 17; Spell Atk +9** **5th:** *dominate person; modify memory* **4th:** *dimension door; locate creature; polymorph* **3rd:** *clairvoyance; fear; sending* **2nd:** *detect thoughts; invisibility; knock* **1st:** *charm person; disguise self; silent image; unseen servant*	**Save DC 18; Spell Atk +10** **7th:** *forecage* **6th:** *mass suggestion* **5th:** *dominate person; modify memory* **4th:** *dimension door; locate creature; polymorph* **3rd:** *clairvoyance; fear; sending* **2nd:** *detect thoughts; invisibility; knock* **1st:** *charm person; disguise self; silent image; unseen servant*	**Save DC 19; Spell Atk +11** **9th:** *foresight* **8th:** *glibness* **7th:** *forecage* **6th:** *mass suggestion* **5th:** *dominate person; modify memory* **4th:** *dimension door; locate creature; polymorph* **3rd:** *clairvoyance; fear; sending* **2nd:** *detect thoughts; invisibility; knock* **1st:** *charm person; disguise self; silent image; unseen servant*
Equipment	Dagger; shortsword; leather armor; light crossbow; crossbow bolts (10x)	Dagger; *+1 shortsword;* *+1 studded leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+2 shortsword;* *+2 studded leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+3 shortsword;* *+3 studded leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d12 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Table 11: Attitude Modifiers for Emmeretelle

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give Emmeretelle a tip for, or otherwise compliment, her performance	**+2**	Per such compliment; +6 maximum

Figmentte

CR 1; XP 200

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Rogue 1	Rogue 5	Rogue 9	Rogue 13
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	7	19	37	55
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+0) DEX 15 (+4) CON 9 (-1) INT 13 (+3) WIS 8 (-1) CHA 17 (+3)	STR 10 (+0) DEX 17 (+6) CON 9 (-1) INT 13 (+4) WIS 8 (-1) CHA 17 (+3)	STR 10 (+0) DEX 19 (+8) CON 9 (-1) INT 13 (+5) WIS 8 (-1) CHA 17 (+3)	STR 10 (+0) DEX 20 (+10) CON 9 (-1) INT 13 (+6) WIS 8 (-1) CHA 20 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 12 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
Languages	Common, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Shortsword +4 (1d6+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *Shortsword (Weapon +1)* +7 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Shortsword (Weapon +2)* +10 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Shortsword (Weapon +3)* +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
Special Qualities	Languages, Expertise, Sneak Attack, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; shortsword; leather armor; shortbow; arrows (20x)	Dagger; *+1 shortsword;* *+1 leather armor;* shortbow; arrows (20x)	Dagger; *+2 shortsword;* *+2 leather armor;* shortbow; arrows (20x)	Dagger; *+3 shortsword;* *+3 leather armor;* shortbow; arrows (20x)

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until

they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Vitaponna Requelle

Vitaponna Requelle

Overview

A half-elven product of a raid gone horribly violent, this mercenary fighter turned caravan guard: ruthless in the extreme, lending her talents out to the truly desperate or similarly evil for all manner of rape, pillage, torture, or worse.

Rumors are that she's been in league with necromancers, cannibals, and demons, but that ultimately, her exorbitant fees are worth it, for she and her murderous company are cruel but competent.

Appearance

Severe, one might even say cruel, Vitaponna presents as all business. She's been heard to laugh or smile, but only grimly, and then only in the presence of something overwhelming in its notability.

She wears armor at all times, though often with a tunic or something less military in style over top.

Background

Vitaponna grew up the unwanted offspring of a horrible human raid that left her village in near ruins.

When it became evident her young single mother had taken with child during the raid, her mother was shamed and she took to self-exile rather than endure the horrors of society.

Unwanted though her creation may have been, Vitaponna was her mother's jewel, and the two lived in peace, alone, for many years.

One day, another small group of raiders, elven this time, came across their simple farm. Vitaponna and her mother welcomed them, offering them what simple fare they had. In conversation, the raiders learned of their family history, and in turn, Vitaponna discovered the raiders were from the village which had shunned her mother.

Harsh words escalated the situation quickly, and what had been a somewhat tense but welcoming meal turned violent. Vitaponna, enraged and confused, slew the raiders in defense, but not before her mother was mortally wounded.

The experience left an adolescent Vitaponna hardened, bitter, and convinced of her path of violence.

If, she reasoned, the world was terrible and unfair, it was best to face the violence head-on, and with ample preparation.

Demeanor

Vitaponna has little time for games, mirth, or distraction. When she and her band of mercenaries have been hired for a job, she is on the job, fully and completely, until it is seen through. She sleeps but rarely, and in fits; she is much more comfortable taking watch at night.

Vitaponna trains tirelessly; when not on a job, she imbues her band with the rigor she herself has pursued for a decade.

There have been precious few days since that horrible incident with her mother where she has not spent at least an hour training in combat.

Her "lighter" moments are those spent tutoring and counseling her band; despite her hardness, she softens slightly in these moments, offering aid where she herself had had none, and on odd occasions has even smiled in pride at her comrades' improvements.

In discussing her business, he is gruff, to the point, and very straightforward: if you are looking for a blade, hers is for sale, and very little is off the table in terms of how it is to be used.

Combat Tactics

Vitaponna is ruthless and passionate in fighting. In her view, all interpersonal interactions will end up violent; any excuse to do battle is therefore welcomed not as something to be avoided, but as a means of cutting to the chase and having done with the inevitable.

She usually manages to temper this bloodlust with tactical acumen, but when the fight takes her, she has been known to lose herself in the moment, abandoning any attempt to instruct or guide her comrades and simply wallowing in the melee.

If not in battle-frenzy, she leads well, preserving her forces and using them where best employed. She is not at all above sending a subset of her troops to certain death if it means success as a whole. She will even tell new recruits this honestly, and then recommends that the best way to avoid being "used" in this manner is to be so good at combat that your loss would be a significant loss of talent.

Modus Operandi

Vitaponna is most often employed as a guard, though she's no stranger to raiding parties, light-infantry military exploits, and even adventuring parties.

She will operate alone, or in the company with many hirelings or band-mates, as the job dictates. Unless absolutely unavoidable, she will avoid a job where she herself will not be a part of things; those times where she sends part of her band on their own to do a job are those where she herself is otherwise occupied with another job.

Vitaponna would say that she does not actively seek out violence, but she will employ it herself given any slight opportunity. If such opportunity is given, she shows no quarter, no mercy, and no faint-heartedness, no matter the task or force opposing her.

She has no qualms of slaying the innocent, the young, or the unarmed. Vitaponna has murdered wives in bed,

FlexTable 9: Vitaponna Requelle Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	They say a half-elven warrior was produced by a violent raid, and that she has dedicated her life to violence as retribution.	☑ **Partially True.** Vitaponna was the product of a rapine raid, but she would characterize her chosen profession as a product of her talents, not of a need for vengeance.
15-29	15-30	15-30	01-30	13	A half-elven warrior leads a band of ruthless mercenaries for any task imaginable... and some you wouldn't want to imagine.	✅ **True.** This is a very apt summary of Vitaponna and her band, and their talents and history.
30-44	31-45	31-45	31-39	14	Dancing, darting In the night Or glade of spring Or summer's light Horse be mired, Or misled Once she's hired Blood will shed	✅ **True.** The verse is meant to be a mercenary equivalent of a guarantee; that Vitaponna's band will fulfill the job regardless of circumstances.
45-59	46-60	46-60	40-49	15	Hiring Vitaponna practically guarantees two things: safety for those who hire her, and bloodshed for anyone else involved.	✅ **True.** A concise depiction of the results of employing her services.
60-74	60-69	60-69	50-59	16	Vitaponna's mother was exiled from an elven community for becoming impregnated with her during a raid.	✅ **True.** This is how Vitaponna and her mother came to live alone.
75-89	70-97	70-94	60-69	11	A half-elven mercenary leads a band of undead warriors, raised from the ranks of those she kills in her jobs.	❌ **False.** There is nothing supernatural or undead about Vitaponna or her band.
90-00	98-00	95-00	70-00	13	Beware hiring a certain half-elven mercenary: she is a demon in warrior form, and stalks the land, seeking vengeance for an imagined slight long ago.	❌ **False.** Vitaponna may kill like a woman possessed, or have fighting skill as though supernatural, but she is but a normal, incredibly focused, half-elf.

stolen babies from the crib, and slain dozens as they prayed peacefully in a temple.

Occasionally, she will decide the take in the caravan is worth the risk to her reputation, and she will slay everyone not in her crew; her aim in such a scenario is to ensure she gets everything, and that the caravan is never heard from again. Anyone aware of her having been hired to guard it is also slain if it's feasible; the goal is that she's not associated with the caravan in the slightest.

Notoriety

She has long since advanced beyond the need to advertise or put the word out; her talents and those of her band are well-known and sought out by all manner of those with need of discreet violence.

Despite her murderous habits, she has never once been jailed or accused of crime. This is a combination of her discretion, her preference for operating in "legitimate" areas, and a simple fear of retribution: if she were to be apprehended, her band would certainly break her out of jail and enact vengeance.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Vitaponna and her crew are hired to attack either the PCs themselves (if they are of high level and/or notoriety, particularly if they have strong hatred from a faction), or a Faction with which the PCs have a strong tie.
- **Plea of the Innocent:** An innocent loses someone close to them in an attack led by Vitaponna in the course of her "duties". What little inheritance the innocent has, is offered to the PCs to enact vengeance.
- **Fringe Notice:** Vitaponna leaves violence in her wake along a path similar to that of the party as they make their way along the countryside. Intrigued, they seek to learn more, and discover the Carnage Crew and their habits.
- **Appeal from Authority:** Village security authorities ask the party's assistance in preventing more slaughter.
- **Collateral Damage:** Vitaponna and her crew are hired to destroy a merchant's shop. In the act, the party is caught and suffer damage.

Habits and Logistics

Vitaponna is usually (65% chance) on a job; this takes her either out of town, or into hiding and planning within town before she carries out the work.

The remainder of her time, she will be in training in her camp on the outskirts of town.

Conversation

Remember that Vitaponna considers herself a businesswoman more than just a mercenary, and has a personal and vital stake in whatever happens as a result of her signing a contract.

Perhaps uniquely among villains, she is very forthright about what she does, and indeed describes it as part of her services.

She neither knows nor cares what is or is not illegal in the course of what she does or instructs her team to do.

Did you kill this victim?
(This can be a general question about any victim, actual or suspected.)

"Maybe. I kill a lot of people. It's part of the job. It usually *is* the job, in fact."

How did you kill this innocent person?

"The same way I kill guilty people. Just more easily, is all. Plus, everyone's guilty of something."

How did you kill this unarmed person?

"Very easily."

What is your next job?

"That's private. Business. Can't say."

How do you sleep at night?

"Atop a pile of gold, surrounded by skilled warriors in my employ. Few kings can say as much."

Attitude Tracker Triggers

Value	Action
<7	The PCs become a job: Vitaponna will send her Carnage Crew to kill the party. If that fails, she will make a second attempt, this time leading the charge herself.
<13	Vitaponna will send a few of her band to watch the PCs, and to make sure they don't come too close to her again.
>18	Vitaponna will seek out the PCs, introduce herself if they don't already know her, describe her services, and offer them a discount.
>24	Vitaponna will extend an offer to the PCs to join her Crew.

Organization

Vitaponna herself is the sole owner of her services; anyone wishing to hire her or her band must go through her personally.

She employs a varying number of henchmen. Most are in loose association, and she gathers them as needed to fulfill certain jobs.

Closer to her are the inner circle of retainers and followers, who are first chosen for new jobs and with whom she trains when they are not at work. These trainees live in tents in her training camp.

Henchmen, Retainers, and Followers

Vitaponna typically has the following forces at her disposal, often making her one of the predominant military groups in the area:

2d4 Nobleguard, most of whom live in her training camp

1d8 Jewelguard, most of whom live in her training camp

3d6 Carnage Crew Fighters, half of whom live in her camp, the remainder live in slums and are ready to call upon

3d8 Carnage Crew Barbarians, half of whom live in her camp, the remainder live in slums and are ready to call upon

2d6 Carnage Crew Rangers, half of whom live in her camp, the remainder live in slums and are ready to call upon

The Carnage Crew

The **Carnage Crew** is a loose and fluid band of similarly-minded mercenaries who follow Vitaponna for the promise of a steady paycheck, in practice they act as her miniature

army.

"Calling upon" members of the Crew who do not live in her training camp typically requires **1d4-1 days** of advance notice; as such, these forces are usually only called upon in association with a big job, known about in advance.

If the mood takes her to do something or get something, she orders them about as though they were under her employ, threatening to turn them in, cut them out of the contract, or just outright kill them if they don't comply.

Lair / Residence

Vitaponna Requelle lives in her training camp, outside of town.

All forces not "ready to call upon" as noted above live in the camp, or spend so much of their time there they may as well live there.

Confronting Vitaponna in her training camp involves the possibility of her summoning all noted forces to her whim within a handful of rounds.

Each round after Vitaponna summons reinforcements, **1d4** of each kind of Carnage Crew member show up to the battle. This continues each round until her numbers are exhausted.

Quests & Encounters

Quest: Just Another Day at the Shop

Summary: While conducting business at a vendor, the PCs suffer damage as it is attacked by Vitaponna Requelle and her Carnage Crew.

Rewards: 1,500 gp / 3,800 gp / 7,000 gp / 15,000 gp; up to **4 Reward Stars**.

Locations: Any merchant shop (urban). This can be an outside stall or tent, but is much more often a regular, dedicated building.

Key NPCs: Vitaponna Requelle.

Kickoff: The PCs are engaged in a transaction, or haggling, in a shop, when the attack occurs.

Description:

Vitaponna Requelle has been hired to attack a merchant establishment. Her mission is simply to set it ablaze and retreat, but owing to her nature, she has decided instead to slay all those present and raze the building to the ground.

Her forces are welcome to take whatever they wish from the establishment before it burns.

As a result of the promised reward that includes a rich variety of wares, a much larger group of her Carnage Crew has shown up than might strictly be required for a simple arson job.

This consists of the following:

2d6 Carnage Crew Fighters

2d4 Carnage Crew Barbarians

1d4 Carnage Crew Rangers

The PCs should be caught completely by surprise by the attack, which they find themselves in the middle of and know nothing about.

Although most of the Carnage Crew is on the lust for looting, and care little for those who may be inside, Vitaponna has made it clear that there be no witnesses to the event, and so the PCs will be attacked on sight by any of those present.

The PCs can focus on simple escape. Doing so should be somewhat straightforward; despite their leader's clearly-expressed will, most of the Carnage Crew will be focused on looting more than killing, so as long as the PCs don't attack, they will be able to leave relatively unmolested. Successful **Stealth** checks will help avoid the gaze of the Crew. Successfully escaping gains the party **1 Reward Star.**

Good-aligned PCs will probably want to help the poor shopkeeper, to whom this attack comes as a surprise as well. He has no idea if it is in retribution from a customer, or by a rival shop, or simply a random act of sabotage or criminal rage. Protecting him and getting him to safety will merit a more concentrated attack by the Carnage Crew, who have a description of the shopkeeper and who are under specific instructions to kill him; in fact, Vitaponna has offered an additional specific bounty to whomever does the deed.

The additional fighting and goodwill involved gains the party a total of **2 Reward Stars**, plus the described monetary reward from a grateful shopkeeper.

The "best scenario" is one in which the PCs stand their ground, defending the shopkeeper and his store, and fend off the Crew. This obviously involves a great deal more combat, but results in the listed monetary reward, plus **4 Reward Stars**.

Vitaponna herself will be present in the melee, but will leave and signal a retreat of her remaining forces once half of the Carnage Crew has been slain by the PCs.

Vitaponna Requelle

CR 5; XP 1,800

CE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	30	56	98	172
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 16 (+6)** **DEX 20 (+5)** **CON 12 (+4)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 20 (+9)** **DEX 20 (+5)** **CON 12 (+5)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 20 (+10)** **DEX 20 (+5)** **CON 14 (+7)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 20 (+11)** **DEX 20 (+5)** **CON 18 (+10)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Longsword +6/+6 (1d8+3) **Melee** Shortsword +8 (1d6+5) **Ranged** Longbow) --> 150 ft.': +8/+8 (1d8+5); 600 ft.': +8/+8 (1d8+5) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** Shortsword +9 (1d6+5) **Melee** Longsword *(Weapon +1)* +10/+10 (1d8+6) **Ranged** Longbow) --> 150 ft.': +9/+9 (1d8+5); 600 ft.': +9/+9 (1d8+5) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** Shortsword +10 (1d6+5) **Melee** *Longsword (Weapon +2)* +12/+12/+12 (1d8+7) **Ranged** Longbow) --> 150 ft.': +10/+10/+10 (1d8+5); 600 ft.': +10/+10/+10 (1d8+5) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)	**Melee** Shortsword +11 (1d6+5) **Melee** *Longsword (Weapon +3)* +14/+14/+14 (1d8+8) **Ranged** Longbow) --> 150 ft.': +11/+11/+11 (1d8+5); 600 ft.': +11/+11/+11 (1d8+5) **Melee** Dagger +11/+11/+11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Longsword; shortsword; breastplate; dagger; longbow; arrows (20x)	*+1 Longsword;* shortsword; *+1 breastplate;* dagger; longbow; arrows (20x)	*+2 Longsword;* shortsword; *+2 breastplate;* dagger; longbow; arrows (20x)	*+3 Longsword;* shortsword; *+3 breastplate;* dagger; longbow; arrows (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 12: Attitude Modifiers for Vitaponna Requelle

Starting Attitude: **13 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-5**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-2**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-1**	-
Action	NPC witnesses the PCs commit a crime	**+3**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-1**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**+2**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+10**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-1**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Nobleguard

CR 3; XP 700

LE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 15
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	28	54	73	129
Armor Class	17	18	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 12 (+3) INT 10 (+0) WIS 9 (-1) CHA 8 (-1)	STR 20 (+8) DEX 13 (+1) CON 12 (+4) INT 10 (+0) WIS 9 (-1) CHA 8 (-1)	STR 20 (+9) DEX 15 (+2) CON 12 (+5) INT 10 (+0) WIS 9 (-1) CHA 8 (-1)	STR 20 (+10) DEX 15 (+2) CON 17 (+8) INT 10 (+0) WIS 9 (-1) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-

	Low	Moderate	Advanced	Elite
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +5 (1d6+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Dagger +5 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *Mace (Weapon +1)* +9/+9 (1d6+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *Mace (Weapon +2)* +11/+11/+11 (1d6+9) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6/+6 (1d10+2); 400 ft.': +6/+6/+6 (1d10+2) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *Mace (Weapon +3)* +13/+13/+13 (1d6+10) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7/+7 (1d10+2); 400 ft.': +7/+7/+7 (1d10+2) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Mace; scale mail; shield; heavy crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature

again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Jewelguard

CR 2; XP 450

LN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Small LN Halfling	Small LN Halfling	Small LN Halfling	Small LN Halfling
HP	19	45	75	109
Armor Class	16	18	20	21
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+2) DEX 18 (+4) CON 10 (+2) INT 13 (+1) WIS 7 (-2) CHA 10 (+0)	STR 10 (+3) DEX 20 (+5) CON 12 (+4) INT 13 (+1) WIS 7 (-2) CHA 10 (+0)	STR 12 (+5) DEX 20 (+5) CON 12 (+5) INT 13 (+1) WIS 7 (-2) CHA 10 (+0)	STR 14 (+7) DEX 20 (+5) CON 12 (+7) INT 13 (+1) WIS 7 (-2) CHA 10 (+0)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Halfling			
Attacks	**Melee** Dagger (Small) +6 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Shortsword (Small) +6 (1d6+4) **Ranged** Shortbow (Small)) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4)	**Melee** Dagger (Small) +8 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** *Shortsword (Small/ Weapon +1)* +9/+9 (1d6+6) **Ranged** Shortbow (Small)) --> 30 ft.': +8/+8 (1d6+5); 120 ft.': +8/+8 (1d6+5)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** *Shortsword (Small/ Weapon +2)* +11/+11 (1d6+7) **Ranged** Shortbow (Small)) --> 30 ft.': +9/+9 (1d6+5); 120 ft.': +9/+9 (1d6+5)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Melee** *Shortsword (Small/ Weapon +3)* +13/+13/+13 (1d6+8) **Ranged** Shortbow (Small)) --> 30 ft.': +10/+10/+10 (1d6+5); 120 ft.': +10/+10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Action Surge, Fighting Style, Second Wind, Two-Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Two-Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Two-Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Two-Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Dagger (small); shortsword (small); studded leather armor; shortbow (small); arrows (20x)	Dagger (small); *+1 shortsword* (small); *+1 studded leather armor;* shortbow (small); arrows (20x)	Dagger (small); *+2 shortsword* (small); *+2 studded leather armor;* shortbow (small); arrows (20x)	Dagger (small); *+3 shortsword* (small); *+3 studded leather armor;* shortbow (small); arrows (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once,

whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

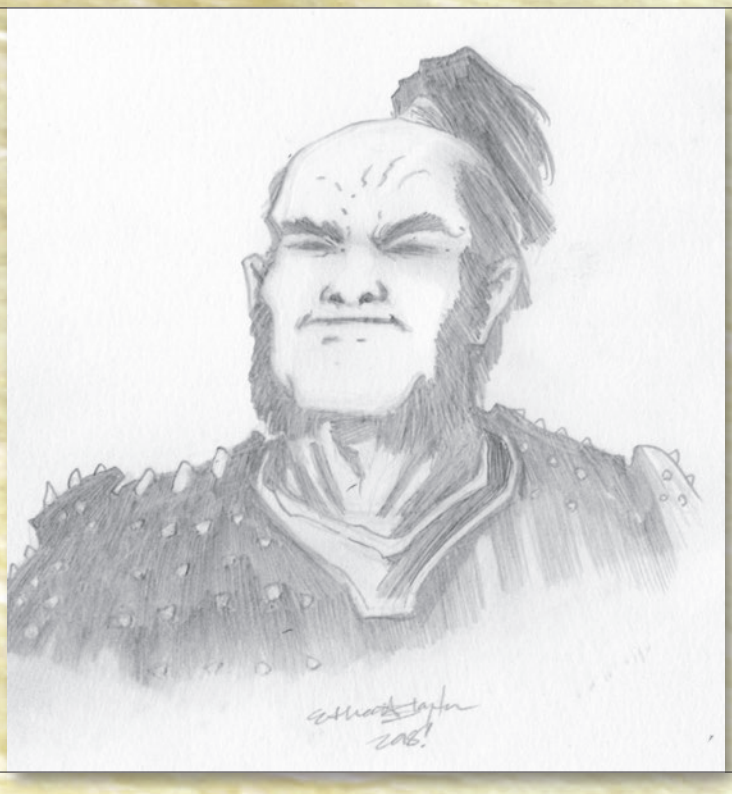
Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +2.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Carnage Crew Fighter



CR 1; XP 200

CN; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	12	33	48	92
Armor Class	15	17	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 10 (+2) INT 11 (+0) WIS 8 (-1) CHA 13 (+1)	STR 20 (+8) DEX 13 (+2) CON 10 (+3) INT 11 (+0) WIS 8 (-1) CHA 13 (+1)	STR 20 (+9) DEX 16 (+3) CON 10 (+4) INT 11 (+0) WIS 8 (-1) CHA 13 (+1)	STR 20 (+10) DEX 16 (+3) CON 14 (+7) INT 11 (+0) WIS 8 (-1) CHA 13 (+1)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Elvish			
Attacks	**Melee** War Pick +5 (1d8+5) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1) **Melee** Dagger +5 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *War Pick (Weapon +1)* +9/+9 (1d8+8) **Ranged** Shortbow) --> 30 ft.': +5/+5 (1d6+2); 120 ft.': +5/+5 (1d6+2) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *War Pick (Weapon +2)* +11/+11 (1d8+9) **Ranged** Shortbow) --> 30 ft.': +7/+7 (1d6+3); 120 ft.': +7/+7 (1d6+3) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *War Pick (Weapon +3)* +13/+13/+13 (1d8+10) **Ranged** Shortbow) --> 30 ft.': +8/+8/+8 (1d6+3); 120 ft.': +8/+8/+8 (1d6+3) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Languages, Action Surge, Fighting Style, Second Wind, Dueling	Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	War pick; studded leather armor; shortbow; arrows (20x); dagger	*+1 War pick;* *+1 studded leather armor;* shortbow; arrows (20x); dagger	*+2 War pick;* *+2 studded leather armor;* shortbow; arrows (20x); dagger	*+3 War pick;* *+3 studded leather armor;* shortbow; arrows (20x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Carnage Crew Barbarian

CR 2; XP 450

CE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	28	63	93	143
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 15 (+4) DEX 13 (+1) CON 13 (+3) INT 9 (-1) WIS 11 (+0) CHA 12 (+1)	STR 17 (+6) DEX 13 (+1) CON 13 (+4) INT 9 (-1) WIS 11 (+0) CHA 12 (+1)	STR 19 (+8) DEX 13 (+1) CON 13 (+5) INT 9 (-1) WIS 11 (+0) CHA 12 (+1)	STR 20 (+10) DEX 13 (+1) CON 14 (+7) INT 9 (-1) WIS 11 (+0) CHA 12 (+1)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Greatsword +4 (2d6+2) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Greatsword* +7/+7 (2d6+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1) **Melee** Dagger +6/+6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Greatsword* +10/+10 (2d6+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+1); 400 ft.': +5/+5 (1d10+1) **Melee** Dagger +8/+8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *+3 Greatsword* +13/13 (2d6+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+1); 400 ft.': +6/+6 (1d10+1) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatsword; scale mail; heavy crossbow; crossbow bolts (10x); dagger	*+1 Greatsword;* *+1 scale mail;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Greatsword;* *+2 scale mail;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Greatsword;* *+3 scale mail;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those

characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Carnage Crew Ranger

CR 2; XP 450

LE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	18	42	63	84
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 13 (+3) DEX 17 (+5) CON 10 (+0) INT 12 (+1) WIS 15 (+2) CHA 8 (-1)	STR 13 (+4) DEX 19 (+7) CON 10 (+0) INT 12 (+1) WIS 15 (+2) CHA 8 (-1)	STR 13 (+5) DEX 20 (+9) CON 11 (+0) INT 12 (+1) WIS 15 (+2) CHA 8 (-1)	STR 15 (+7) DEX 20 (+10) CON 11 (+0) INT 12 (+1) WIS 15 (+2) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Dwarvish, Elvish, Giant, Gnomish, Halfling			
Attacks	**Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3) **Melee** Shortsword +5 (1d6+3)	**Ranged** *Longbow (Weapon +1))* --> 150 ft.': +10/+10 (1d8+5); 600 ft.': +10/+10 (1d8+5) **Melee** Shortsword +7/+7 (1d6+4)	**Ranged** *Longbow (Weapon +2))* --> 150 ft.': +13/+13 (1d8+7); 600 ft.': +13/+13 (1d8+7) **Melee** Shortsword +9/+9 (1d6+5)	**Ranged** *Longbow (Weapon +3))* --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Shortsword +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Archery, Humanoids, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Aberrations, Humanoids, Forest, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Archery, Aberrations, Humanoids, Forest, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Volley, Archery, Aberrations, Dragons, Humanoids, Forest, Grassland, Mountain
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *alarm; detect magic*	**Save DC 13; Spell Atk +5** **2nd:** *find traps; pass without trace* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *daylight; nondetection* **2nd:** *find traps; pass without trace; silence* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *locate creature* **3rd:** *daylight; nondetection; water walk* **2nd:** *find traps; pass without trace; silence* **1st:** *alarm; detect magic; fog cloud; longstrider*
Equipment	Longbow; studded leather armor; arrows (20x); shortsword	*+1 Longbow;* *+1 studded leather armor;* arrows (20x); shortsword	*+2 Longbow;* *+2 studded leather armor;* arrows (20x); shortsword	*+3 Longbow;* *+3 studded leather armor;* arrows (20x); shortsword

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that

creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack At 11th level, you gain one of the following features of your choice.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Dragons Advantage on Wisdom (Survival) checks to track Dragons, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Ylgronne the Brazen

Ylgronne the Brazen

Overview

A powerful, massive half-orc, she is a particular and practical sort of mass murderer: under the banner of adventurer or mercenary, she will form a band of like-minded opportunists to plunder a dragon's hoard, or a goblin's cave, or some similar hoax.

Once in the cave, her trap is sprung, and one by one, her fellow adventurers befall a terrible fate. Afterwards, she collects the loot from the bodies, burns or sells the corpses, and makes haste to another town, lest she be recognized.

Appearance

She engineers her appearance so as to blend into the background. Approaching an extant group of adventurers, she will slyly take notes as to their current composition, and will affect the same styles they do so as to pre-emptively match with them even before joining their grop officially.

Background

Ylgronne's backstory and motivation here are quite simple, and obvious: she was an adventurer once, years ago. She and some friends of similar age made their way into the wilderness in search of adventure.

Their first sortie left them wounded and penniless, such was their lack of training. They figured they were smart, eager, and ready to learn: as a fix for their failure, they enlisted the help of an older, wiser dwarven woman who had herself adventured. Owing to their lack of coin, they promised the woman half of their collective loot if they would join them and help them prosper.

The dwarf betrayed them, collecting treasure during their first battle while Ylgronne and her friends fought a monster. Though Ylgronne survived, she was the only one: all her friends were slain in the conflict.

It took her six weeks, but Ylgronne hunted down the dwarven woman and slew her, taking back the gold she had stolen while her friends lay bloody and dying.

Despicable though the dwarf's tactics had been, Ylgronne was grudgingly forced to admit at least one thing about the tragedy: it had worked.

Demeanor

Ylgronne has no true friends, just intermittent business partners. She plays her emotions close to the chest, revealing nothing and saying little.

While adventuring, she stays in the background of events, letting the existing relationships dictate what happens. She will rarely offer an opinion, and when she does, it is in a sagelike tone, as though offering her perspective as part of her services as a hireling.

Combat Tactics

Ylgronne is capable in combat, but prefers to let monsters do the work for her wherever possible. She will often participate in battles for the first portion of an adventure, fighting minimally and conserving her own resources and letting the rest of the party expend theirs.

Later in the adventure, she will spring her trap, either turning outright on the tired remnants of a party, or abstaining from a fight entirely to watch monsters prey on her employers until she can clean up whatever survives.

Against more formidable adventurers, she will enlist the help of her followers, and may even set up an ambush or trap involving them.

Modus Operandi

Ylgronne will hang out wherever hireling adventurers do, offering her services for competitive rates.

Once she is engaged, she will refuse payment up-front, preferring instead to collect her percentage once loot has been established. This approach tends to engender a false sense of trust in the half-orc.

Notoriety

Ylgronne doesn't stay too long in the same city, mainly because a mercenary adventurer cannot return alone from too many sorties before people start to talk about bad luck or suspect the outright betrayal she employs.

In areas where she is known, between her battle garb and her race, she is often assumed to be a competent fighter, even if nobody has ever seen her in battle.

Some of the time, Ylgronne will undertake an adventure legitimately—which is to say, she will fight alongside her comrades and not betray them. She does this a lot in cities in which she plans to spend a lengthy amount of time.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Ylgronne offers her services to the party, and betrays them in mid-adventure.
- **Plea of the Innocent:** An orphaned son of a slain adventurer tells the PCs his last sight of his mother was hiring Ylgronne; he begs the party to find out what happened.
- **Dark Rumor:** The party comes by rumors and lore of a hireling who betrays her comrades.

FlexTable 10: Ylgronne the Brazen Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Some mercenaries will hire into an existing band of adventurers and run when the going gets tough.	☑ **Partially True.** This is generally speaking accurate, but in the context of Ylgronne, she has never yet fled out of fear.
15-29	15-30	15-30	01-30	13	It's a good idea to make sure you trust anyone you hire to join you in a quest.	✅ **True.** This is good advice in a general sense, doubly so when hiring Ylgronne.
30-44	31-45	31-45	31-39	14	Be careful who you trust Of human and orc loin Armor turns to rust Betrayed for lust of coin	✅ **True.** Ylgronne is a half-orc, and betrays for greed.
45-59	46-60	46-60	40-49	15	Some half-orcs can't be trusted to keep their battle-lust constrained to monsters!	☑ **Partially True.** A bit racist to say in general terms, but in context, Ylgronne's murders may seem to be rooted in battle-lust as opposed to premediated betrayal. Whether one is better than the other may not matter!
60-74	60-69	60-69	50-59	16	A ceratin half-orc mercenary has been known to betray her comrades in a monster's lair, taking the treasure for herself.	✅ **True.** This describes a common approach Ylgronne uses.
75-89	70-97	70-94	60-69	11	There's a mercenary who hires out her services to adventurers. When in a cave, though, she reveals that she's a wyvern herself in disguise, and eats them all up!	❌ **False.** Ylgronne is no monster in the literal sense of the word.
90-00	98-00	95-00	70-00	13	If you hire someone you don't trust, it's your own damned fault if they betray you.	❌ **False.** Though it's a good idea to exercise caution, one can easily argue that betrayal and murder are the fault of nobody save Ylgronne herself.

Habits and Logistics

On any given day, there's a 25% chance Ylgronne is out on a job, adventuring with a group who has hired her.

The remainder of the time, she will hang out at taverns and adventurer's guild halls, looking for work.

Conversation

Ylgronne's goal in any social interaction is to obtain trust, or once she's hired, to maintain it and give nothing away.

As a result, her conversations will be strictly business.

What happened to those other adventurers?
(This can be a general question about any victim, actual or suspected.)

"It was terrible. Monsters slew everyone. I tried to help, but was wounded pretty bad, myself."

What advice can you offer?

"I trust your judgment; I'm here to help out if things get bad."

Have you ever betrayed anyone for money?

"What? What an awful thing to say. It's bad enough I've outlived some of my comrades, but to say I had anything to do with it... that's a pretty evil thing to say."

Attitude Tracker Triggers

Value	Action
<7	Ylgronne will plot the destruction of the party, convinced they will get her jailed or hanged if they're not killed first.

Value	Action
<13	The half-orc warrior will consider leaving town to avoid a confrontation, and will actively try to prevent talking with the party. She may ask one of her henchmen to follow the party and report on their whereabouts.
>18	Ylgronne will offer to join the party, legitimately, with no intent to slay or betray them.
>24	The mercenary will consider joining the party full-time, abandoning her murderous ways and becoming a legitimate adventurer for only her share of any looting.

Organization

Ylgronne has two followers who are really just like-minded business partners. They are primarily for ambushing victims.

In smaller towns, Ylgronne and her henchmen take the role of a tiny adventuring party themselves, and will hire a small handful of mercenaries to accompany them... and then betray and murder them.

Henchmen, Retainers, and Followers

The Bashful is a shy rogue who affects muteness. Actually quite skilled, he uses his sneak attack to slay those in total darkness. The Bashful is typically used in ambushes, but on rare occasion can join an adventuring party as well, often to murder the party in their sleep. The Bashful was the lone survivor of a time a year ago when Ylgronne murdered everyone else in the party, and stopped just before she slew The Bashful, who was looking at Ylgronne not with terror, but with admiration, as though just now realizing the tremendous opportunity that the half-orc warrior had seized upon.

The Insane is clearly unhinged, even for a dwarven barbarian. Her role is to distract attention while the other two go about their business.

Lair / Residence

Ylgronne has no permanent residence, staying in slums and hovels much of the time.

Quests & Encounters

Quest: Sleep Tight

Summary: Ylgronne tries to kill the party while they sleep while on an adventure.

Rewards: Up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Ylgronne the Brazen.

Kickoff: The party hires Ylgronne (and, at the GM's option, one or both of her henchmen) to join their adventuring party. One night, while most are asleep in their camp, Ylgronne decides to try and murder the party in their bedrolls.

Description:

The party's objective here is simple: survive, and, optionally, figure out what happened.

Whether the murder attempt involves only Ylgronne, or her henchmen as well, is up to the GM, though it is suggested that this scale to the size and capabilities of the party itself. Smaller groups of PCs need only Ylgronne; larger and higher-level parties may require the combined talents of all three villains.

Before the PCs rest while on the adventure with Ylgronne, make sure they establish a clear watch duty explicitly.

If there is any portion of the night where all the PCs are asleep and Ylgronne herself has watch, that is when the betrayers will strike. Ylgronne gets a free attack against one of the sleeping PCs, and the next round is automatically a surprise round against the party.

If the PCs are cautious and make sure watches occur in pairs, with each pair including at least one PC to keep an eye on mercenaries, there is no free attack, and any PCs included in the watch with Ylgronne are not surprised.

The PCs can run. This will cause them all to scatter. Ylgronne and her henchmen will pursue, but not immediately, preferring to stalk their prey and let the environment assist in the kill. Successful evasion and return to town requires a Skill Challenge, as follows. If henchmen are involved in the pursuit, randomly assign each villain to a single PC, and check separately for each PC's escape. PCs not assigned a villain in this manner automatically escape back to town successfully, though they should check at least once for a random monster encounter on the way.

Running In the Night

First Check: Stealth or **Survival**, opposed by the pursuer's **Perception**. Failure means the pursuer attacks and combat ensues; the PC involved may flee, which resets this challenge.

Second Check: Stealth or **Survival**, opposed by the pursuer's **Perception** or **Survival**. Failure reverts to the First Check above; success means the PC involved has escaped. If the check is passed by 5 or more points, the PC returns to town without further incident; passing by less than 5 points means a roll on the appropriate random encounters table on their way back to safety.

Staying and fighting is the likely reaction. Success means the party survives, and is granted **1 Reward Star**.

If the party somehow subdues Ylgronne without killing her, they may question her; defeated in this manner, she will admit to her crimes entirely with no skill checks necessary. This grants the party a total of **2 Reward Stars**.

Ylgronne the Brazen

CR 5; XP 1,800

NE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	51	111	147	194
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 20 (+8)** **DEX 15 (+2)** **CON 16 (+6)** **INT 11 (+0)** **WIS 7 (-2)** **CHA 11 (+0)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 20 (+9)** **INT 11 (+0)** **WIS 7 (-2)** **CHA 11 (+0)**	**STR 20 (+10)** **DEX 17 (+3)** **CON 20 (+10)** **INT 11 (+0)** **WIS 7 (-2)** **CHA 11 (+0)**	**STR 20 (+11)** **DEX 20 (+5)** **CON 20 (+11)** **INT 11 (+0)** **WIS 7 (-2)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth
Languages	Common, Orc			
Attacks	**Melee** Greataxe +8/+8 (1d12+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+1 Greataxe* +10/+10 (1d12+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+2 Greataxe* +12/+12/+12 (1d12+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)	**Melee** *+3 Greataxe* +14/+14/+14 (1d12+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +11/+11/+11 (1d10+5); 400 ft.': +11/+11/+11 (1d10+5) **Melee** Dagger +11/+11/+11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greataxe; plate armor; heavy crossbow; crossbow bolts (10x); dagger	*+1 Greataxe;* *+1 plate armor;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Greataxe;* *+2 plate armor;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Greataxe;* *+3 plate armor;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Table 13: Attitude Modifiers for Ylgronne the Brazen

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

The Bashful

CR 2; XP 450

NE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	12	25	50	78
Armor Class	15	17	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+0) DEX 18 (+6) CON 10 (+0) INT 18 (+6) WIS 7 (-2) CHA 8 (-1)	STR 10 (+0) DEX 20 (+8) CON 10 (+0) INT 18 (+7) WIS 7 (-2) CHA 8 (-1)	STR 12 (+1) DEX 20 (+9) CON 10 (+0) INT 18 (+8) WIS 7 (-2) CHA 8 (-1)	STR 12 (+1) DEX 20 (+10) CON 14 (+2) INT 18 (+9) WIS 7 (-2) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +6 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Rapier (Small) +6 (1d8+4) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +6 (1d8+4); 320 ft.': +6 (1d8+4)	**Melee** Dagger (Small) +8 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *Rapier (Small/Weapon +1)* +9 (1d8+6) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +8 (1d8+5); 320 ft.': +8 (1d8+5)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *Rapier (Small/ Weapon +2)* +11 (1d8+7) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Rapier (Small/Weapon +3)* +13 (1d8+8) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); rapier (small); leather armor; light crossbow (small); crossbow bolts (10x)	Dagger (small); *+1 rapier (small);* *+1 leather armor;* light crossbow (small); crossbow bolts (10x)	Dagger (small); *+2 rapier (small);* *+2 leather armor;* light crossbow (small); crossbow bolts (10x)	Dagger (small); *+3 rapier (small);* *+3 leather armor;* light crossbow (small); crossbow bolts (10x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a

Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

The Insane

CR 1; XP 200

NE; Medium Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Barbarian 1	Barbarian 5	Barbarian 9	Barbarian 13
Size / Aln	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)
HP	16	67	108	171
Armor Class	13	14	16	17
Speed	Walk 25'	Walk 35'	Walk 35'	Walk 35'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 17 (+5) DEX 15 (+2) CON 17 (+5) INT 6 (-2) WIS 10 (+0) CHA 11 (+0)	STR 19 (+7) DEX 15 (+2) CON 17 (+6) INT 6 (-2) WIS 10 (+0) CHA 11 (+0)	STR 20 (+9) DEX 16 (+3) CON 17 (+7) INT 6 (-2) WIS 10 (+0) CHA 11 (+0)	STR 20 (+10) DEX 16 (+3) CON 19 (+9) INT 6 (-2) WIS 10 (+0) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
Languages	Common, Dwarvish			
Attacks	**Melee** Greataxe +5 (1d12+3) **Melee** Handaxe +5 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** *+1 Greataxe* +8/+8 (1d12+5) **Melee** Handaxe +7/+7 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Melee** *+2 Greataxe* +11/+11 (1d12+7) **Melee** Handaxe +9/+9 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Melee** *+3 Greataxe* +13/+13 (1d12+8) **Melee** Handaxe +10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Rage, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greataxe; leather armor; handaxes (4x)	*+1 Greataxe;* *+1 leather armor;* handaxes (4x)	*+2 Greataxe;* *+2 leather armor;* handaxes (4x)	*+3 Greataxe;* *+3 leather armor;* handaxes (4x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Drogdon the Ashamed

Drogdon the Ashamed

Overview

This tiefling antipaladin bears the trimmings of the devout, but is wracked by guilt and regret over incidents long past that were neither his fault not truly his own memories.

He has a particular form of degenerate brain disease which causes him to take on the worst memories of those he heals with magic; worse still, Drogdon himself is aloof to this condition and truly believes the acquired memories to be his own, no matter how outlandishly counter to his own experience they are.

Bearing this curse, he takes out his frustration and psychological malaise on any who question his motives or faith, in so doing unwittingly serving the interests of a deity diametrically opposed to the one whose sigil he bears on his vestments.

Appearance

Severe and cruel, Drogdon seems a villain from even a brief objective interaction. He seems haunted and despairing, at once appearing to not truly connect with the people around him, and feeling too much of the pain that surrounds us.

Scars litter his skin and notch his horns; he takes no measures to hide them, being not truly even aware of their presence, so consumed and unbalanced is his mind.

Background

Drogdon began adulthood as a paladin, pursuing noble endeavors and learning under the tutelage of church leadership.

His focus was as a healer, and this he did well. Over time, however, he began to get headaches following his ministrations. At first, he thought little of them, chalking them up to the pressures of the trade, or of battles that followed the healings.

A year after he had started getting headaches, he was wounded badly in the leg on a mission saving children from giants who attacked a farm. Though he survived, his recovery took several months. One of the conditions of his study was that although his main role was healing and saving others through divine powers, he was forbidden from using magical healing upon himself. In practice, this was supposed to instill a deep appreciation for the power of magical healing and its vast pace of acceleration, and to allow for "downtime" during recovery in which to study and pray.

In reality, the irony of a healer forced to recuperate in mundane fashion was painful each day in a way beyond mere physical injury.

It was during this lengthy period of recovery in which Drogdon began to have the worst of his headaches. Though he fought no battles, and performed no magicks, he nevertheless suffered immense pain. His leaders advised that he stop reading; this he did, but the headaches did not relent. It became so bad that he took to a sickbed around the clock to avoid the headaches getting worse.

While abed, and lamenting his horrid fate, a nurse slipped and fell. Without thinking, Drogdon reached out to heal her... and the true nature of his mental curse was revealed at last. He sensed that the nurse had suffered abuse while little. *Sensed* was an incomplete word, however: in touching her with his powers, he *felt* her experience, *knew* it, *lived* it, even.

Heal her he did... but he cursed himself irrevocably in so doing.

He knew at once that he would be unable to live a normal life, to return to the track he had been on would be impossible.

Drogdon left the church that day, and in subsequent journeys, his faith has devolved, and reformed, to such an extent that he is now an antipaladin in practice.

He is cursed to heal whenever he can, acting on impulse, hardly in control of his own actions... and doubly cursed to suffer each time he does so, accumulating the worst psychic damage of those he cures to add to his already-considerable collection of mental anguish.

To say that Drogdon grows more insane, more tortured, with each day is no hyperbole: it is an apt summary of his curse.

Demeanor

Drogdon himself still believes that he is on a mission from the divine, and that his suffering and the whole concept of his curse is a condition of being granted his abilities.

Combat Tactics

Drogdon will act as a man convinced his every action is both inherently justified and right, but also that he is cursed to ultimately make little difference.

His resigned stance will quickly harden into murderous zeal in any circumstances in which he feels his will, his divine purpose, is being blocked.

Increasingly, this zeal is triggered by ever more mundane and innocuous events. Just last week, he began to beat a server when he was informed that the inn had run out of bacon.

Modus Operandi

Every month or so, Drogdon will become convinced of a certain mission that is required of him by the gods. What this mission is can vary widely.

Sometimes, it is beneficial to the community: last month, he repained a barn which had fallen into disrepair. Other times, it seems guided by outright evil, such as a few months

FlexTable 11: Drogdon the Ashamed Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Once a paladin, a tiefling antipaladin roams the land, insanely butchering the innocent.	☑ **Partially True.** Drogdon does wander, and did undergo the change of profession described. However, he doesn't strictly perform the mentioned atrocity.
15-29	15-30	15-30	01-30	13	Drogdon will as soon slay an innocent as a criminal, such is the zeal of his religious battle frenzy.	✅ **True.** Drogdon harbors no qualms about whom he slays, since every kill is justified in the eyes of his gods.
30-44	31-45	31-45	31-39	14	Lay on hands and close up wounds Noble purpose gives him life In aftermath, he lays out tombs Religious fervor gives him strife	✅ **True.** A bit abstract, but this children's rhyme describes the intent, belief, and oft-unfortunate results of Drogdon's religious actions, and succinctly measure out his curse.
45-59	46-60	46-60	40-49	15	A paladin was cruelly cursed by the gods to suffer each time he enacts his powers of healing others.	✅ **True.** This is the nature of Drogdon's curse.
60-74	60-69	60-69	50-59	16	Each time Drogdon heals another, he takes on some of their mental anguish and psychic pain.	✅ **True.** This is precisely how Drogdon's curse operates.
75-89	70-97	70-94	60-69	11	A tiefling antipaladin sucks the life force out of his victims in the name of religious fervor.	❌ **False.** Although religious fervor does drive the man, there is no soul-sucking involved in his actions.
90-00	98-00	95-00	70-00	13	A demon in mortal guise, Drogdon stalks the land in search of those unfaithful to their church, enacting vengeance on behalf of slighted gods.	☑ **Partially True.** This does describe one type of "mission" which Drogdon invents for himself. However, it is but one purpose of dozens to which he puts his mind.

ago (and a few towns away) when he became convinced that a certain potion merchant had been brewing nothing but poison.

While on his mission of the moment, he will ruthlessly pursue what he feels is divine will. From inside his tortured head, all his actions are justified, and no action is off-limits.

From an outside perspective, though, Drogdon might simply be on a murderous rampage.

Notoriety

Drogdon becomes well-known in the cities in which he lives and operates. After a while, unavoidably, his deeds will get him arrested, exiled, or much more often, he will simply wander away to the next town, claiming that he is needed elsewhere.

One might cynically point out that even for an insane person, Drogdon's timing of "moving on" in this manner coincides quite strongly with when his notoriety grows to a point where citizens or militia are likely to detain him.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Drogdon gets it into his head that the PCs are evil, and must be purged or exiled from the city.
- **Plea of the Innocent:** Drogdon's current mission is unknown, but as part of his habit, he stops by a certain farm on his way back, and takes a meal there. He often will claim that livestock has "gone bad", and must be purged, slaying a cow or pig or chicken and demanding that it be buried rather than eaten. The farmers approach the PCs and offer their live savings if they get Drogdon to leave them alone.
- **Fringe Notice:** One week, the PCs notice Drogdon doing a good deed; the next, he bashes in the doors of a church and beats several people senseless while raving about divine will and evil. The PCs see him rabidly fleeing from the church.
- **Appeal from Authority:** Supserstition and legitimate fear have prevented the town militia from apprehending

Drogdon. They turn to the PCs in their plight and convey their desire to have him expelled from town at minimum.

- **Faction Quest:** Drogdon has claimed to align to a certain church. This church in fact has no ties to the man, and has suffered a great deal of attendance and donations as a result of Drogdon's claims of association. Church leaders, desperate but truly loath to turn away a devotee, ask the party to intervene, and remove the madman from town.
- **Collateral Damage:** En route from a frenzied attack, Drogdon runs into the party, takes a few swings in melee while raving about evil and taint, and then runs away. The PCs might be curious to say the least at this odd behavior and assault!

Habits and Logistics

Drogdon's habits are difficult to chart, which makes him easy to "insert" into any situation. His madness may manufacture any number of reasons for him to be anywhere at a given time.

Generally speaking, there is a **60%** chance that he will be "on a mission" on a given day. The rest of the time, he will be in prayer in a church in town, preferably Lawful Good, though he himself has lapsed from that alignment.

Conversation

Drogdon will often appear to be looking at something just over the shoulder of the people with whom he is speaking, and generally seems agitated and preoccupied.

Why do you cause such havoc?
(This can be a general question about any incident or damage he has caused, actual or suspected.)

"I cause no havoc. I pursue noble goals, divine goals, divine will. If there is havoc, I do not cause it, it is revealed, uncovered, quenched, by my actions."

How can you claim to be noble when you murder the innocent?

"I enact divine will. The gods themselves haunt me, tell me of my goals. Sometimes the gods demand death. Who am I to question their will? Who am I to... who am I..."

Attitude Tracker Triggers

Value	Action
<7	Drogdon forms a new mission in his mind: slay the PCs, by any means necessary. He will find them and attack them, until either he or they are killed.
<13	Drogdon will, coincidentally, make it his mission to attack those close to the PCs. Merchants who do business with the party, factions to which the PCs belong, NPCs who are close to the party... nobody is off limits.
>18	Drogdon will share each of his noble quests with the party, asking their assistance if they so wish. Each time the party refuses such an offer, it has an **Attitude Tracker** impact of **-2**.
>24	Drogdon's mission is to follow the PCs and help them. This mission remains regardless of whether the PCs want or accept his help. He will stay with them until his Attitude Tracker dips lower than this threshold, and will stay with them so long as it is above 18.

Organization

Drogdon attracts those with a similar and peculiar balance of zeal and damage. Generally speaking, his henchmen can be classified into two kinds of followers: The Will, and The Anointed.

On a particular mission, Drogdon will often (**65%** chance) gather all his followers to him; the remainder of the time, he will embark on a quest alone. His followers will wait for him in prayer until he returns.

Henchmen, Retainers, and Followers

The Will: Numbering **1d8+1** at any given moment, depending on whether Drogdon is leading a "crusade" or mission, or simply going about his day to day business.

Each is fanatical, often damaged, either emotionally, intellectually, or physically; they seek solace and answers and confidence in the assured perfection of purpose of their master and the manner in which he goes about his work.

The Will consist of Fighters and Clerics in roughly equal number.

The Anointed: These followers are essentially the same as The Will, but having risen in Drogdon's favor and having demonstrated an aptitude for greater purpose. There are **1d4-1** of these antipaladins following Drogdon at any time.

Lair / Residence

Drogdon has few permanent quarters, preferring to pray in churches to which he decides he belongs. Often, he and his faithful will take over a church basement, reliquary, or other out-of-the-way space.

Quests & Encounters

Quest: From the Undercroft, I Stab At Thee

Summary: Drogdon has holed up in a church's basement. Church leadership ask the party's help in clearing it out.

Rewards: 650 gp / 1,700 gp / 3,800 gp / 9,000 gp; up to **3 Reward Stars**.

Locations: Any church (urban), preferably a Lawful-aligned church.

Key NPCs: Drogdon the Ashamed.

Kickoff: If the PCs belong to the church in question, they will be taken aside following services one day. In this scenario, halve the monetary reward, but double the Reward Stars involved, owing to the assumption that the PCs should wish to help their own church.

If they have no other reason to be in the church, a church neophyte will approach them on the street one day and asks them to join him in the church offices to discuss a business proposition.

Description:

Drogdon and his followers have set up camp in the church's undercroft. One day they simply went downstairs, and have been praying and sleeping there ever since. Thus far, they have not embarked on a quest that causes murder or even interference in church activities, but having violent and fervent warriors downstairs from families and innocents who wish merely to pray is intolerable.

The proposition here is simple: remove Drogdon and his followers from the undercroft, by any means necessary. The church wishes to know nothing else about what occurs, only that the deed is done.

Good-aligned churches involved in this quest may make it clear that they condone no bad or evil action against those seeking solace, even Drogdon and his followers, but that they fear for the collective safety of the church. Even they, however, might drop a sly and resigned wink at saying this.

Convincing Drogdon that he must leave is the most impressive course here.

Success means Drogdon is convinced his talents and zeal are needed elsewhere, and he voluntarily rouses his gang and heads to another town. This benefits the PCs of the full **3 Reward Stars** (2 if the PCs have a connection to the chruch) and monetary reward (half if connected) listed.

Convincing Drogdon of this requires navigating the following Skill Challenge.

Farther, My Lord, Be Thee

First Check: Diplomacy, opposed by Drogon's **Sense Motive** or **Bluff**. Drogdon has a +3 circumstance bonus. Failure means Drogdon attacks the party with his followers; success advances.

Second Check: Diplomacy or **Intimidate**, opposed by Drogon's **Sense Motive**. Failure reverts to the first check above; successs advances, but make a note of the amount by which the check succeeds.

Third Check: Diplomacy or **Intimidate**, opposed by Drogon's **Sense Motive**. Drogdon has a circumstance penalty equal to the amount by which the Second Check above was passed. Failure reverts to the Second Check above; success passes the entire Skill Challenge.

Any approach that involves combat is worth only **1 Reward Star** (**2** if the PCs have an extant association with the church).

In battle, Drogdon will rally his remaining forces and will leave only once he himself is reduced to half his maximum HP, *and* half his followers are slain. The PCs will still benefit from the full monetary reward listed (half, if the PCs have an existing connection to the church).

Drogdon the Ashamed

CR 5; XP 1,800

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	30	52	78	128
Armor Class	19	21	23	25
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 17 (+6)** **DEX 15 (+2)** **CON 10 (+3)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 17 (+3)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 10 (+4)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 17 (+3)**	**STR 20 (+10)** **DEX 15 (+2)** **CON 13 (+6)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 17 (+3)**	**STR 20 (+11)** **DEX 17 (+3)** **CON 13 (+8)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 17 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Mace +6/+6 (1d6+5) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2)	**Melee** *Mace (Weapon +1)* +10/+10 (1d6+8) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2)	**Melee** *Mace (Weapon +2)* +12/+12/+12 (1d6+9) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7/+7 (1d10+2); 400 ft.': +7/+7/+7 (1d10+2)	**Melee** *Mace (Weapon +3)* +14/+14/+14 (1d6+10) **Melee** Dagger +11/+11/+11 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +9/+9/+9 (1d10+3); 400 ft.': +9/+9/+9 (1d10+3)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection,
Spell-casting	-	-	-	-
Equipment	Mace; half-plate armor; shield; heavy crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 half-plate armor;* *+1 shield;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 half-plate armor;* *+2 shield;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 half-plate armor;* *+3 shield;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 17.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

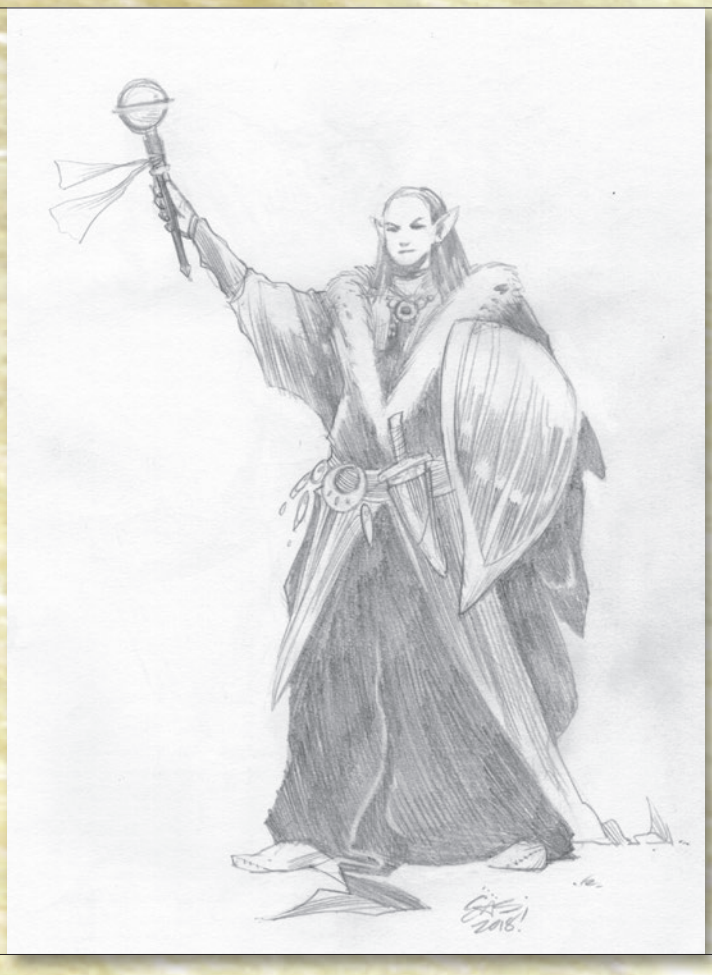
Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 14: Attitude Modifiers for Drogdon the Ashamed

Starting Attitude: **16 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs question the validity of Drogdon's actions, or otherwise suspect his devoutness	**-5**	Per offense, no limit
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

The Will Cleric



Drogdon

CR 2; XP 450

CE; Medium Humanoid (Human, Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Cleric 2	Cleric 6	Cleric 10	Cleric 14
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	11	23	41	64
Armor Class	18	19	20	21
Speed	Walk 30’	Walk 30’	Walk 30’	Walk 30’

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 15 (+2) DEX 15 (+2) CON 10 (+0) INT 7 (-2) WIS 17 (+5) CHA 10 (+2)	STR 15 (+2) DEX 15 (+2) CON 10 (+0) INT 7 (-2) WIS 19 (+7) CHA 10 (+3)	STR 16 (+3) DEX 16 (+3) CON 10 (+0) INT 7 (-2) WIS 19 (+8) CHA 10 (+4)	STR 18 (+4) DEX 16 (+3) CON 10 (+0) INT 7 (-2) WIS 19 (+9) CHA 10 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
Languages	Common, Elvish, Dwarvish			
Attacks	**Melee** Mace +4 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *Mace (Weapon +1)* +6 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+2); 320 ft.': +5 (1d8+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** *Mace (Weapon +2)* +9 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+3); 320 ft.': +7 (1d8+3) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Melee** *Mace (Weapon +3)* +12 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+3); 320 ft.': +8 (1d8+3) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 13; Spell Atk +6** **1st:** *bane; command; inflict wounds*	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; magic circle; remove curse; water walk* **2nd:** *aid; hold person; silence* **1st:** *bane; command; guiding bolt; inflict wounds*	**Save DC 16; Spell Atk +8** **5th:** *flame strike; insect plague* **4th:** *control weater; divination; stone shape* **3rd:** *dispel magic; magic circle; remove curse; water walk* **2nd:** *aid; hold person; silence* **1st:** *bane; command; guiding bolt; inflict wounds*	**Save DC 17; Spell Atk +9** **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; insect plague* **4th:** *control weater; divination; stone shape* **3rd:** *dispel magic; magic circle; remove curse; water walk* **2nd:** *aid; hold person; silence* **1st:** *bane; command; guiding bolt; inflict wounds*
Equipment	Mace; chain mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

The Will Fighter

CR 2; XP 450

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	20	35	60	89
Armor Class	17	18	19	20

	Low	Moderate	Advanced	Elite
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 17 (+5) **DEX** 15 (+2) **CON** 10 (+2) **INT** 15 (+2) **WIS** 7 (-2) **CHA** 9 (-1)	**STR** 20 (+8) **DEX** 16 (+3) **CON** 10 (+3) **INT** 15 (+2) **WIS** 7 (-2) **CHA** 9 (-1)	**STR** 20 (+9) **DEX** 16 (+3) **CON** 12 (+5) **INT** 15 (+2) **WIS** 7 (-2) **CHA** 9 (-1)	**STR** 20 (+10) **DEX** 18 (+4) **CON** 14 (+7) **INT** 15 (+2) **WIS** 7 (-2) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Flail +5 (1d8+3) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** *Flail (Weapon +1)* +9/+9 (1d8+6) **Ranged** Crossbow, Light) --> 80 ft.': +6/+6 (1d8+3); 320 ft.': +6/+6 (1d8+3)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** *Flail (Weapon +2)* +11/+11 (1d8+7) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7 (1d8+3); 320 ft.': +7/+7 (1d8+3)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Melee** *Flail (Weapon +3)* +13/+13/+13 (1d8+8) **Ranged** Crossbow, Light) --> 80 ft.': +9/+9/+9 (1d8+4); 320 ft.': +9/+9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Action Surge, Fighting Style, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Flail; dagger; half plate armor; light crossbow; crossbow bolts (10x)	*+1 Flail;* dagger; *+1 half plate armor;* light crossbow; crossbow bolts (10x)	*+2 Flail;* dagger; *+2 half plate armor;* light crossbow; crossbow bolts (10x)	*+3 Flail;* dagger; *+3 half plate armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

The Anointed

Drogdon

CR 3; XP 700

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 15
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	19	58	82	143
Armor Class	18	19	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 12 (+3) INT 12 (+1) WIS 7 (-2) CHA 15 (+2)	STR 19 (+7) DEX 13 (+1) CON 14 (+5) INT 12 (+1) WIS 7 (-2) CHA 15 (+2)	STR 20 (+9) DEX 14 (+2) CON 14 (+6) INT 12 (+1) WIS 7 (-2) CHA 15 (+2)	STR 20 (+10) DEX 14 (+2) CON 18 (+9) INT 12 (+1) WIS 7 (-2) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Battleaxe +5 (1d8+5) **Melee** Handaxe +5 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** *Battleaxe (Weapon +1)* +8/+8 (1d8+7) **Melee** Handaxe +7/+7 (1d6+6) **Ranged** Handaxe (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Melee** *Battleaxe (Weapon +2)* +11/+11/+11 (1d8+9) **Melee** Handaxe +9/+9/+9 (1d6+7) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9/+9 (1d6+5); 60 ft.': +9/+9/+9 (1d6+5)	**Melee** *Battleaxe (Weapon +3)* +13/+13/+13 (1d8+10) **Melee** Handaxe +10/+10/+10 (1d6+7) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10/+10 (1d6+5); 60 ft.': +10/+10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Battleaxe; half plate armor; shield; handaxes (3x)	*+1 Battleaxe;* *+1 half plate armor;* shield; handaxes (3x)	*+2 Battleaxe;* *+2 half plate armor;* shield; handaxes (3x)	*+3 Battleaxe;* *+3 half plate armor;* shield; handaxes (3x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Dronskilla

Dronskilla

Overview

A mammoth-sized half-orc with a knack for beastmastery, she keeps to herself in the highland ice caves... occasionally venturing into a local settlement to restock raw materials for her cape and furs of choice, skinpelts.

Appearance

Though she rarely plans to encounter people, preferring the solitude of her cave lair, Dronskilla is intimidating, and dresses to accentuate this.

Furs, pelts, and animal skulls often accentuate her garb. Her face is heavily weathered and scarred.

Background

Dronskilla lost her family on a mountain hike one day when she was young. The slopes were perilous, the weather foreboding, and the ice was simply too much for her grandfather.

Her parents found a nearby cave, made sure it was safe, and bade her stay there until they could return. Then they ventured out into the blizzard in hopes of rescuing the grandfather.

Dronskilla never saw them again.

She stayed in the cave for three days, until she could stand the hunger no more and her curiosity overcame her. She spent the next few years searching, but encountered no trace of her family.

Over the years, she has given up hopes of civilization, and has grown cold and distant, preferring the mountain ice to any warm community.

The cave she claims as lair is that same one in which her parents abandoned her a decade ago.

Demeanor

Dronskilla speaks Common, but has not done so willingly in so long that the words come strangely to her, as though spoken at one end of a large tunnel of ice and heard only echoing from the other side.

She has no real interest in the PCs, their conversation or wishes, and ultimately, she is content; the party has nothing, really, to offer her, so she will try to end the conversation as quickly as possible.

Combat Tactics

Dronskilla is a seasoned fighter, but mostly against wildlife and monsters; against a sentient opponent she has remarkably little experience.

A mixture of forces, particularly one involving magic, should be able to finish her off rather quickly.

She will enlist the aid of her henchment immediately if faced with an overwhelming number of opponent; these arrive in **1d4-1** rounds (minimum 1).

Modus Operandi

Dronskilla's villainy is somewhat pedestrian compared to others of that moniker.

When food is scarce in the mountain, she ventures down to the farming valley below, and brings livestock back to her cave to keep her fed.

If anyone gets in her way, she will slay them; if faced with a force larger than three people, she will simply slink away and seek out another farm. There are dozens, in the valley, so it's simply not feasible for them to defend themselves all the time.

Notoriety

Dronskilla is well-known to the farms of the valley, and indeed, is a common threat against miscreant children. Beyond the valley, where her deeds have no impact, she is unknown entirely.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** While staying at a farm, the PCs see Dronskilla try to steal a cow.
- **Plea of the Innocent:** A farmer, or group thereof, offers pooled reward money if the PCs will help kill Dronskilla and put an end to this livestock thievery and murder once and for all.

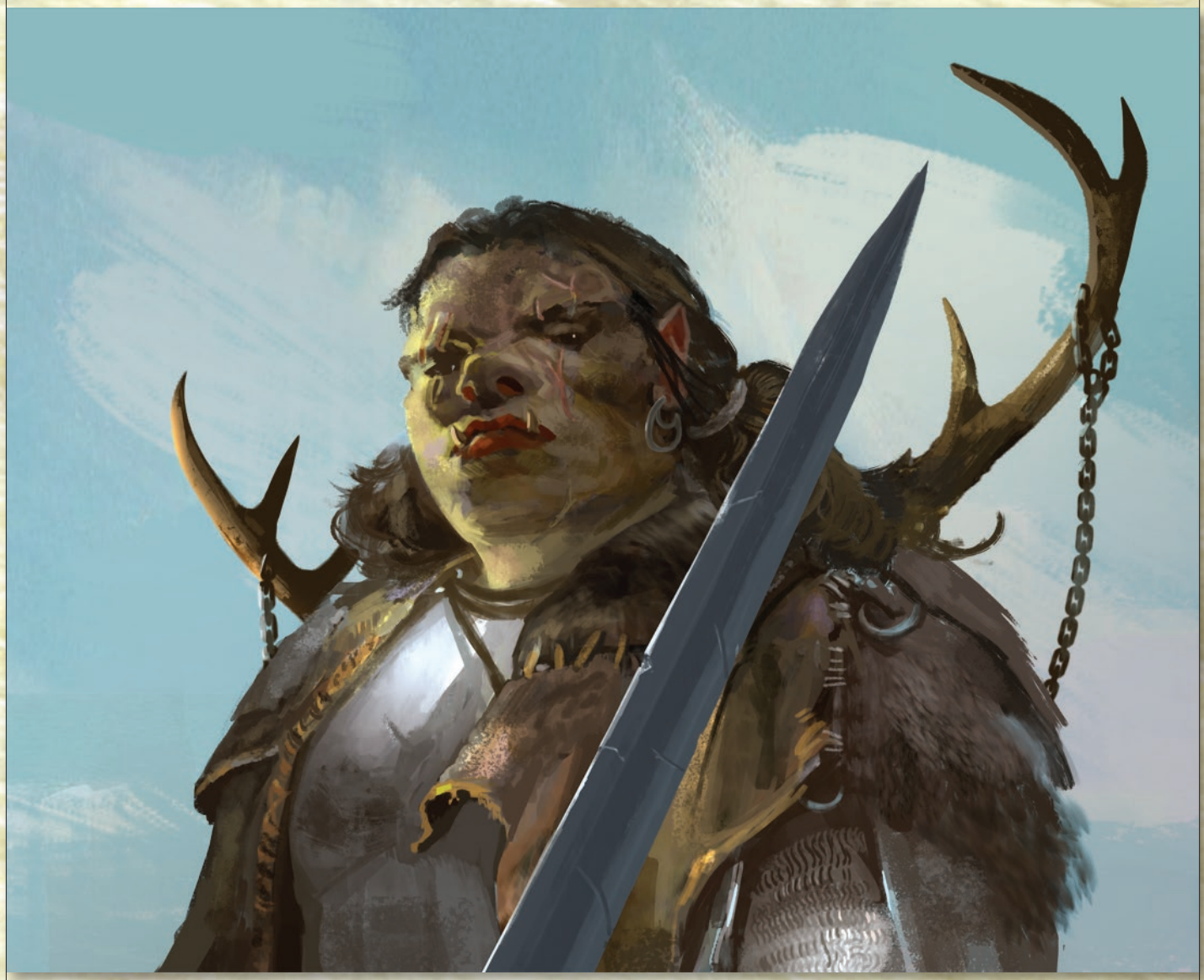
Habits and Logistics

Dronskilla is in her lair **20%** of the time. **30%** of the time she will be raiding a farm in the valley. The remaining time, she is hunting in the mountain forests.

Conversation

Dronskilla prefers to avoid conversation, and truthfully, it's difficult to imagine a scenario in which the PCs are talking to her, other than if they subdue and restrain her following armed conflict.

Did you murder this farmer?
(This can be a general question about any victim, actual



FlexTable 12: Dronskilla Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A murderous half-orc warrior roams the valley, in search of meat.	☑ **Partially True.** Dronskilla isn't really murderous; she's only looking for something to eat.
15-29	15-30	15-30	01-30	13	Farmers across the valley are harassed by livestock thefts of late.	✅ **True.** Dronskilla is the sole cause, however.
30-44	31-45	31-45	31-39	14	At the top of a mountain Lives a bold half-orc Blood geyers like a fountain If you fail to give her pork	☑ **Partially True.** Dronskilla is actually partial to cow, rather than pig, but will certainly eat both.
45-59	46-60	46-60	40-49	15	A vile half-orc lives high up in the mountains, coming down into the valley from time to time to slaughter livestock. If you see her, let loose the beasts and run, for she will kill and eat you, too, if you interfere.	✅ **True.** Dronskilla has eaten people, but only in desperation when livestock during tough winters where livestock died out and there was no other option.
60-74	60-69	60-69	50-59	16	Vicious is the half-orc in the mountain cave who eats of raw flesh and who enslaves the deranged as her servants.	✅ **True.** "Enslaved" is a bit harsh of a term, and again, Dronskilla operates out of need alone, but true from the farmers' perspective.
75-89	70-97	70-94	60-69	11	A half-orc, half-demon lives in her mountain lair, and ventures forth to slay the wicked.	❌ **False.** A twist on what really happens, perhaps perverted to threaten children?
90-00	98-00	95-00	70-00	13	Long ago, a half-orc child lost her family in a blizzard. She has lived in a high mountain cave since then, coming down to the valley only to satisfy her hunger when needed.	✅ **True.** This is a rehash of Dronskilla's backstory.

or suspected.)

"Maybe."

Why did you murder this farmer? Why did you steal this cow?
(Substitute any question regarding Dronskilla's crimes, real or suspected.)

"Had to."

Value	Action
<13	Dronskilla will fight the PCs on sight, but will otherwise go about her normal business and routine.
>18	Dronskilla will offer the PCs food and shelter in her cave if they run into each other.
>24	Dronskilla will seek out the PCs and offer them furs and meat.

Attitude Tracker Triggers

Value	Action
<7	Dronskilla will seek out the party and attack them on sight. She will devote all her time to raiding livestock until the party is discovered and slain.

Organization

Dronskilla lives alone, but a handful of followers hang around, hoping to survive off of her scraps so long as they prove useful in battle.

Dronskilla can summon these followers at any time.

Henchmen, Retainers, and Followers

Keepers: **1d4-1** of these can be found close by Dronskilla's cave lair at any given time. These are typically mutes, loners, or others for whom solitude is preferable to people... but safety and security of purpose is preferable to wandering or starving. Although hailing from a diversity of backgrounds and skill sets, they count as Rangers.

Lair / Residence

Dronskilla lives in an ice cave lair.

Quests & Encounters

Quest: Tend to the Livestock

Summary: While staying at a farm, the PCs notice a half-orc making away with some livestock.

Rewards: 250 gp / 1,250 gp / 3,200 gp / 5,000 gp; up to **3 Reward Stars**.

Locations: Any rural farm near a mountain.

Key NPCs: Dronskilla.

Kickoff: The PCs must stay at a farm for at least a few hours.

If they intend to stay overnight, the encounter happens in the middle of the night; if they stay only for a few hours, it happens in the midst of their meal.

Description:

Dronskilla ventures onto the farm and takes a few cows, binding them loosely in leather rope to guide them.

If the PCs do not venture forth to prevent this on their own, the farmers plead for their help, and if no such help is forthcoming from the party, they go outside themselves.

There is no convincing Dronskilla to stop her actions, or to change her ways; there is quite literally no other way for her to live in her ice cave without additional food.

Attempts to change her mind, however, are noble and well-intentioned; merely trying is worth **1 Reward Star**.

Whether as a follow-up to attempted conversation, or as a first approach, fighting Dronskilla is the only real choice here. Slaying her is worth **2 Reward Star** (for a total of 3, if the party tried to talk with her first).

Once she is wounded, even by 1 HP, Dronskilla will summon her henchmen.

If reduced to less than half her maximum HP, Dronskilla will attempt to flee. Letting her go is worth **1 Reward Star** (for a total of 2, if the party attempted conversation initially).

If Dronskilla is slain, the farmers will give the party the listed reward money as thank you for preventing future attacks.

If Dronskilla runs away, the farmers offer half the listed amount, since it's likely that she will return someday.

Dronskilla

CR 5; XP 1,800

TN; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Barbarian 5	Barbarian 9	Barbarian 13	Barbarian 17
Size / Aln	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc
HP	44	82	134	168
Armor Class	15	17	18	19
Speed	Walk 40'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR 20 (+8)** **DEX 13 (+1)** **CON 16 (+6)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 12 (+1)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 16 (+7)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 12 (+1)**	**STR 20 (+10)** **DEX 15 (+2)** **CON 18 (+9)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 12 (+1)**	**STR 20 (+11)** **DEX 17 (+3)** **CON 18 (+10)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 12 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
Languages	Common, Orc			
Attacks	**Melee** Greatsword +4 (2d6+3)	**Melee** *+1 Greatsword* +6/+6 (2d6+4)	**Melee** *+2 Greatsword* +8/+8 (2d6+5)	**Melee** *+3 Greatsword* +11/+11 (2d6+6)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatsword; breastplate	*+1 Greatsword; +1 breastplate*	*+2 Greatsword; +2 breastplate*	*+3 Greatsword; +3 breastplate*

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 3 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 6, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Table 15: Attitude Modifiers for Dronskilla

Starting Attitude: **16 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum

Keeper

CR 1; XP 200

TN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Ranger 1	Ranger 5	Ranger 9	Ranger 13
Size / Aln	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)
HP	11	41	64	89
Armor Class	13	15	16	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 9 (+1) DEX 15 (+4) CON 12 (+1) INT 13 (+1) WIS 14 (+2) CHA 11 (+0)	STR 10 (+3) DEX 16 (+6) CON 12 (+1) INT 13 (+1) WIS 14 (+2) CHA 11 (+0)	STR 10 (+4) DEX 16 (+7) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CHA 11 (+0)	STR 10 (+5) DEX 18 (+9) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 17	Passive Perception 18
Languages	Common, Dwarvish, Gnomish, Halfling			
Attacks	**Ranged** Longbow (Small)) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Rapier (Small) +4 (1d8+2)	**Ranged** *Longbow (Small/ Weapon +1)*) --> 150 ft.': +9/+9 (1d8+4); 600 ft.': +9/+9 (1d8+4) **Melee** Dagger (Small) +6/+6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Melee** Rapier (Small) +6/+6 (1d8+3)	**Ranged** *Longbow (Small/ Weapon +2)*) --> 150 ft.': +11/+11 (1d8+5); 600 ft.': +11/+11 (1d8+5) **Melee** Dagger (Small) +7/+7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Melee** Rapier (Small) +7/+7 (1d8+3)	**Ranged** *Longbow (Small/ Weapon +3)*) --> 150 ft.': +14/+14 (1d8+7); 600 ft.': +14/+14 (1d8+7) **Melee** Dagger (Small) +9/+9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Melee** Rapier (Small) +9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Favored Enemy, Natural Explorer, Beasts, Mountain	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Mountain	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Aberrations, Beasts, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Aberrations, Beasts, Grassland, Mountain, Swamp
Spell-casting	-	-	**Save DC 15; Spell Atk +7** **3rd:** *daylight; nondetection* **2nd:** *barkskin; find traps; silence* **1st:** *cure wounds; fog cloud; jump; longstrider*	**Save DC 16; Spell Atk +8** **4th:** *locate creature* **3rd:** *daylight; nondetection; water walk* **2nd:** *barkskin; find traps; silence* **1st:** *cure wounds; fog cloud; jump; longstrider*
Equipment	Longbow (small); leather armor; arrows (20x); dagger (small); rapier (small)	*+1 Longbow (small);* *+1 leather armor;* arrows (20x); dagger (small); rapier (small)	*+2 Longbow (small);* *+2 leather armor;* arrows (20x); dagger (small); rapier (small)	*+3 Longbow (small);* *+3 leather armor;* arrows (20x); dagger (small); rapier (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack At 11th level, you gain one of the following features of your choice.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Nekshuss Malark

Nekshuss Malark

Overview

Seeks perfection in all its forms, but is ultimately disappointed when there inevitably are faults or frailties.

Reality is a complex beast, one which which Nekshuss has never truly been comfortable.

Appearance

Most young dwarves would find something paternal, or grandfatherly, in Nekshuss: the white heard, expertly braided with gold coils; the scratchy but well-kept eyebrows; and the gruff demeanor. A thickly-veined forehead makes him always seem in dense concentration. He nearly always wears his armor, and his weaponry is oft close at hand.

Background

At one point, Nekshuss was an optimist: a rosy-eyed visionary who saw a world that others were inspired to, rather than the faulty and grimy world we are forced to endure.

He began a community leader, helping here and there as best he could. Involved with his church and its leadership, he drove goodwill hard and fast, and helped hundreds out of poverty, into better dwellings, and to learn so as to be able to advance in their professions.

One day, while tallying the results from his latest community fundraiser, he encountered what appeared to be errors in the church's records. Confronting leadership, it was soon revealed that these were not errors, but rather intentional forgeries, written to conceal corruption and embezzlement.

Enraged and disappointed to his core, Nekshuss snapped, and slew the church officials who had admitted their guilt. He covered the event up, recovered the stolen funds, and gave them out to the community, but the mental damage of his horrible revelation and even more terrible murder had been done: Nekshuss was set on his path of homicidal overreaction to the worst disappointments that life can present.

Demeanor

Nekshuss seems quite normal, if very passionate, in typical conversation. Indeed, most will have a favorable reaction to him at first blush, since he tends to believe the best of everyone.

The trouble comes at his first disappointment, which usually and unavoidably happens within hours of first interacting with a person or situation. Music will falter, food will be overseasoned, or some other small failure will be focused on to excess.

Nekshuss cannot abide any failure in any form, no matter how slight or inconsequantial. Everything, to him, calls back to that first, most massive failing of the church in which he believed.

Combat Tactics

Nekshuss is obsessive, singularly focused on the target his mind has decided is the failing in need of cleansing. He will focus on a single target, typically the person who has most recently "failed" him to trigger his outrage, and will pursue them until they are slain.

Anyone who prevents him from this objective is fair game for his wrath, as well, but he will consider them obstacles toward his goal.

He will neither waver, nor flee, while his target yet lives. The only way to make him select a new target is to give greater offense than was initially registered. This seems easy, but it is nearly impossible to even get his attention while he is focused in this manner.

Modus Operandi

Nekshuss does not set forth to kill those who slight him. He will believe the best of every situation, and of every person.

Once he is triggered by an imperfection, he will draw weaponry and pursue the offender to the death.

Use the Attitude Tracker to determine the point of offense that triggers his rage.

In his darkest moments, Nekshuss has been known to take prisoners, take them into the woods to his Perfection Shrines, and sacrifice them as an appeasement to the gods who hate imperfection as he does. It is a bitter, macabre irony that these sacrifices are very likely to be innocents.

Notoriety

Nekshuss has been driven from several towns for his crimes, and although he has been incarcerated several times, his followers inevitably break him out so they can move on to another town.

Despite their deeds and approach, Nekshuss and his followers do not intend to "purge" or otherwise cleanse an area of imperfection; they firmly believe there is a town out there, somewhere, that is "perfect"; they merely seek it out and are happy to move on once it is clear that the current village falls well short of their needs.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs give offense, somehow, and trigger Nekshuss' rage.
- **Plea of the Innocent:** The loved one(s) of someone

FlexTable 13: Nekshuss Malark Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A dwarven cleric wants everything to be just so, and flies into a rage when it is not.	✅ **True.** This is Nekshuss in a nutshell.
15-29	15-30	15-30	01-30	13	Those seeking perfection are doomed to find it ever outside their grasp.	✅ **True.** This is accurate in a general sense, but the more so as the curse with which Nekshuss is afflicted.
30-44	31-45	31-45	31-39	14	Just do what's right, No mistakes Avoid a fight, No heartaches	✅ **True.** A child's rhyming version of Nekshuss' wrath, it nevertheless holds true.
45-59	46-60	46-60	40-49	15	Fighting Nekshuss the mad cleric is an exercise in futility and doom; just run if he draws his weapon!	✅ **True.** This speaks to the dwarf's obsessive approach to combat.
60-74	60-69	60-69	50-59	16	None live, who draw against the mad cleric obsessed with perfection.	✅ **True.** A good summary of the history of Nekshuss' battles.
75-89	70-97	70-94	60-69	11	Two dwarves dwell within Nekshuss the mad cleric: one a sane perfectionist, and the other a demon, seeking the souls of the damned.	❌ **False.** Nekshuss is quite mad through and through; he needs no demon to drive him to his deeds.
90-00	98-00	95-00	70-00	13	Nekshuss the mad cleric roams towns the Realm over, in search of pristine young boys and girls to indoctrinate into his cult.	❌ **False.** This is a foreboding misinterpretation of Nekshuss' perfectionism and the fact that he tends to attract insane and similarly-obsessed followers.

murdered for their imperfection seeks revenge, and hires the PCs to slay Nekshuss.

- **Fringe Notice:** Nekshuss attacks a barkeep for serving him an overly-foamy ale. The party happens to be present.
- **Appeal from Authority:** Law enforcement asks the party's help in subduing Nekshuss and his followers.
- **Collateral Damage:** Focused on slaying someone else, Nekshuss bumps into the PCs, and takes a few swings at them for their interference.
- **Disappearing Regular:** An NPC whom the party regularly does business with or talks to disappears; it turns out that Nekshuss found them wanting and slew them.

Habits and Logistics

Nekshuss' variable will and attitude means he might be "placed" anywhere by the GM, conceivably, with little trouble.

The man gravitates toward churches, however; 40% of the time, he can be found in one, ostensibly looking for an opportunity to help. In his quest to find the perfect, he reasons, churches should be beacons of this endeavor, as they are closest to the gods in all things.

Sadly, and perhaps most tellingly, the remainder of the time, Nekshuss can be found in a tavern or inn, taking solace in food and spirits and his fellow man, flawed or not.

People being people, there is opportunity for imperfection, and thus disappointment, in either location, and so it's not for long that Nekshuss remains in a single establishment before his rage forces him to leave by one means or another.

Conversation

When conversation begins, Nekshuss should be portrayed as a light-hearted optimist, someone who believes the best in the people with whom he talks.

As conversation goes onward, however, chances are ever higher that he will find something untoward in the PCs' responses.

As a shorthand for the realities of imperfect beings, subtract **-1** from Nekshuss' **Attitude Tracker** for every minute of conversation the party engages in with him. If something, anything at all, goes wrong or there is a foible or a faux pas or a blunder that the PCs make, immediately subtract **-5**.

There is no limit to these modifiers, and they apply

regardless of the topic at hand or how the PCs act.

Why did you beat that barkeep?
(This can be a general question about any victim, actual or suspected.)

"He disappointed me. Imperfection is the only true evil in the Realm, and it must be punished, purged, when found."

How can you beat and kill innocent people? Isn't that imperfect?

"I serve the will of the gods themselves, my friend. No fault can come from that. And I have never yet laid hands or blade on an innocent... nor, truly, have I ever encountered an innocent. I hope to do so, however. I truly do hope."

Attitude Tracker Triggers

The true risk and despair of Nekshuss is that whether he loves or hates the PCs, unless he is truly neutral about them, he will seek out opportunities to talk with them further, which will inevitably lead to a lowering of his Attitude Tracker... and thus to a different, darker trigger on this list!

Value	Action
<7	Nekshuss will pursue the PCs until their or his death, focusing on their imperfections.
<13	The dwarf will approach the PCs whenever he sees them, asking after their imperfections—base his accusations on whatever prior interactions he and the party have had up to this point. This will almost inevitably lead to a further degrading of his Attitude Tracker, and thence to violence.
>18	Nekshuss will approach the PCs on sight, welcoming them and buying them drinks and wishing to discuss things.
>24	Nekshuss will invite the party to join him in his quest for perfection.

Organization

Nekshuss likes the company of people. Truly, he is an optimist to a fault, and will welcome any opportunity to talk with, travel with, or join forces with, others.

Perfection seems a morally defensible goal, and thus Nekshuss attracts a great many followers and hangers-on in his journeys and acts.

The exact makeup of these followers varies from town to town, and waxes and wanes as a result of his actions: what offends and disgusts one follower might attract a half-dozen more.

Henchmen, Retainers, and Followers

Perfectants: Nekshuss has **3d6** of these at his call at any given time. Even when he migrates to a new town, he brings some retainers with him. Perfectants are clerics, or neophytes aspiring to be clerics, also dedicated to perfection.

Ultimately, Perfectants are dedicated more to Nekshuss than to their deity or their purpose; for all intents and purposes, Nekshuss Malark is their church and leader.

Lair / Residence

Nekshuss builds shrines outside of most cities he operates in. It is at these shrines, typically roadside or just off a major road in the woods, that he sleeps, preferring solitude and peace than quarters in the city.

It is to the greater good and benefit of all that he does this, as sleeping in the city, it would be inevitable that some noise or conversation disturb him, and he would wreak havoc much more rapidly than he already does.

Quests & Encounters

Quest: Save the Imperfections

Summary: The party must stop Nekshuss from sacrificing innocents in the woods.

Rewards: 600 gp / 3,100 gp / 6,800 gp / 13,200 gp (per victim, promised); up to **1 Reward Stars** per victim, plus **2 Reward Stars** for killing Nekshuss.

Locations: Any forest near a town.

Key NPCs: Nekshuss Malark, Perfectants.

Kickoff: The PCs learn of abducted children and churchgoers from the village authorities or a faction authority (e.g,. the church from which they were taken). Many suspect Nekshuss, who has been raving for days about imperfections and the need to appease embittered gods.

As an accelerant to the quest, the PCs may even be told the location of Nekshuss' roadside shrine.

Description:

2d6 victims, townsfolk, a mixture of children and other innocents, have been abducted by Nekshuss and his Perfectants, and taken into the woods to his Perfection Shrine.

The mad dwarf and his followers have been preparing for a sacrifice, which is to occur today.

Nekshuss himself is overseeing things, and all his Perfectants are in attendance.

Under any circumstances, the PCs receive the listed rewards for each intended victim that escapes. For every 2 victims slain in the conflict, subtract **1 Reward Star** from the

reward.

Slaying Nekshuss, or subduing him and turning him in to the authorities, grants the party an additional **2 Reward Stars**.

- The PCs can simply bust in and attack Nekshuss and his followers. This requires a lot of brute force, but may be feasible. In the battle, the innocents will flee; at the GM's option, Nekshuss and/or his Perfectants may attack the innocents if they are not embroiled in melee with one or more PCs.
- The party can instead sneak around. **Stealth** checks may provide some advantage; if the PCs succeed in 2 such checks in a row, they gain a surprise round of combat against the perfectionists.
- Nekshuss is utterly convinced of the rightness of his approach, and his followers are either insane or possess similar zeal. Skill checks in conversation attempting to convince the perfectionists otherwise are fruitless; Nekshuss will order his forces to attack the party the instant he realizes they are here to put a stop to the sacrifice.

Nekshuss Malark

CR 5; XP 1,800

LE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Cleric 5	Cleric 9	Cleric 13	Cleric 17
Size / Aln	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)
HP	31	53	85	105
Armor Class	17	19	20	21
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 15 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 8 (-1)** **WIS 20 (+8)** **CHA 12 (+4)**	**STR 15 (+2)** **DEX 15 (+2)** **CON 10 (+0)** **INT 8 (-1)** **WIS 20 (+9)** **CHA 12 (+5)**	**STR 16 (+3)** **DEX 16 (+3)** **CON 10 (+0)** **INT 8 (-1)** **WIS 20 (+10)** **CHA 12 (+6)**	**STR 16 (+3)** **DEX 18 (+4)** **CON 10 (+0)** **INT 8 (-1)** **WIS 20 (+11)** **CHA 12 (+7)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15	Passive Perception 15	Passive Perception 15	Passive Perception 15
Languages	Common, Dwarvish			
Attacks	**Melee** Mace +5 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** *Mace (Weapon +1)* +7 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+2); 320 ft.': +6 (1d8+2) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Melee** *Mace (Weapon +2)* +10 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+3); 320 ft.': +8 (1d8+3) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)	**Melee** *Mace (Weapon +3)* +12 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+4); 320 ft.': +10 (1d8+4) **Melee** Dagger +10 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+4); 60 ft.': +10 (1d4+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *bestow curse; glyph of warding* **2nd:** *calm emotions; hold person; silence* **1st:** *bane; cure wounds; inflict wounds; sanctuary*	**Save DC 17; Spell Atk +9** **5th:** *flame strike* **4th:** *control weater; divination; freedom of movement* **3rd:** *bestow curse; glyph of warding; revivify* **2nd:** *calm emotions; hold person; silence* **1st:** *bane; cure wounds; inflict wounds; sanctuary*	**Save DC 18; Spell Atk +10** **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; scrying* **4th:** *control weater; divination; freedom of movement* **3rd:** *bestow curse; glyph of warding; revivify* **2nd:** *calm emotions; hold person; silence* **1st:** *bane; cure wounds; inflict wounds; sanctuary*	**Save DC 19; Spell Atk +11** **9th:** *mass heal* **8th:** *earthquake* **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; scrying* **4th:** *control weater; divination; freedom of movement* **3rd:** *bestow curse; glyph of warding; revivify* **2nd:** *calm emotions; hold person; silence* **1st:** *bane; cure wounds; inflict wounds; sanctuary*
Equipment	Mace; breastplate; shield light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 breastplate;* shield light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 breastplate;* shield light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 breastplate;* shield light crossbow; crossbow bolts (10x); dagger

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 85. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the

Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 17, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Table 16: Attitude Modifiers for Nekshuss Malark

Starting Attitude: **20 (Friendly)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Conversation	Per minute of conversation (any topic)	**-1**	No limit; stacks with other Conversation modifiers.
Conversation	Per perceived mistake, faux pas, bungle, etc. in conversation	**-5**	No limit; stacks with other Conversation modifiers.
Conversation	Per outright imperfection (e.g., lying, playing a note out of tune, etc.)	**-8**	No limit; stacks with other Conversation modifiers.

Perfectant

CR 2; XP 450

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Cleric 2	Cleric 6	Cleric 10	Cleric 14
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	14	32	53	67
Armor Class	14	15	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 13 (+1) DEX 15 (+2) CON 10 (+0) INT 9 (-1) WIS 15 (+4) CHA 9 (+1)	STR 13 (+1) DEX 15 (+2) CON 10 (+0) INT 9 (-1) WIS 17 (+6) CHA 9 (+2)	STR 15 (+2) DEX 15 (+2) CON 10 (+0) INT 9 (-1) WIS 17 (+7) CHA 9 (+3)	STR 15 (+2) DEX 17 (+3) CON 10 (+0) INT 9 (-1) WIS 17 (+8) CHA 9 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 16	Passive Perception 17	Passive Perception 18
Languages	Common, Elvish, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Mace +3 (1d6+1) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *Mace (Weapon +1)* +5 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+2); 320 ft.': +5 (1d8+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *Mace (Weapon +2)* +8 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+2); 320 ft.': +6 (1d8+2)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *Mace (Weapon +3)* +10 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+3); 320 ft.': +8 (1d8+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability ,	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *bless; command; shield of fatih*	**Save DC 14; Spell Atk +6** **3rd:** *beacon of hope; magic circle; mass healing word* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; detect posion and disease; shield of fatih*	**Save DC 15; Spell Atk 7** **5th:** *geas; greater restoration* **4th:** *death ward; locate creature; stone shape* **3rd:** *beacon of hope; magic circle; mass healing word* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; detect posion and disease; shield of fatih*	**Save DC 16; Spell Atk +8** **7th:** *regenerate* **6th:** *forbiddance* **5th:** *geas; greater restoration* **4th:** *death ward; locate creature; stone shape* **3rd:** *beacon of hope; magic circle; mass healing word* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; detect posion and disease; shield of fatih*

	Low	Moderate	Advanced	Elite
Equipment	Mace; dagger; studded leather armor; light crossbow crossbow bolts (10x)	*+1 Mace;* dagger; *+1 studded leather armor;* light crossbow crossbow bolts (10x)	*+2 Mace;* dagger; *+2 studded leather armor;* light crossbow crossbow bolts (10x)	*+3 Mace;* dagger; *+3 studded leather armor;* light crossbow crossbow bolts (10x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Joquandus

Joquandus

Overview

Joquandus is a tiefling Witch / Necromancer who only animates and uses what he himself (or his minions) slay; their compounding approach to grave robbing has bled several small villages dry.

Appearance

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Background

Joquandus grew up in a military household; from a young age, he accompanied his parents, both of whom were in the local army, to "work", and helped on the battlefield.

He grew used to death quickly, as any other child would grow used to wildflowers or birds; he was surrounded by it constantly most of the time.

One day, the battle was particularly violent. Joquandus, barely an adolescent at the time, saw dozens of his parents' comrades, soldiers he had come to consider as aunts and uncles, slain and savaged by the advancing forces. Trying to help minister to the wounds of a fallen uncle, he was knocked about by a blow from a club. When he came to, he was buried in a heap of bodies, left for dead among the tossed corpses of his parents' friends.

The enemy had begun to set up camp nearby, and poor Joquandus could not leave the pile without being discovered. For ten hours, he waited, hidden in the macabre pile, waiting for nightfall so he could make his escape.

It's fair to say that the event made a lasting impression on the man, who was deeply connected to death and dying from that moment onward.

Safe but now orphaned, the young tiefling found work as an apprentice gravedigger, and soon took a second job at a chirurgeon's shop. In retrospect, it was inevitable that between the two professions, he turn into a formidable necromancer.

Demeanor

Joquandus has come to value the dead more than the living, and one can see his point: the dead are tools, ever able and willing to serve the intent of their masters with the right compulsions. The living are more complex creatures, ever serving their own interests, and never fully trustworthy.

He tires quickly of most discussion, unless it furthers his own interests; he will step away from chats if he is bored, and never worries about being rude when doing so.

Combat Tactics

Joquandus is a savvy combatant, capable but unwilling to commit to a battle he cannot win. Although he values his undead servants, hirelings and henchmen, he knows they are easily replenished, and will thus send them all to their sure demise merely to escape himself and rebuild his little dark empire.

He knows his own power over death, and although he has no wish to die, he welcomes death's power, and has shed any fear of suffering long ago. Between his love of the dead, his full awareness of his own significant powers, and his lack of fear, he is a very difficult to persuade, impress, or otherwise influence.

Modus Operandi

Joquandus' villainy is in how he comes by the corpses who eventually serve him: his array of henchmen are employed chiefly to acquire bodies by any means necessary.

The tiefling necromancer has no moral qualms about killing or death. Neither does he harbor some unrealistic self-delusion about making the world a better place, or only killing select subsets of the populace; any are valid targets in his eyes, and he knows full well that his dark deeds ultimately serve but one master: himself and his own greed.

In each town in which he operates, dozens are slain in the service of his need, and there is no upper bound on the death to be caused: the dead, freshly-created for his purpose or dug up from other causes, are but tools to further his ambition, which has no limit.

Notoriety

Joquandus knows his power, and wishes ever more, but as the living interest him little, he seeks no notoriety or fame.

Indeed, such recognition can hamper his affairs, for few towns long abide frequent, premediated, and indiscriminate death.

To a certain extent, he has no problem with being well-known in the underworld, society's seedy underbelly, as this inevitably grants him more followers.

Once Joquandus suspects that town authorities are growing more focused in their pursuit of the seemingly random killings, he will pack up shop and leave to another town, to set things up again and resume his pursuits.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Joquandus' henchmen attack the PCs late at night in the hopes for fresh bodies for their master.
- **Plea of the Innocent:** The husband of a man who went missing asks the PCs to investigate what may have happened to him; in truth, he was slain by Joquandus' henchmen and given to him as fodder for undead spells.

FlexTable 14: Joquandus Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A tiefling necromancer rose in power by serving as both a medic and a gravedigger.	✅ **True.** This is exactly how Joquandus gained his powers.
15-29	15-30	15-30	01-30	13	A tiefling necromancer preys upon the weak and isolated to fuel his undead need.	✅ **True.** Though it is usually his henchmen who do the preying.
30-44	31-45	31-45	31-39	14	Joquandus needs bodies No matter how thou art slain; By his macabre hobbies, What has died may rise again	✅ **True.** While childish, this rhyme succinctly describes Joquandus' habits.
45-59	46-60	46-60	40-49	15	Joquandus the necromancer has a host of servants who slay the weak and dig up buried corpses for his craft.	✅ **True.** This is how he gets bodies to animate and resurrect.
60-74	60-69	60-69	50-59	16	A tiefling undead master has love for the dead and hatred for the living.	✅ **True.** This is fairly much Joquandus' perspective on things.
75-89	70-97	70-94	60-69	11	An evil lich stalks the city, slaying the isolated and reanimating them as undead.	❌ **False.** No such lich exists, though the other component does describe Joquandus' hirelings.
90-00	98-00	95-00	70-00	13	Undead forces are growing in the city and will soon launch an assault to overtake it.	❌ **False.** Joquandus has no political aspirations and no wish to run a city.

- **Fringe Notice:** The PCs interrupt Joquandus' henchmen in the midst of attacking a couple walking in an alley late at night.
- **Appeal from Authority:** Village authorities are certain that a recent string of murders has a pattern, but cannot figure it out on their own; out of desperation, they offer the problem to the PCs.
- **Faction Quest:** A church in town has had many incidents of corpses being dug up from their cemetary. Church leadership asks that the party intervene and determine what is happening.
- **Dark Rumor:** Rumors tell of a mad necromancer who preys upon the city; the PCs investigate and learn more about where he might be hiding.

Habits and Logistics

Joquandus is almost always (75% chance) in his sub-mausoleum lair.

The remainder of the time, he is out purchasing supplies or foraging in the forests and swamps to harvest ingredients for his rituals.

Conversation

Joquandus will end a conversation abruptly for seemingly no reason, turning away and tending to business or leaving witho no warning or description.

Do you know what happened to these gravesites?

"They were vandalized, and the bodies stolen. I know, because you just told me."

Do you know what happened to this victim?
(This can be a general question about any victim, actual or suspected.)

"They were murdered, at night, in an alley. I know, because you just told me."

Attitude Tracker Triggers

Value	Action
<7	Joquandus will personally find and attack the party, with half his total henchmen retinue.

Value	Action
<13	Joquandus will send half his henchmen retinue to attack the PCs at night.
>18	Joquandus will greet the PCs, and even stay to hear some of their questions.
>24	Joquandus will offer the party money for any corpses they might provide him, of any species. His offered bounty is 500 gp per hit die of deceased creature.

Organization

Joquandus has a large host of followers, retainers, and hirelings. Predmoninantly, he uses these to cull corpses—from alleys as much as gravesites.

Whether a given henchman is motivated by coin, shared purpose, bloodlust, or sociopathy is irrelevant mechanically: all obey their master's or employer's command, and all have little else to live for, and so will fight to the death at his will.

Half of the numbers listed below will be present inside his mausoleum lair; the remainder will either be out serving his will, or "on call" pending his need.

Henchmen, Retainers, and Followers

Cullers: These are sickle-wielding foot troops who prey upon the weak in society. **3d6** will be serving Joquandus on a given day.

Robbers: Grave-robbing rogues who steal loot, as well as corpses... preferably fresh ones. They get to keep half of all loot collected, and must return the rest to Joquandus. **2d8** are available to Joquandus at a time.

Hoods: Formidable, scythe-wielding warriors who fancy themselves minions of Death itself, and view Joquandus as either an incarnation of Death, or its lieutenant. **2d4** will have risen in Joquandus' favor at a time.

Lair / Residence

Joquandus creates a cavernous lair underneath a mausoleum in a cemetary of in towns in which he operates. He is often found there, are as many of his henchmen.

Quests & Encounters

Quest: Defend the Dearly Departed

Summary: The PCs are asked to stand guard over a recent burial, to ward against recent graverobbings.

Rewards: 800 gp / 3,600 gp / 6,800 gp / 13,200 gp; up to **4 Reward Stars**.

Locations: Any graveyard (urban).

Key NPCs: Joquandus, Cullers, Robbers, and Hoods.

Kickoff: A village authority, church leadership, or simply a concerned citizen who has had a recent death in the family approaches the PCs and asks them to guard the recent-buried.

Description:

The guard must take place over a week of evenings, as typically the recent graverobbings have occured within a week of the burial.

Each night, the PCs must stand watch over the burial plot. It's boring work when nothing happens, and nocturnal as well, but it pays well.

The listed monetary reward reflects payment merely for standing watch, and preventing the robbing of this specific grave. As a bonus, the city authority will pay well (double the listed reward) if the party causes the graverobbings to stop altogether.

Each hour of total darkness in each evening, there is a **2%** chance that Joquandus' forces will strike. These consist of **2d4 Cullers, 1d8 Robbers,** and **1d4 Hoods.**

In addition, there is a **15%** chance that Joquandus himself will arrive as well.

Joquandus' forces are not strong in tactics, as they have never encountered resistance; that's part of what makes grave-robbing so easy usually. Even if they sneak up on the PCs, they will balk upon seeing someone present; this allows the PCs to take notice and when they attack, there will be no surprise round for either side.

Conversation is pointless when scythe- and sickle-wielding psychopaths are charging at you in a pitch-black graveyard. Attempting it at all merely grants the graverobbers a free round of hacking at the PCs.

After 2/3rds of the attackers have been slain, the remainder will attempt to flee. Letting them go gains the party **1 Reward Star** for successfully defending the grave. They must continue to stand watch for any nights remaining in their week-long commitment, however, and each hour of their watch holds the same chance of attack, with the same numbers. The party will receive an additional **1 Reward Star** for defending the gravesite a second time; no further rewards accumulate for other defenses.

Following the fleeing graverobbers will lead the PCs back to the mausoleum lair. Venturing within, they will find the remainder of Joquandus' forces, including the tiefling himself if he was not part of the graverobbing force.

Purging the evil from this lair is significantly more challenging, but is worth a total of **4 Reward Stars** (3 more, if the PCs defended the grave once previously; 2 more, if they defended the grave just the one time), and will triple their reward money as noted above.

Joquandus

CR 5; XP 1,800

NE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Wizard 5	Wizard 9	Wizard 13	Wizard 17
Size / Aln	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	23	46	58	92
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 10 (+0)** **DEX 15 (+2)** **CON 13 (+1)** **INT 20 (+8)** **WIS 8 (+2)** **CHA 7 (-2)**	**STR 10 (+0)** **DEX 17 (+3)** **CON 13 (+1)** **INT 20 (+9)** **WIS 8 (+3)** **CHA 7 (-2)**	**STR 10 (+0)** **DEX 19 (+4)** **CON 13 (+1)** **INT 20 (+10)** **WIS 8 (+4)** **CHA 7 (-2)**	**STR 10 (+0)** **DEX 20 (+5)** **CON 14 (+2)** **INT 20 (+11)** **WIS 8 (+5)** **CHA 7 (-2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Infernal			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -1 (1d8+2); 320 ft.': -1 (1d8+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *Crossbow, Light (Weapon +1)*) --> 80 ft.': +2 (1d8+4); 320 ft.': +2 (1d8+4)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** *Crossbow, Light (Weapon +2)*) --> 80 ft.': +5 (1d8+6); 320 ft.': +5 (1d8+6)	**Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Ranged** *Crossbow, Light (Weapon +3)*) --> 80 ft.': +8 (1d8+8); 320 ft.': +8 (1d8+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *fireball; fly* **2nd:** *hold person; magic mouth; scorching ray* **1st:** *fog cloud; mage armor; magic missile; shield*	**Save DC 17; Spell Atk +9** **5th:** *mislead* **4th:** *dimension door; fire shield; greater invisibility* **3rd:** *blink; fireball; fly* **2nd:** *hold person; magic mouth; scorching ray* **1st:** *fog cloud; mage armor; magic missile; shield*	**Save DC 18; Spell Atk +10** **7th:** *arcane sword* **6th:** *freezing sphere* **5th:** *mislead; passwall* **4th:** *dimension door; fire shield; greater invisibility* **3rd:** *blink; fireball; fly* **2nd:** *hold person; magic mouth; scorching ray* **1st:** *fog cloud; mage armor; magic missile; shield*	**Save DC 19; Spell Atk +11** **9th:** *weird* **8th:** *power word stun* **7th:** *arcane sword* **6th:** *freezing sphere* **5th:** *mislead; passwall* **4th:** *dimension door; fire shield; greater invisibility* **3rd:** *blink; fireball; fly* **2nd:** *hold person; magic mouth; scorching ray* **1st:** *fog cloud; mage armor; magic missile; shield*
Equipment	Light crossbow; dagger; crossbow bolts (10x)	*+1 Light crossbow;* dagger; crossbow bolts (10x)	*+2 Light crossbow;* dagger; crossbow bolts (10x)	*+3 Light crossbow;* dagger; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Languages You can speak, read, and write Common and Infernal.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 17: Attitude Modifiers for Joquandus

Starting Attitude: **13 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Culler

CR 1; XP 200

CE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)
HP	10	35	60	80
Armor Class	11	12	13	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 15 (+2) DEX 13 (+3) CON 14 (+2) INT 9 (+1) WIS 7 (-2) CHA 12 (+1)	STR 15 (+2) DEX 15 (+4) CON 14 (+2) INT 9 (+1) WIS 7 (-2) CHA 12 (+1)	STR 15 (+2) DEX 15 (+5) CON 14 (+2) INT 9 (+2) WIS 7 (-2) CHA 12 (+1)	STR 17 (+3) DEX 15 (+7) CON 14 (+2) INT 9 (+3) WIS 7 (-2) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 +4 Thieves' Tools	Passive Perception 8 +4 Thieves' Tools	Passive Perception 8 +6 Thieves' Tools	Passive Perception 8 +8 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Club (Small) +4 (1d4+2) **Melee** Sickle (Small) +4 (1d4+2)	**Melee** Club (Small) +4 (1d4+2) **Melee** Sickle (Small) +4 (1d4+2)	**Melee** Sickle (Small) +5 (1d4+2) **Melee** Club (Small) +5 (1d4+2)	**Melee** Sickle (Small) +7 (1d4+3) **Melee** Club (Small) +7 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Expertise, Sneak Attack, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Club (small); sickle (small)	Club (small); sickle (small)	Club (small); sickle (small); leather armor	Club (small); sickle (small); *+1 leather armor*

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (8), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Cunning Action Starting at 2nd level, your quick thinking and agility

allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 3.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

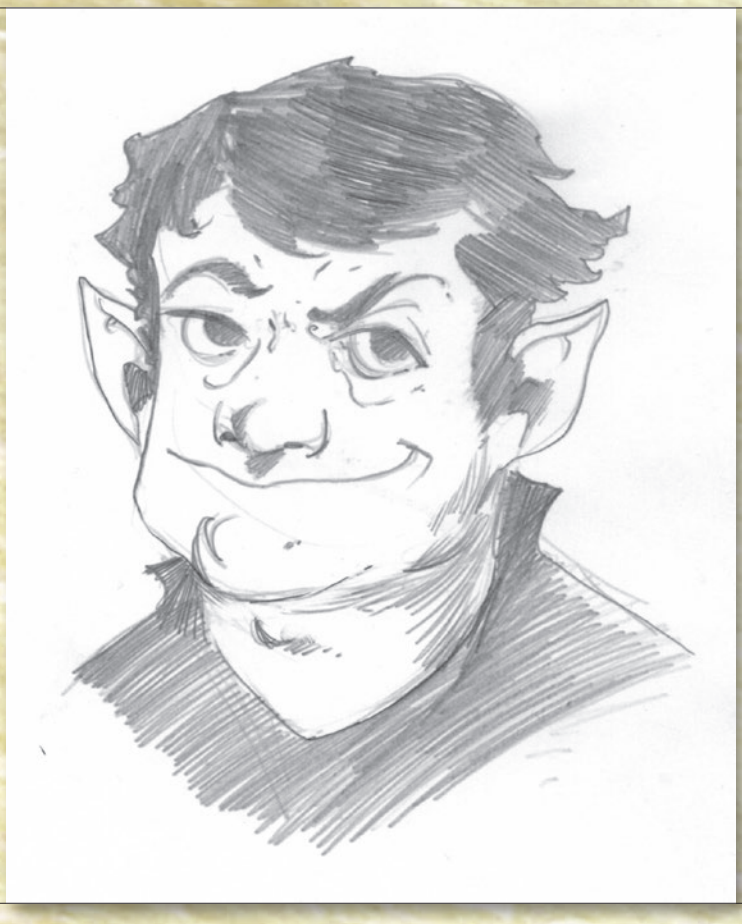
Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Robber



CR 1; XP 200

CN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Rogue 1	Rogue 5	Rogue 9	Rogue 13
Size / Aln	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	9	28	47	75
Armor Class	13	14	15	16
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 13 (+1) DEX 15 (+4) CON 13 (+1) INT 8 (+1) WIS 8 (-1) CHA 11 (+0)	STR 15 (+2) DEX 15 (+5) CON 13 (+1) INT 8 (+2) WIS 8 (-1) CHA 11 (+0)	STR 17 (+3) DEX 15 (+6) CON 13 (+1) INT 8 (+3) WIS 8 (-1) CHA 11 (+0)	STR 19 (+4) DEX 15 (+7) CON 13 (+1) INT 8 (+4) WIS 8 (-1) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear (Small) +4 (1d6+2) **Ranged** Spear (Small/Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *Spear (Small/Weapon +1)* +6 (1d6+3) **Ranged** *Spear (Small/Weapon +1/Thrown)* 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3)	**Melee** Dagger (Small) +7 (1d4+3) **Ranged** Dagger (Small/Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *Spear (Small/Weapon +2)* +9 (1d6+5) **Ranged** *Spear (Small/Weapon +2/Thrown)* 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5)	**Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *Spear (Small/Weapon +3)* +12 (1d6+7) **Ranged** *Spear (Small/Weapon +3/Thrown)* 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); spear (small); leather armor	Dagger (small); *+1 spear (small);* *+1 leather armor*	Dagger (small); *+2 spear (small);* *+2 leather armor*	Dagger (small); *+3 spear (small);* *+3 leather armor*

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Hood

CR 1; XP 200

NE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Fighter 1	Fighter 5	Fighter 9	Fighter 13
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	12	48	89	142
Armor Class	15	16	17	19

	Low	Moderate	Advanced	Elite
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 17 (+5) **DEX** 13 (+1) **CON** 15 (+4) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 15 (+2)	**STR** 19 (+7) **DEX** 13 (+1) **CON** 15 (+5) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 15 (+2)	**STR** 20 (+9) **DEX** 13 (+1) **CON** 18 (+8) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 15 (+2)	**STR** 20 (+10) **DEX** 13 (+1) **CON** 20 (+10) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Orc			
Attacks	**Melee** Greatclub +5 (1d8+3) **Melee** Sickle +5 (1d4+3)	**Melee** Greatclub +7/+7 (1d8+4) **Melee** Sickle +7/+7 (1d4+4)	**Melee** *+1 Greatclub* +10/+10 (1d8+6) **Melee** Sickle +9/+9 (1d4+5)	**Melee** *+2 Greatclub* +12/+12/+12 (1d8+7) **Melee** Sickle +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greatclub; sickle scale mail	Greatclub; sickle *+1 scale mail*	*+1 Greatclub;* sickle *+2 scale mail*	*+2 Greatclub;* sickle *+3 scale mail*

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your

normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Galameux deRhune

Galameux deRhune

Overview

A dashing halfling cavalier who puts on airs as a Robin Hood styled vigilante, but ultimately is in league with oppressors and uses the goodwill of his patrons to undermine their plight and crush any resistance.

Appearance

Galameux is childlike, even for a halfling; he appears a pre-adolescent boy until he speaks or acts. Foppish in dress and businesslike in manner, he is something of a conundrum.

Background

Galameux grew up idolizing militia, police, armies, and security forces of all kinds. There was no such profession in his lineage; he was simply drawn to militant and authoritarian occupations.

As early as he was able, he enlisted in his home town's militia. From a skills and competence standpoint, he was wihtout peer, and grew in the ranks swiftly.

He soon learned, however, that most armed enforcing roles have a political element to the career in addition to simply knowing the law and applying it. He grew dissatisfied, disappointed, and cruel, and it wasn't long before his lawful inclinations turned chaotic.

Once, leading a raid on a house suspected of harboring thieves, he snapped, and turned on his comrades in arms. He slew them all, then turned to the suspected thieves, and offered them their freedom.

Since then, he has been on a series of personal missions and mercenary contracts to cause general chaos as much as possible, and to ensure that neutral or good law is erradicated.

Demeanor

Galameux is persuasive in conversation, dashing in action, and generally a cool customer. He exudes confidence and competence, both in speech and with blade.

Combat Tactics

Galameux is a planner. He prefers to engage in combat only after he has evaluated options and advised his band to optimal positions.

His normal fighting is based around a quick strike: get in, cause damage or accomplsih other goals, and then leave safely.

If pressed to a to-the-death fight, or if battle is sprung upon him, he will summon his henchmen to assist, then try to escape on his own whenever such an opportunity presents itself.

Modus Operandi

Galameux prefers to operate as a mercenary, under contract from an oppressive authority. The more brutal the leadership, the better.

Authoritarian rule (chaotic evil, lawful evil, neutral evil, or chaotic neutral, in that order of preference) is what Galameux seeks to aid. He and his band are well trained and competent, and have few moral qualms about what sorts of action they sanction, so are perfect tools for whatever enforcement or endeavor is desired.

In executing the will of their employers, Galameux will seek to deceive the targets first, ideally getting them to relocate, come to the courthouse, or whatever their destination is willingly. En route, or as a surprise at the conclusion of their journey, he will spring his trap or ambush, and slay everyone whom his employers have not specifically dictated should survive.

Though ruthless and cruel, Galameux has no true bloodlust; he simply wishes to purge people from society, so much so that he hardly ever questions the details or motivations behind his contracts.

Simply put, Galameux and his band are assassins, on a macro scale.

Notoriety

Galameux is well-known, and well-regarded by those who might seek to employ him. He's a useful tool for authoritarian regimes, or those who seek to oppress or enslave; such mercenaries are often worth an army ten times their size.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Galameux is hired to move a city block's worth of inhabitants, to have the structures demolished and to make room for a new building meant to house a wealthy scion.
- **Plea of the Innocent:** Galameux's forces have helped to enslave many; a family member of one so enslaved beseeches the party help free her family.
- **Competing Goals:** As a component of a larger context, Galameux is hired to oppress those whom the PCs seek to free and ennoble.
- **Appeal from Authority:** A peaceful town is in danger of being taken over by Galameux's forces, and those for whom he works.
- **Collateral Damage:** Galameux and his henchmen are escorting dozens of a certain race, gender, lifestyle, or occupation to a camp, and when the PCs look too closely at what they're doing, they are attacked.

FlexTable 15: Galameux deRhune Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A ruthless halfling leads forces who help warlords enslave and keep order.	✅ **True.** This is part of what Galameux' services offer.
15-29	15-30	15-30	01-30	13	A murderous band of enforcers, led by a charismatic halfling, seem to serve the will of the people... but in truth serve the regime oppressing the people.	✅ **True.** This is Galameux's favorite scenario, in fact.
30-44	31-45	31-45	31-39	14	Chaos, murder, rape A band of ruffians takes loot Galameux's band serves evil Crushed under his boot	✅ **True.** Galameux and his band are guilty of all of these things.
45-59	46-60	46-60	40-49	15	Galameux deRhune will seem to offer peace and a means of rising up against oppression... only to enslave or slay those who would take up such action.	✅ **True.** This is what Galameux is hired to do.
60-74	60-69	60-69	50-59	16	A halfling warrior will conspirationally offer solace and a means of escape... but will spring an ambush on the way.	✅ **True.** A common tactic of the halfling mercenary's.
75-89	70-97	70-94	60-69	11	A conniving demon lives in the facade of a charming halfling who offers peace with one hand, and murder in the other.	☑ **Partially True.** Peace and murder are quite the approach with Galameux, but no demon is involved.
90-00	98-00	95-00	70-00	13	Galameux deRhune hails from a guild of assassins; he aims to take their murderous ways to the level of the citystate.	❌ **False.** This describes neither Galameux's origins nor his ultimate aims, which are far more humble and darker.

- **Disappearing Regular:** An NPC the party knows well disappears; rumor is that she was taken by Galameux because she knew a dark secret that a wealthy politician did not want known.

Habits and Logistics

Galameux is often on a job. There is a **35%** chance on any given day that he and his forces are employed with purpose.

The remainder of the time, he and his band will be at the halfling's camp.

Conversation

Galameux will be winning and charming by default; in his experience, a new contract can come from anyone, no matter who they appear to be.

Once it's clear the PCs are much more likely to side with the oppressed rather than the oppressors, he will end the conversation and leave as quickly as possible.

What can you tell me about these people who were butchered?
(This can be a general question about any victim, actual or suspected.)

"Not sure as how it happened, exactly, but some folk say they got what was comin' them. Go up against the wrong folks, you make enemies, sometimes. Powerful ones, at that."

Did you have anything to do with these deaths?
(This can be a general question about any victim, actual or suspected.)

"Not that you can prove, I think. We're done here; goodbye."

Attitude Tracker Triggers

Value	Action
<7	Galameux will send all his forces to slay the PCs, believing them a threat to his band's success and continued operations.
<13	Galameux will have the party followed, and if at any point they talk with authorities, he will consider bloodier action against them.
>18	Galameux will assign 1d4 of his henchmen to follow the party, and defend them against any violence.
>24	Galameux will offer the PCs a place in his band, and a share of the profits.

Organization

Galameux deRhune employs a wide number of henchmen, mercenaries, and followers. Some of these are motivated by simple greed, and are paid in coin from the coffers of Galameux's contracts.

Others are driven more by bloodlust, and are paid in flesh.

Henchmen, Retainers, and Followers

The People's Goodwill: This deeply ironic title is given as a general title to all those who follow Galameux. In description, Galameux will say that they follow and enact the will of the people. In reality, of course, they serve only Galameux, who in turn serves the state and warlords.

These are all maner of bards, fighters, and even antipaladins who pretend to drop the "anti" prefix. These lieutenants and ground troops enforce Galameux's will, enhance his prestige and following, and gather funds to fuel his war chest.

In a perverse betrayal, they also seek donations from the very people who will be slaughtered and oppressed by Galameux's actions.

3d10 People's Goodwill Bards.

2d4 People's Goodwill Antipaladins.

Lair / Residence

Galameux has a camp that serves as his lair. Simple and functional, it serves as home the majority of the time for his followers.

Quests & Encounters

Quest: Under Suspicion

Summary: Targeted for aiding the weak, or being likely to do so, the PCs are ambushed by Galameux and his forces. Their objective is simple: survive.

Rewards: 5,000 gp / 12,000 gp / 18,000 gp / 23,000 gp; up to **5 Reward Stars**.

Locations: Any (preferably urban).

Key NPCs: Galameux deRhune, People's Goodwill Bards, People's Goodwill Antipaladins.

Kickoff: The PCs are ambushed; this could really occur anywhere at all, inside the city or outside.

Description:

Half of the total forces listed attack the PCs. In addition, there is a **20%** chance Galameux himself is present for the attack, though he will be watching from a rooftop or treetop to see how things play out before engaging himself.

The party's main objective is simple: survive.

Under any combination of circumstances, killing Galameux is worth **2 Reward Stars**.

If the party slays more than half of Galameux's forces, they will withdraw. The party earns **1 Reward Star** merely by surviving to this point.

If the PCs follow the retreating forces, Galameux himself will join his comrades and fight back once the party has given chase. Again, once more than half of the remaining forces have been slain, or if Galameux himself is killed, the remaining forces will flee, this time for good, back to camp.

Finding Galameux's camp, either by questioning a captured People's Goodwill member or by following fleeing comrades back to it, allows the PCs to lay waste to it.

Destroying the camp is worth another **2 Reward Stars**, and will earn the PCs the listed reward money from city authorities once they return safely to them.

Galameux deRhune

CR 5; XP 1,800

CN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	37	58	79	121
Armor Class	19	21	23	25
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 17 (+6)** **DEX 15 (+2)** **CON 10 (+3)** **INT 10 (+0)** **WIS 7 (-2)** **CHA 19 (+4)**	**STR 19 (+8)** **DEX 17 (+3)** **CON 10 (+4)** **INT 10 (+0)** **WIS 7 (-2)** **CHA 19 (+4)**	**STR 20 (+10)** **DEX 18 (+4)** **CON 10 (+5)** **INT 10 (+0)** **WIS 7 (-2)** **CHA 19 (+4)**	**STR 20 (+11)** **DEX 20 (+5)** **CON 12 (+7)** **INT 10 (+0)** **WIS 7 (-2)** **CHA 19 (+4)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
Languages	Common, Halfling			
Attacks	**Melee** Battleaxe (Small) +6/+6 (1d8+5) **Melee** Dagger (Small) +6/+6 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2)	**Melee** *Battleaxe (Weapon +1)* (Small) +9/+9 (1d8+7) **Melee** Dagger (Small) +8/+8 (1d4+6) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +7/+7 (1d10+3); 400 ft.': +7/+7 (1d10+3)	**Melee** *Battleaxe (Weapon +2)* (Small) +12/+12/+12 (1d8+9) **Melee** Dagger (Small) +10/+10/+10 (1d4+7) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +9/+9/+9 (1d10+4); 400 ft.': +9/+9/+9 (1d10+4)	**Melee** *Battleaxe (Weapon +3)* (Small) +14/+14/+14 (1d8+10) **Melee** Dagger (Small) +11/+11/+11 (1d4+7) **Ranged** Dagger (Small/ Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +11/+11/+11 (1d10+5); 400 ft.': +11/+11/+11 (1d10+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Battleaxe (small); half-plate armor; shield; heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+1 Battleaxe (small);* *+1 half-plate armor;* *+1 shield;* heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+2 Battleaxe (small);* *+2 half-plate armor;* *+2 shield;* heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+3 Battleaxe (small);* *+3 half-plate armor;* *+3 shield;* heavy crossbow (small); crossbow bolts (10x); dagger (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

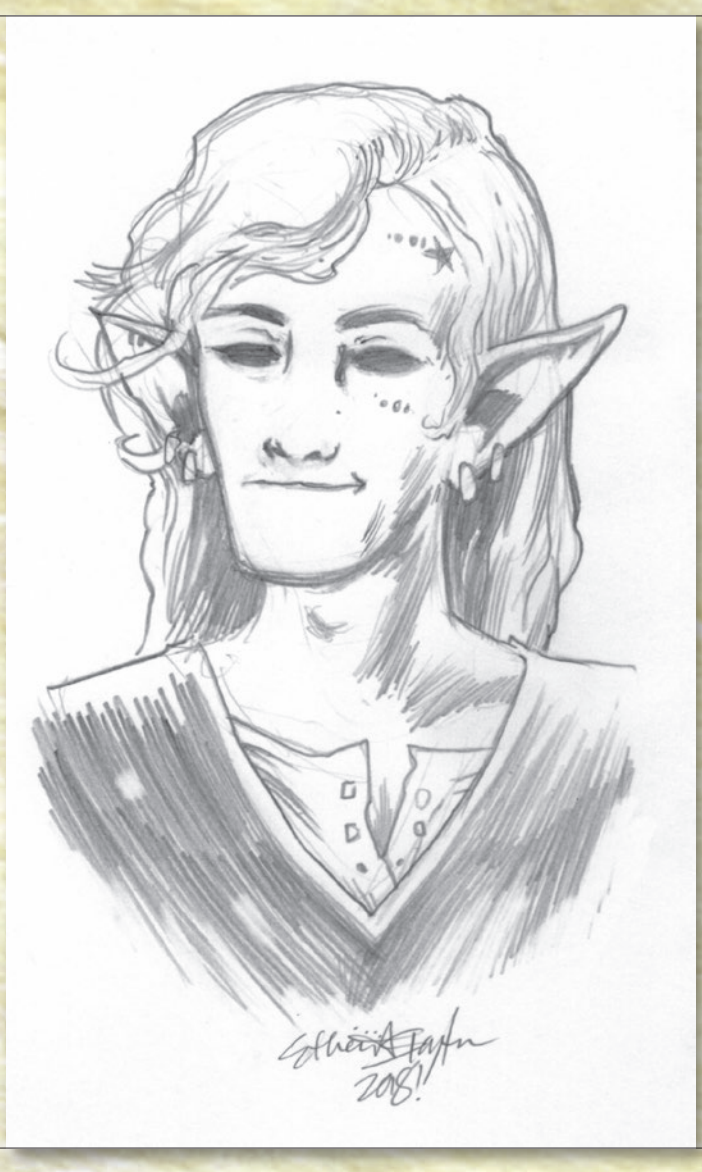
Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 18: Attitude Modifiers for Galameux deRhune

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

People's Goodwill Bard



CR 2; XP 450

CN; Medium Humanoid (Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Bard 2	Bard 6	Bard 10	Bard 14
Size / Aln	Medium CN Elf (High)	Medium CN Elf (High)	Medium CN Elf (High)	Medium CN Elf (High)
HP	8	28	38	51
Armor Class	13	14	15	17

	Low	Moderate	Advanced	Elite
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 9 (-1) **DEX** 15 (+4) **CON** 9 (-1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 17 (+5)	**STR** 9 (-1) **DEX** 15 (+5) **CON** 9 (-1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 19 (+7)	**STR** 10 (+0) **DEX** 15 (+6) **CON** 9 (-1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 20 (+9)	**STR** 10 (+0) **DEX** 17 (+8) **CON** 9 (-1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +2 Lute, Lyre, Pan flute	Passive Perception 18 +3 Lute, Lyre, Pan flute	Passive Perception 20 +4 Lute, Lyre, Pan flute	Passive Perception 22 +5 Lute, Lyre, Pan flute
Languages	Common, Draconic, Elvish			
Attacks	**Melee** Rapier +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *Rapier (Weapon +1)* +6 (1d8+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+2); 120 ft.': +5 (1d6+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *Rapier (Weapon +2)* +8 (1d8+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+2); 120 ft.': +6 (1d6+2)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *Rapier (Weapon +3)* +11 (1d8+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+3); 120 ft.': +8 (1d6+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bardic Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *charm person; sleep; unseen servant*	**Save DC 15; Spell Atk +7** **3rd:** *clairvoyrance; dispel magic; stinking cloud* **2nd:** *enthrall; hold person; suggestion* **1st:** *charm person; longstrider; sleep; unseen servant*	**Save DC 17; Spell Atk +9** **5th:** *dream; hold monster* **4th:** *compulsion; confusion; dimension door* **3rd:** *clairvoyrance; dispel magic; stinking cloud* **2nd:** *enthrall; hold person; suggestion* **1st:** *charm person; longstrider; sleep; unseen servant*	**Save DC 18; Spell Atk +10** **7th:** *forcecage* **6th:** *guards and wards* **5th:** *dream; hold monster* **4th:** *compulsion; confusion; dimension door* **3rd:** *clairvoyrance; dispel magic; stinking cloud* **2nd:** *enthrall; hold person; suggestion* **1st:** *charm person; longstrider; sleep; unseen servant*
Equipment	Rapier; dagger; leather armor; shortbow; arrows (20x)	*+1 Rapier;* dagger; *+1 leather armor;* shortbow; arrows (20x)	*+2 Rapier;* dagger; *+2 leather armor;* shortbow; arrows (20x)	*+3 Rapier;* dagger; *+3 leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at

the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

People's Goodwill Fighter

CR 2; XP 450

CE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)
HP	21	47	74	119
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 13 (+3) DEX 15 (+2) CON 12 (+3) INT 11 (+0) WIS 6 (-2) CHA 15 (+2)	STR 17 (+6) DEX 15 (+2) CON 12 (+4) INT 11 (+0) WIS 6 (-2) CHA 15 (+2)	STR 19 (+8) DEX 15 (+2) CON 12 (+5) INT 11 (+0) WIS 6 (-2) CHA 15 (+2)	STR 20 (+10) DEX 15 (+2) CON 15 (+7) INT 11 (+0) WIS 6 (-2) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-

	Low	Moderate	Advanced	Elite
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +3 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2) **Melee** Dagger +4 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *Mace (Weapon +1)* +7/+7 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8+2); 320 ft.': +5/+5 (1d8+2) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *Mace (Weapon +2)* +10/+10 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +6/+6 (1d8+2); 320 ft.': +6/+6 (1d8+2) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *Mace (Weapon +3)* +13/+13/+13 (1d6+10) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7/+7 (1d8+2); 320 ft.': +7/+7/+7 (1d8+2) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Action Surge, Fighting Style, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Mace; scale mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 13; Spell attack modifier +5

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive

through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Axillar the Penitent

Axillar the Penitent

Overview

A perpetually penitent believer, his faith is tested constantly by the desire to disobey, to give in to hate and lust and all manner of horrid things.

In our world, we'd call him bipolar, or borderline: psychopathic and sociopathic, but able to emulate sympathy if it serves his terrible interests.

He's caught in a constant loop of sinning horribly, and then committing unspeakable acts of self-destruction as a misguided means of atonement.

Long abandoned by his professed deity, his manner of deed is so random and changing that no other god will have him.

In his heart of hearts, the part of him that remains most human realizes this is likely to be true; this occasional moment of clarity serves only to deepen his depression and murderous conviction.

There is nothing more dangerous than a man with nothing to lose, who is absolutely certain in his belief that doing wrong will make things right again.

Appearance

Fervent, anxious, and generally skittish, Axillar is a handsome man who seems plagued by concern. His hair is worn loose and unkempt, and he nearly always wears his armor and tunic, with weapons close at hand.

His gaze is piercing, his eyes a brilliant blue, the more so when wielding his magical weaponry, whose haze echoes the hue of his eyes.

Background

Axillar was born into a slum, and would likely have died several times over in gang violence had it not been for the church.

Running from a gang who wanted to beat him up for some imagined vengeance, he ducked into a church for safety. In some ways, he would say that he never truly left that church, though the safety and peace he found there that night have eluded him since.

In exchange for safety, he offered to scrub the floors. The priests there saw a potential convert and someone in need of solace, so the relationship grew and strengthened.

In exchange for food, he offered to help paint the pews. In exchange for lodging, he offered to help with services. And so on.

Young Axillar was from that moment on family of the church. All staff and priests thought of him as their son, and he in turn thought of the church as his father, and of the priests and deacons his uncles.

Axillar was saved, in more ways than one.

And sadly, there was no massive tragedy, no one event, that broke the man, that initiated his downfall.

Nobody molested him. He did not accidentally murder a parishoner and question his guilt. And the church itself was strong, and did not suffer at the hands of raiders.

No, rather than a single, defining moment or action, it was instead a slowly building effect of gnawing doubt. Doubt begat fear, and built upon itself, until the accumulation made Axillar question his commitment to the church and its people at his very core.

Part of this was that as a handsome, intelligent, and passionate man, he was prone to lust and indulgence. Hard work led to the tavern, a few drinks at the tavern led upstairs with a man or woman of the evening, and the morning brought regret, plain and stark, and panic for his actions.

Though he always sought to redeem himself afterwards, the residue of his acts remained; he never truly washed himself clean of any of it. These sins compounded until they kept him awake at night, gnawed at his conscience, eroded his very soul.

Perversely, the more pious he tried to be, the more he railed against this sin, punished himself for it.

If there was a singular moment when Axillar truly morphed from a penitent believer into a tortured villain, it was a year ago. Wracked with guilt and doubt, he lay awake in bed, unable to sleep; this pattern continued each night until he had been without any sleep for two weeks.

Lack of sleep does strange, terrible things to the brain; he snapped at his elders, grew frustrated easily, and eventually hit a slow-walking parishoner so hard they were knocked unconscious. Terrified at his own actions, Axillar fled the church, and has not returned to this day.

Demeanor

Axillar is cadgy, nervous, and his eyes flit about him as though he is ever watchful for someone waiting to ambush him.

He will talk at length about most subjects, and when distracted, can be quite charming, but ultimately cannot avoid the terrible fear and guilt that consumes him daily.

Combat Tactics

When Axillar chooses to fight, he is truly insane and enslaved by bloodlust; he cannot stop fighting once he has picked a target for his rage.

If pressed to fight outside of this, however, he will feign innocence, and try to escape at every opportunity.

He is not a trained fighter, and battles like an apprentice or commoner.

FlexTable 16: Axillar Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A faithful servant of the church was driven mad by guilt and lack of sleep.	☑ **Partially True.** Axillar did snap after this occured, but in truth it had been happening in pieces for a few years prior.
15-29	15-30	15-30	01-30	13	A neophyte to the church snapped one day, and hit an elderly parishoner for walking too slowly.	✅ **True.** This is the moment where Axillar left the church.
30-44	31-45	31-45	31-39	14	Axillar the Penitent Has ups and downs; Sometimes a huge smile, Sometimes scary frowns.	✅ **True.** His highs are truly high, and his lows are terrible and desperate.
45-59	46-60	46-60	40-49	15	Axillar was once a true servant of the church, but now stalks from town to town sinning and repenting in desperate cycle.	✅ **True.** This is his habit these days.
60-74	60-69	60-69	50-59	16	Axillar the Penitent punishes himself for his sin by laying waste to those who he perceives to be more sinful.	✅ **True.** Though of course his interpretation of who is more sinful is a major part of the problem.
75-89	70-97	70-94	60-69	11	A recovering sinner keeps himself from sinning by killing those who he deems unworthy.	❌ **False.** Though Axillar does slay those he deems more sinful than himself, it comes in the aftermath of his own sin, not in lieu of it.
90-00	98-00	95-00	70-00	13	A human man smites the unfaithful without pity.	❌ **False.** This may be accurate in a general sense of human men, but does not apply to Axillar.

Modus Operandi

Axillar will avoid it, but the pattern has been regular for the past year: First, he will sin. Typically this is thorugh indulgence, either in drink or in lust.

Next, he will awaken, possibly with a hangover, and certainly with guilt. He will spend a day or two trying to repent, often taking up noble deeds or helping where he can, but it is no use: the guilt will not escape him.

A few days after his sin, the guilt will consume him, and he will find someone he feels is morally inferior to his own despair. He then takes it upon himself to cleanse the world of this sinful wretch.

The problem—aside from self-sanctioned, somewhat indiscriminate murder—is that in this state, Axillar has no real ability to judge. He cannot determine the moral state of anyone else when consumed with guilt, and indeed, often targets complete strangers, inventing some fantasy backstory that ascribes a great many immoral acts to the person, who may or may not be a complete innocent.

His certainty, though, and the feeling of release, of relaxation, that follows from each murder, make him born anew into a normal, regular state of being.

Notoriety

Axillar is of course well-known in his home church, but not so much outside of that. When his deeds acccumulate enough notority, he moves to another town; he has done this a half-dozen times since the madness truly took him.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Axillar decides that one of the PCs is morally inferior, and makes them the target of his rageful murder.
- **Plea of the Innocent:** Someone who has lost a loved one to Axillar's moral rage murders asks the PCs to put an end to this cycle of suffering.
- **Appeal from Authority:** City officials ask the PCs to confirm that Axillar is murdering innocents, and to put a stop to it if possible.
- **Faction Quest:** A church to which Axillar professes devotion wants no part of the murderer's association. They ask the PCs to talk to Axillar and get him to move elsewhere.

- **Collateral Damage:** The PCs are minding their own business at a tavern or festival when Axillar erupts into his murderous rage and starts attacking people; Good-aligned PCs will want to curb this quickly.
- **Disappearing Regular:** A shopkeeper or church regular is killed by Axillar's guilty bloodlust; the PCs feel an obligation to investigate.

Habits and Logistics

Axillar can often be found in a church (**35%** chance) or roaming (the rest of the time). Outside of sin and murder, his life has no regular cycles or employment to speak of.

He has no job or profession any longer. When he murders, he feels justified in taking loot from the body; this accounts for all of his income.

Conversation

Axillar presents as a normal, affable young man, but is quick to anger, and reacts overly emotionally to nearly every subject.

What can you tell me about this man?
(This can be a general question about any victim, actual or suspected.)

"Looks familiar. Is he a friend of yours? Has he been here before?"

Are you feeling okay?

"Of course. Yes, I... I think so, at least. Am I? Am... I?" *(He stares off into space for a moment, as though truly pondering the question in an existential sense of the words.)*

Attitude Tracker Triggers

Value	Action
<7	Axillar enters a murderous rage and attacks the PCs to their death or his.
<13	The next time Axillar's guilt-rage is triggered, one of the PCs will be the person targeted for his morally-balancing murder.
>18	Axillar will greet the PCs warmly and offer them drinks, a free meal, anything he can get them.
>24	Axillar will confidentially tell the party that he is on a mission from the gods to set things right, and offer to include the party in his plans and actions.

Organization

Axillar attracts a following of what he calls "The Penitent Glad". This is a group of self-mutilating minions who take their master's actions as gospel and to a degree far beyond his own practice.

They are all delusional, insane, or otherwise mentally corrupt. They consist of Fighters, and Clerics of evil and chaos.

Most will wander about the city like Axillar himself does, meeting with their spiritual leader a few times a day, but seemingly by happenstance, and often in alleys or crowded marketplaces.

In urban areas, Axillar can summon half the listed followers to him by shouting; it takes **1d4-1** rounds for them to arrive.

Henchmen, Retainers, and Followers

Penitent Glad Clerics: **2d6** at any given time.

Penitent Glad Fighters: **2d8** at any given time.

Lair / Residence

Axillar has no lair or permanent residence; he stays overnight at churches, or in taverns during his indulgences.

He sleeps very little, particularly in the days following a sinful encounter.

Quests & Encounters

Quest: Defend the Tavern

Summary: An inn grows quiet one night, and all draw blades in self-defense, as Axillar leads his forces to attack and purge the establishment.

Rewards: 350 gp / 2,200 gp / 4,700 gp / 9,200 gp; up to **3 Reward Stars**.

Locations: Any (tavern).

Key NPCs: Axillar the Penitent, Penitent Glad Fighters, Penitent Glad Clerics.

Kickoff: The PCs must be within the inn, though they need not be in the tavern; they might be upstairs enjoying a night of sleep, or the services of prostitutes.

Description:

Half the listed followers, led by Axillar, approach the inn. It takes them **1d4-1** rounds to arrive, during which time, everyone else in the tavern draws blades, kicks over tables, and generally gets defensive.

If the PCs ask anyone, they learn that Axillar spent the night in one of the rooms above with a woman a few days ago. That, and the fact that a bunch of armed people are coming toward them, is all they know for sure.

In actuality, wracked with guilt, Axillar has come in his murderous rage to make things right by burning the inn to the ground and slaying all within it.

He begins by barring the entrance; next, he and his comrades use torches to set the building on fire.

What happens next is largely up to the PCs.

If any of the innkeepers survive, and the PCs helped make this possible, they will pay them the monetary reward listed as a thank-you.

- If the PCs escape, say, through a window or out the back door, they will not receive the money or any experience for saving their skins and leaving dozens of innocents to die.
- Any scenario that results in Axillar's death is worth **2 Reward Stars**.
- Preventing the destruction of the inn is worth **1 Reward Star**. This stacks with the above reward possibility.

Axillar the Penitent

CR 5; XP 1,800

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 15,000
Class / HD	Cleric 5	Cleric 9	Cleric 13	Cleric 17
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	22	46	63	76
Armor Class	18	20	22	24
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 9 (-1)** **WIS 18 (+7)** **CHA 14 (+5)**	**STR 15 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 9 (-1)** **WIS 20 (+9)** **CHA 14 (+6)**	**STR 17 (+3)** **DEX 13 (+1)** **CON 10 (+0)** **INT 9 (-1)** **WIS 20 (+10)** **CHA 14 (+7)**	**STR 19 (+4)** **DEX 13 (+1)** **CON 10 (+0)** **INT 9 (-1)** **WIS 20 (+11)** **CHA 14 (+8)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Mace +5 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** *Mace (Weapon +1)* +7 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Melee** *Mace (Weapon +2)* +10 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)	**Melee** *Mace (Weapon +3)* +13 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+1); 320 ft.': +7 (1d8+1) **Melee** Dagger +10 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+4); 60 ft.': +10 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; glyph of warding* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; command; inflict wounds; shield of faith*	**Save DC 17; Spell Atk +9** **5th:** *contagion; dispel evil and good* **4th:** *control weater; divination; stone shape* **3rd:** *dispel magic; glyph of warding; magic circle* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; command; inflict wounds; shield of faith*	**Save DC 18; Spell Atk +10** **7th:** *regenerate* **6th:** *blade barrier* **5th:** *contagion; dispel evil and good* **4th:** *control weater; divination; stone shape* **3rd:** *dispel magic; glyph of warding; magic circle* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; command; inflict wounds; shield of faith*	**Save DC 19; Spell Atk +11** **9th:** *mass heal* **8th:** *antimagic field* **7th:** *regenerate* **6th:** *blade barrier* **5th:** *contagion; dispel evil and good* **4th:** *control weater; divination; stone shape* **3rd:** *dispel magic; glyph of warding; magic circle* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; command; inflict wounds; shield of faith*
Equipment	Mace; chain mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 chain mail;* *+1 shield;* light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 chain mail;* *+2 shield;* light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 chain mail;* *+3 shield;* light crossbow; crossbow bolts (10x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 85. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 17, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Table 19: Attitude Modifiers for Axillar the Penitent

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Penitent Glad Cleric

CR 1; XP 200

LE; Medium Humanoid (Human, Orc)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Cleric 1	Cleric 5	Cleric 9	Cleric 13
Size / Aln	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc
HP	9	21	56	99
Armor Class	13	15	16	17
Speed	Walk 30’	Walk 30’	Walk 30’	Walk 30’

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 15 (+2) DEX 9 (-1) CON 13 (+1) INT 10 (+0) WIS 16 (+5) CHA 9 (+1)	STR 16 (+3) DEX 10 (+0) CON 13 (+1) INT 10 (+0) WIS 16 (+6) CHA 9 (+2)	STR 16 (+3) DEX 10 (+0) CON 15 (+2) INT 10 (+0) WIS 16 (+7) CHA 9 (+3)	STR 16 (+3) DEX 10 (+0) CON 17 (+3) INT 10 (+0) WIS 16 (+8) CHA 9 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 13	Passive Perception 13	Passive Perception 13
Languages	Common, Orc			
Attacks	**Melee** Mace +4 (1d6+2)	**Melee** *Mace (Weapon +1)* +7 (1d6+4)	**Melee** *Mace (Weapon +2)* +9 (1d6+5)	**Melee** *Mace (Weapon +3)* +11 (1d6+6)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *bane; bless*	**Save DC 14; Spell Atk +6** **3rd:** *magic circle; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bane; bless; command; sanctuary*	**Save DC 15; Spell Atk +7** **5th:** *dispel evil and good;* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *magic circle; meld into stone; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bane; bless; command; sanctuary*	**Save DC 16; Spell Atk +18** **7th:** *divine word* **6th:** *planar ally* **5th:** *dispel evil and good; geas* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *magic circle; meld into stone; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bane; bless; command; sanctuary*
Equipment	Mace; studded leather armor; shield	*+1 Mace;* *+1 studded leather armor;* shield	*+2 Mace;* *+2 studded leather armor;* shield	*+3 Mace;* *+3 studded leather armor;* shield

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 65. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

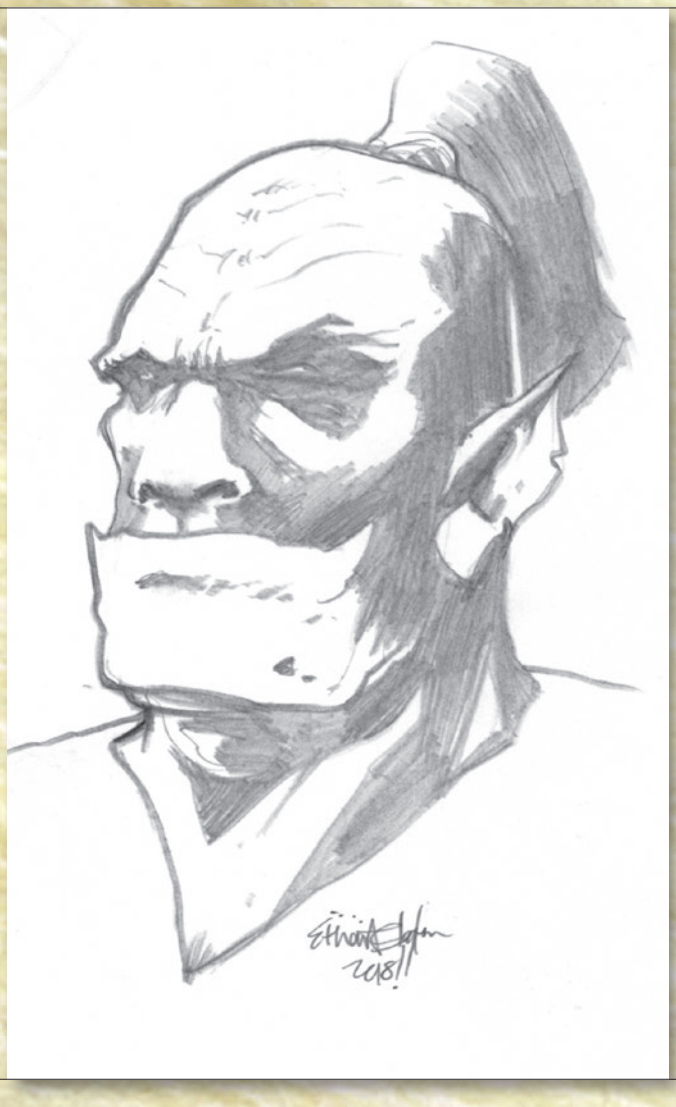
Destroy Undead (CR 2) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 13, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Penitent Glad Fighter



CR 1; XP 200

NE; Medium Humanoid (Human, Orc)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Fighter 1	Fighter 5	Fighter 9	Fighter 13
Size / Aln	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc
HP	12	44	90	144
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Ability Scores / Saves	STR 15 (+4) DEX 15 (+2) CON 15 (+4) INT 7 (-2) WIS 9 (-1) CHA 13 (+1)	STR 17 (+6) DEX 15 (+2) CON 15 (+5) INT 7 (-2) WIS 9 (-1) CHA 13 (+1)	STR 20 (+9) DEX 15 (+2) CON 16 (+7) INT 7 (-2) WIS 9 (-1) CHA 13 (+1)	STR 20 (+10) DEX 15 (+2) CON 18 (+9) INT 7 (-2) WIS 9 (-1) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
Languages	Common, Orc			
Attacks	**Melee** Halberd +4 (1d10+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** +1 Halberd +7/+7 (1d10+4) **Melee** Dagger +6/+6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Halberd* +11/+11 (1d10+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** +3 Halberd +13/+13/+13 (1d10+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Halberd; scale mail; dagger	*+1 Halberd;* *+1 scale mail;* dagger	*+2 Halberd;* *+2 scale mail;* dagger	*+3 Halberd;* *+3 scale mail;* dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Owynne the Wealthy

Owynne the Wealthy

Overview

All that glitters may not be gold, but if you accumulate enough that glitters, some of it is certain to be valuable.

So thinks Owynne, the gnomish ruffian-turned-crimelord who is on a lifelong quest to gather as much wealth as possible, a goal that is by definition never satisfying.

Her obsession with coin, gem, jewel, and mastercraft has gained her a wide reputation as a ruthless trader, a qualmless negotiator, and a woman of no idle threat—voiced or assumed.

Rumor has it that her latest collection is not of items, but of people: any who betray her are jailed and put on display in a macabre array.

The trouble is, "betray" has a loose definition, and with Owynne, it's one whose boundaries are blurring by the month.

It's to the point where each and every negotiation results either in a lopsided deal far to the gnome's benefit, or to imprisonment of the offending trader.

Appearance

A well-kempt gnome, Owynne dons a great deal of makeup and dresses with flair.

She is businesslike in appearance generally speaking, and can always be found wearing jewelry... never the same pieces from day to day.

Background

Owynne grew up poor, but comfortable, on a farm near mountains. One day, she and her brother were playing in the dirt, and discovered a shiny pebble.

When they brought it inside, their mother told them to put the rock down, and clean up for dinner. Owynne haughtily informed her mother that it wasn't a rock, it was a diamond, and that she was now rich and that her parents and brother had to listen to her now.

Little did Owynne know how close to the mark she was!

Her mother looked closer, and discovered that the rock was indeed more than just a pebble. She took it into town a few days later, had it appraised, and sold it.

The family was overjoyed at their luck. The more so when, a few weeks later, Owynne's brother unearthed a second gemstone.

This pattern continued until it drew attention. Someone noticed that a simple, common farmer was selling rough, uncut gemstones. Were they mining the gems? If so, where?

One day, after the sale of their sixth "pebble", Owynne's mother was followed back to the family farm by ne'er-do-wells. Once there, they accosted the family, and learned the story of the gemstones. They left the family tied up while they dug through the yard. They discovered another half-dozen gems after less than an hour.

Owynne managed to loosen her bonds, and when the miscreants came back inside, she freed herself, stomped on their feet, and ran as fast as she could.

She was certain that her parents and brother had managed to do the same. Surely if she could free herself, her older sibling and her parents could, too.

It wasn't until Owynne was a mile from her farm that she realized nobody else had escaped. Nobody else was coming with her.

Unsure of what to do, she crept back, slowly, cautiously, to the farm. She saw no sign of horses—neither her family's two grey mares, or the horses that the miscreants had rode out here.

Shivering, terrified, she walked into the house, and found her family murdered. Whether the miscreants had gone back to town for reinforcements, or for more shovels, she never knew; seeing her family dead, she snapped.

She put together what supplies she could, and dug around for ten minutes in the backyard, gathering four gemstones in a pocket.

Demeanor

Owynne is almost always strictly business. She considers her time valuable, and has little patience for those who would waste it. She fancies herself a good and quick judge of character, and is accurate in this self-assessment: she can fairly reliably tell within a minute of talking with someone whether they have anything truly interesting to say to her.

Once she has decided that further discussion is unmerited, she will either hand the person off to one of her associates, or just terminate the conversation abruptly, citing work.

Combat Tactics

Owynne has no interest in combat, herself, though she recognizes it as a necessity in the profession she has chosen.

She will be the first to point out that if you're bad at something, you can easily find ten people willing to do it for coin, and that's precisely why she employs her staff.

She will send all of her hirelings into certain death if it means her own escape; she has coin and gem aplenty, and the great thing about mercenaries is that there will always be more of them available to hire.

If pressured into combat herself, Owynne will seek to flee at every opportunity.

FlexTable 17: Owynne the Wealthy Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	An obsessive merchant gnome has an endless lust for coin.	✅ **True.** This describes much of Owynne's temperament.
15-29	15-30	15-30	01-30	13	Don't do business with Owynne the gnomish collector. You'll get a bad deal.	✅ **True.** Though this doesn't really reflect villainy or criminal activity, it's generally accurate that most who deal with Owynne come out at a loss.
30-44	31-45	31-45	31-39	14	For lust of coin She'll do most anything Even to purloin Can be quite her thing	✅ **True.** A labored verse, but one that serves to summarize the gnome's business policies.
45-59	46-60	46-60	40-49	15	Owynne has a gang of thieves who she uses to break into houses and steal valuables.	✅ **True.** This rumor is generally shared bitterly, out of a despairing sense that *someone* must be behind a recent theft; it would generally be quite a surprise to the rumormonger who spreads this tidbit that it is 100% accurate.
60-74	60-69	60-69	50-59	16	Several people have gone missing of late. Each one was a collector of some manner of trinket or item.	✅ **True.** These are the people whom Owynne has abducted.
75-89	70-97	70-94	60-69	11	A successful gnomish merchant is actually an illusionist and enchantress who ensorcells her business partners so she can get better deals.	❌ **False.** Though she would hardly be above such actions morally, Owynne is quite successful enough as it is without employing magic.
90-00	98-00	95-00	70-00	13	A demon in gnome form, Owynne demands tribute from those who would buy gems from her.	❌ **False.** No part of this is accurate.

Modus Operandi

Owynne has long been a trader, but her lust for coin and treasure has extended into other approaches as well.

Not content merely to get a good deal, or even to pull one over on the other party in a ruthless negotiation, Owynne has taken to sending thugs to steal items from her competitors or would-be sellers.

Sometimes, despite her best efforts to charm, cajole, and bribe, a potential customer in possession of a treasured item still refuses to sell it to Owynne. The gnome will never threaten anything directly in conversation; once it is clear that she has hit a roadblock, she will let the person go.

She will then take a personal touch with such cases, sneaking into their homes herself to steal what cannot be bought.

Owynne conducts her villainy in three categories: sending hirelings to rob, stealing treasures herself, and the third, most recent, and most macabre act: collecting collectors themselves.

Owynne has built a dungeon of the basement of her residence. Within, she keeps those who have collected things. She herself could not tell you why she is compelled to do this; certainly she takes no direct pleasure in looking over these acquisitions, as she never ventures downstairs to view them.

In truth, Owynne pursues these abductions out of a very simple motivation: she wants to be the world's collector and owner of treasures. Collecting the collectors prevents them from beating her in this endeavor. She's simply removing them from play in the most horrifying manner possible: chaining them in her basement so they cannot acquire what she might want to own, herself.

Notoriety

Owynne is well-known as a buyer of curios, gems, and rarities. She buys and sells, always seeming to come out ahead on the transaction no matter its nature.

Although competitors will whisper it, none has any real evidence to back up a suspicion that Owynne is behind the thefts that have occured over the past few years. Thieves generally act alone, and it could be any combination of factors that led to the rise in crime of late.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs come into possession of a rare trinket, magic weapon, or ther valuable. Owynne's thugs steal it from them, or attempt to do so.
- **Plea of the Innocent:** Someone who has had something stolen by Owynne's thugs asks for the party's help in getting it back. Alternately, the loved one of an abducted collector asks the PCs to investigate and return their beloved.
- **Appeal from Authority:** Perhaps the humblest of motivations is at play: the city wants its taxes, and suspects that the immensely profitable Owynne does not pay her fair share. They enlist the party's help in establishing her books and records to determine if there is a shortfall.
- **Disappearing Regular:** Any merchant with whom the PCs do business might disappear, abducted by Owynne to add to her collection. Or, of less sinister bent, perhaps such a merchant is merely robbed by the gnome collector's thugs.
- **Dependency Interference:** As part of a grander design, the PCs need an item—perhaps to recover family jewels. Owynne has come into possession of the item.

Habits and Logistics

Owynne is almost always (**80%** chance) in her shop / residence.

The remainder of the time, she is out and about, shopping, meeting with potential buyers or sellers, or otherwise conducting business outside her home.

Conversation

Owynne's strengths conversationally are in bartering and negotiations, not in simple charm outside that realm.

Remember that she will end a conversation abruptly if she suspects the other party has nothing to interest her greed.

Do you know this person?
(This can be a general question about any abducted victim, actual or suspected.)

"Seen them about, that's about all. Why?"

Did you steal from this person / business?
(This can be a general question about anyone who has been on the raw end of a business deal with Owynne, actual or suspected.)

"Steal implies that I took something without their wanting me to. Deals, negotiations—it's not theft when one party has second thoughts afterwards. Regret like that is just bad business, is what it is; not a crime."

Attitude Tracker Triggers

Value	Action
<7	Owynne will lead an attack on the PCs at night with her hirelings.
<13	Owynne will send her hirelings to trail the PCs, and may consider having them kill the party.
>18	Owynne will sell to the PCs at a 10% discount off of her regular prices (which is still quite higher than normal retail value).
>24	Owynne will offer to hire the PCs to help steal items.

Organization

Owynne hires all of her henchmen. Almost all share much in demeanor with their mistress: lust for coin above all.

She has had many offers from those who wish to join her organization out of respect or willingness to follow her approach to things. She much prefers a simple employment contract: it keeps things to a known quantity, controls costs, and allows her the freedom to terminate employment whenever she wishes.

The counts listed below reflect her total following. Half of these will be present in her residence / shop / dungeon; the remainder are "on call" and can be summoned within **1d4 hours**.

Henchmen, Retainers, and Followers

Gemguard: These Fighters and Clerics guard Owynne herself, and her treasures. There are **1d8** of these available to her on any given day.

Cruelguard: Barbarians and Antipaladins who guard those who have betrayed the cause... and those in the dungeon. There are **2d6** of these available to her on any given day.

Glinters: Rangers and Bards and Rogues who seek out targets to steal, murder to get, or trade to obtain. There are **3d10** of these available to her on any given day. Half of these are "unsanctioned", and have volunteered to murder and rob in an effort to please and impress Owynne against hope of actual employment. Rumor among thieves is that Owynne requires a "donation" of 1,000 gp worth of pilfered valuables in order to secure employment. While this rumor is not accurate, Owynne has hardly discouraged it—after all, the only thing better than reliable, cheap labor is labor who pays you to work!

Lair / Residence

Owynne's large residence is a combination of her home, her shop, a headquarters for her operations, and a dungeon in the basement.

Quest: Free the Collection

Summary: The PCs must free the collection of collectors enslaved in Owynne's basement.

Rewards: 700 gp / 3,000 gp / 6,200 gp / 10,000 gp (per victim, promised); up to **1 Reward Stars** per victim; up to **2 Reward Stars** for Owynne's death; up to **2 Reward Stars** to end operations.

Locations: Owynne's home.

Key NPCs: Owynne the Wealthy, Gemguard, Cruelguard, Glinters.

Kickoff: The PCs learn of the recent abductions, and come to suspect Owynne's involvement.

Description:

3d10 victims are imprisoned in the basement dungeon of Owynne's residence. The PCs have a few options as to how to get them out of there.

Regardless of the circumstances, the rewards available are the same, as follows:

Each victim who is freed, alive, from Owynne's dungeon grants the party **1 Reward Star** plus the listed monetary reward.

Any scenario that results in Owynne's demise or capture grants the PCs **2 Reward Stars** merely for this act.

Any scenario that destroys Owynne's ability to operate her dungeon adds **2 Reward Stars** to the rewards accumulated in this Quest.

Sneaking into the dungeon requires **Stealth**, opposed by the **Perception** of the guards. Ultimately, this does not curb the bloodshed required to free prisoners, as it is somewhat unavoidable that the guards will still have to be killed or otherwise subdued, but it may grant the PCs a surprise round of combat, sneak attacks, or other advantages.

An outright assault might work; the cramped quarters of the building limit the volume of adversaries that the PCs would have to face simultaneously.

It does, however, allow Owynne to call for reinformements. Although half of her total employ are already present in the building, once Owynne is aware of the PCs' presence and blood has been shed, she will shout the alarm. Thereafter, each round, there is a **50%** chance that **1d4** of each category of henchman (Gemguard, Cruelguard, and Glinters) will arrive as reinforcements. Roll separately for each kind of henchman, and keep track of how many have arrived. Do not roll any further for any category whose numbers have been depleted in this manner. Aside from the additional XP acquired as a result of slaying enemies, the PCs gain no additional reward from this approach.

Conversation, trickery, or other subterfuge or non-violent approach will not work on Owynne. Attempting to do so may be noble, but merely gives her advance warning of the party's suspicions: if the PCs try to talk sense into the gnome, or threaten her, or otherwise tip their hand in conversation that they suspect that she was involved in the abductions, Owynne will bolster her forces; when and if thereafter the PCs attack or invade the house, they will find **75%** of her forces already present.

Owynne the Wealthy

CR 5; XP 1,800

CN; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 15,000
Class / HD	Rogue 5	Rogue 9	Rogue 13	Rogue 17
Size / Aln	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)
HP	34	59	78	105
Armor Class	14	15	18	20
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 9 (-1)** **DEX 15 (+5)** **CON 15 (+2)** **INT 16 (+6)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 15 (+6)** **CON 15 (+2)** **INT 17 (+7)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 19 (+9)** **CON 15 (+2)** **INT 17 (+8)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 20 (+11)** **CON 15 (+2)** **INT 18 (+10)** **WIS 8 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools	Passive Perception 9 +20 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** Shortsword (Small) +5 (1d6+2) **Ranged** Crossbow, Hand (Small)) --> 30 ft.': +5 (1d6+2); 120 ft.': +5 (1d6+2)	**Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *Shortsword (Small/ Weapon +1)* +7 (1d6+3) **Ranged** Crossbow, Hand (Small)) --> 30 ft.': +6 (1d6+2); 120 ft.': +6 (1d6+2)	**Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *Shortsword (Small/ Weapon +2)* +11 (1d6+6) **Ranged** Crossbow, Hand (Small)) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)	**Melee** Dagger (Small) +11 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Melee** *Shortsword (Small/ Weapon +3)* +14 (1d6+8) **Ranged** Crossbow, Hand (Small)) --> 30 ft.': +11 (1d6+5); 120 ft.': +11 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thief's Reflexes, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); shortsword (small); studded leather armor; hand crossbow (small); crossbow bolts (10x)	Dagger (small); *+1 shortsword (small); +1 studded leather armor;* hand crossbow (small); crossbow bolts (10x)	Dagger (small); *+2 shortsword (small); +2 studded leather armor;* hand crossbow (small); crossbow bolts (10x)	Dagger (small); *+3 shortsword (small); +3 studded leather armor;* hand crossbow (small); crossbow bolts (10x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (12), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 9d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thief's Reflexes When you reach 17th level, you have become adept at

laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

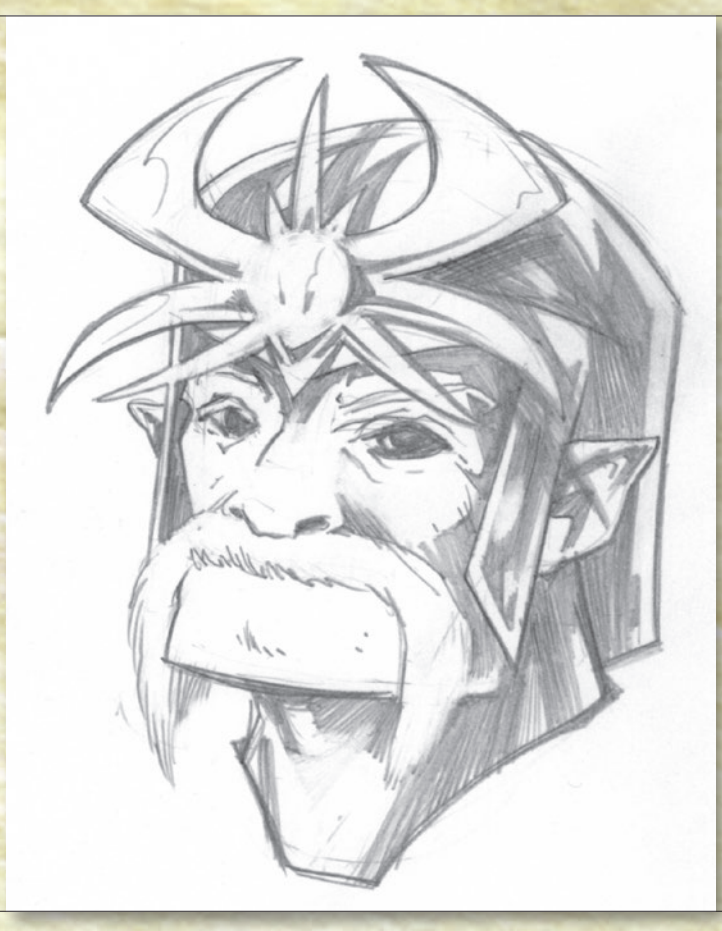
Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Table 20: Attitude Modifiers for Owynne the Wealthy

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Gemguard



CR 2; XP 450

TNE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)
HP	21	63	112	161
Armor Class	16	17	18	20
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Ability Scores / Saves	STR 15 (+4) DEX 10 (+0) CON 17 (+5) INT 8 (-1) WIS 14 (+2) CHA 7 (-2)	STR 17 (+6) DEX 10 (+0) CON 19 (+7) INT 8 (-1) WIS 14 (+2) CHA 7 (-2)	STR 19 (+8) DEX 10 (+0) CON 19 (+8) INT 8 (-1) WIS 14 (+2) CHA 7 (-2)	STR 20 (+10) DEX 12 (+1) CON 20 (+10) INT 8 (-1) WIS 14 (+2) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth	Passive Perception 17 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Warhammer +4 (1d8+4) **Melee** Dagger +4 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Crossbow, Heavy) --> 100 ft.': +2 (1d10); 400 ft.': +2 (1d10)	**Melee** *Warhammer (Weapon +1)* +7/+7 (1d8+6) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +3/+3 (1d10); 400 ft.': +3/+3 (1d10)	**Melee** *Warhammer (Weapon +2)* +10/+10 (1d8+8) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10); 400 ft.': +4/+4 (1d10)	**Melee** *Warhammer (Weapon +3)* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6/+6 (1d10+1); 400 ft.': +6/+6/+6 (1d10+1)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Action Surge, Fighting Style, Second Wind, Dueling	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection
Spell-casting	-	-	-	-

	Low	Moderate	Advanced	Elite
Equipment	Warhammer; scale mail; shield; heavy crossbow; crossbow bolts (10x); dagger	*+1 Warhammer;* *+1 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+2 Warhammer;* *+2 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+3 Warhammer;* *+3 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Cruelguard

CR 2; XP 450

NE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	24	60	101	141
Armor Class	13	14	16	17
Speed	Walk 30’	Walk 40’	Walk 40’	Walk 40’

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 15 (+4) INT 8 (-1) WIS 9 (-1) CHA 12 (+1)	STR 19 (+7) DEX 13 (+1) CON 15 (+5) INT 8 (-1) WIS 9 (-1) CHA 12 (+1)	STR 20 (+9) DEX 14 (+2) CON 15 (+6) INT 8 (-1) WIS 9 (-1) CHA 12 (+1)	STR 20 (+10) DEX 14 (+2) CON 17 (+8) INT 8 (-1) WIS 9 (-1) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Orc			
Attacks	**Melee** Greatclub +5 (1d8+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Greatclub* +8/+8 (1d8+5) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greatclub* +11/+11 (1d8+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13/+13 (1d8+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatclub; studded leather armor; dagger	*+1 Greatclub;* *+1 studded leather armor;* dagger	*+2 Greatclub;* *+2 studded leather armor;* dagger	*+3 Greatclub;* *+3 studded leather armor;* dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Glinter

CR 1; XP 200

CN; Small Humanoid (Gomne)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000
Class / HD	Bard 1	Bard 5	Bard 9	Bard 13
Size / Aln	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)
HP	10	32	58	97
Armor Class	12	14	15	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+0) DEX 13 (+3) CON 14 (+2) INT 9 (-1) WIS 8 (-1) CHA 17 (+5)	STR 10 (+0) DEX 15 (+5) CON 14 (+2) INT 9 (-1) WIS 8 (-1) CHA 17 (+6)	STR 10 (+0) DEX 15 (+6) CON 14 (+2) INT 9 (-1) WIS 8 (-1) CHA 19 (+8)	STR 10 (+0) DEX 17 (+8) CON 14 (+2) INT 9 (-1) WIS 8 (-1) CHA 19 (+9)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +2 Drum, Dulcimer, Lyre	Passive Perception 9 +3 Drum, Dulcimer, Lyre	Passive Perception 9 +4 Drum, Dulcimer, Lyre	Passive Perception 9 +5 Drum, Dulcimer, Lyre
Languages	Common, Gnomish			
Attacks	**Melee** Sickle (Small) +2 (1d4) **Ranged** Shortbow (Small)) --> 30 ft.': -7 (1d6+1); 120 ft.': -7 (1d6+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Shortbow (Small)) --> 30 ft.': -5 (1d6+2); 120 ft.': -5 (1d6+2) **Melee** *Sickle (Small/Weapon +1)* +4 (1d4+1) **Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Ranged** Shortbow (Small)) --> 30 ft.': -4 (1d6+2); 120 ft.': -4 (1d6+2) **Melee** *Sickle (Small/ Weapon +2)* +6 (1d4+2) **Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Ranged** Shortbow (Small)) --> 30 ft.': -2 (1d6+3); 120 ft.': -2 (1d6+3) **Melee** *Sickle (Small/Weapon +3)* +8 (1d4+3) **Melee** Dagger (Small) +8 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Bardic Inspiration, Cantrips, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *charm person; cure wounds*	**Save DC 14; Spell Atk +6** **3rd:** *fear; glyph of warding* **2nd:** *hold person; magic mouth; silence* **1st:** *charm person; cure wounds; hideous laughter; thunderwave*	**Save DC 16; Spell Atk +8** **5th:** *hold monster* **4th:** *compulsion; greater invisibility; hallucinatory terrain* **3rd:** *fear; glyph of warding; tongues* **2nd:** *hold person; magic mouth; silence* **1st:** *charm person; cure wounds; hideous laughter; thunderwave*	**Save DC 17; Spell Atk +9** **7th:** *mirage arcane* **6th:** *programmed illusion* **5th:** *hold monster; seeming* **4th:** *compulsion; greater invisibility; hallucinatory terrain* **3rd:** *fear; glyph of warding; tongues* **2nd:** *hold person; magic mouth; silence* **1st:** *charm person; cure wounds; hideous laughter; thunderwave*
Equipment	Sickle (small); shortbow (small); leather armor; arrows (20x); dagger (small)	*+1 Sickle (small);* shortbow (small); *+1 leather armor;* arrows (20x); dagger (small)	*+2 Sickle (small);* shortbow (small); *+2 leather armor;* arrows (20x); dagger (small)	*+3 Sickle (small);* shortbow (small); *+3 leather armor;* arrows (20x); dagger (small)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 4. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest Beginning at 2nd level, you can use soothing music or

oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

MacHummop the Mazemaster

MacHummop the Mazemaster

Overview

This sage engineer enjoys enormous favor with a fruitful city, due in large part to having designed the path through the mountain that yields the only access to it.

He controls access, however, via elaborate, sadistic, and bloody traps, not unlike the serial killers in some modern-day films.

Appearance

This dwarven wizard is balding, and compensates with an elaborate but unkempt beard. His eyes are dark and beady, speaking volumes as to his intelligence, ruthlessness, and studiousness.

He dresses simply and economically in cloaks, frocks, and tunics.

Background

MacHummop comes from a wealthy family, engineers who have served city-states in various areas of the Realm for six generations. From an early age, MacHummop was considered the next in line to work in this capacity, and he was put to study accordingly.

Initially, he resisted this assumption, though he found the concepts easy to grasp and the work itself rewarding. After a few years of tutelage, he ran away from home in an attempt to find a life for himself with another profession.

He tried several different industries: leatherworker, blacksmith, farmer, animal husbandry, apothecary, and medic. Though he continued to amass a very curious set of skills through these endeavors, none seemed to satisfy him.

After five years of life on his own, he returned to his family, ready to eat crow, admit his mistake, and take up the quill of the family business as his parents had once assumed.

He was shattered to realize that in his absence, his parents had hired a replacement: an apprentice years younger than MacHummop.

This replacement had now been promised MacHummop's rightful place in assuming control of things after his parents died. MacHummop, the favored only child, was enraged.

His parents consoled him that he was still in their will, and he could partner with the replacement neophyte. In the unlikely event that both the parents and the new heir died, MacHummop would inherit the business.

MacHummop seemed to calm down, and resigned himself to his new fate, as punishment for abandoning his family and their business.

Over the following year, he worked closely with the neophyte to help the family business. A large contract came their way, and the two worked side by side to ensure a solid design for a large building.

One day on the worksite, MacHummop's parents were walking the structure, perusing the construction. A massive collapse occured, demolishing the building and crushing all three in the debris.

MacHummop alone survived. It was a tragedy, he said, but unavoidable given the neophyte's designs.

Nobody thought to accuse the grief-stricken son who had now inherited the entirety of his parents' fortune and business.

Demeanor

MacHummop is a scholar, so tends toward studiousness, but is also well-versed in all manner of professions, and is used to dealing with customers. He is businesslike, but not unpleasantly so. He is also well used to politics, and recognizes the reality that most major projects and investments are at least partly politically controlled.

Combat Tactics

MacHummop is no fighter, and does not pretend to be so. He will avoid combat wherever possible; if pressed to it, he will escape if at all possible.

If he senses a fight is coming and unavoidable, he will prefer to set traps and establish a battleground of his choosing, luring his would-be foes into it so that his devices and the environment can do the killing rather than he himself.

For situations that require some discretion, or where an elaborate setup is unrealistic, MacHummop will send his Rules Enforcers.

Modus Operandi

MacHummop spends most of his time working in his legitimate engineering business. In his spare time, he will devise elaborate and painful games and traps, and will use his Puzzlelings to construct them, and his Rules Enforcers to lure the hapless and alone into them and to dispose of the bodies afterward.

He typically will watch from a precipice, walkway, or peephole.

Notoriety

MacHummop is well-known and well-regarded for his long lineage of successful engineering work. His business is among the first to be consulted for new buildings.

Although authorities have certainly taken notice of the disappearances and murders in the past five years, none has connected the incidents to the prominent engineer.

FlexTable 18: MacHummop the Mazemaster Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A tragedy killed off a master builder's family some years ago.	✅ **True.** The tragedy was of course engineered by MacHummop himself, but this rumor is accurate as stated.
15-29	15-30	15-30	01-30	13	A master engineer had been usurped in the family business, until the usurper and his parents were killed in a building collapse.	✅ **True.** As above, MacHummop is to blame, but this is the truth.
30-44	31-45	31-45	31-39	14	A number of people have been abducted recently; their bodies are found mutilated, tortured, and scarred.	✅ **True.** These are the victims of MacHummop's traps.
45-59	46-60	46-60	40-49	15	Abductees from all walks of life are "tested" via elaborate traps and murderous devices before they are slain and their bodies dumped in the river.	✅ **True.** This is MacHummop's villainy in a nutshell.
60-74	60-69	60-69	50-59	16	MacHummop the master engineer can sometimes be seen venturing off into dark quarters of the city. Nobody knows what he does there.	✅ **True.** He builds his traps in abandoned buildings or in slums, typically.
75-89	70-97	70-94	60-69	11	A medic tortures abducted victims for fun and for study.	❌ **False.** MacHummop was a medic for a short period, but he would classify his traps as "tests", not torture.
90-00	98-00	95-00	70-00	13	The person responsible for the recent abductions is half sane, half insane: they are quite competent at their day job, but pursue horrific acts at night.	☑ **Partially True.** MacHummop is clearly insane, and enjoys a successful day job, so much of this description does fit.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** One or more of the PCs is abducted and placed in one of MacHummop's mazes.
- **Plea of the Innocent:** A loved one of someone who has been abducted hires the PCs to figure out where they went.
- **Appeal from Authority:** A fringe element of the city's militia suspects that MacHummop's business may be involved with the disappearances; they offer a huge reward to the PCs if they can help validate this theory.
- **Disappearing Regular:** A known NPC disappears one day, and MacHummop took them.
- **Dark Rumor:** One or more Rumors & Lore lead the PCs to the conclusion that MacHummop may have something to do with the recent murders.

Habits and Logistics

MacHummop is often (**60%** chance) on the job site, designing or supervising.

The remainder of the time, he is either in conversation with clients (**20%** chance), in his residence (**10%** chance), or indulging in his murderous hobby (**10%** chance).

Conversation

MacHummop is all business when talking, and once he realizes the PCs have nothing to do with potential business and are not investors, he will be disinterested in discussing anything further.

Do you know what happened to his man?
(This can be a general question about any victim, actual or suspected.)

"Not a clue. I don't think he was a worker in my employ,

so I couldn't say."

Do your projects ever have... accidents?

"Not a one, generally. Safety is of utmost concern on the job site, while we're building and of course once the job is done."

What about the accident that killed your parents?

"A tragedy, for sure. That was a horrible day. I still relive it, in nightmares, sometimes.

All the worse that the building was designed by their apprentice... though it makes sense, in a sad kind of way, that the only building that's ever fallen down that my family has worked on was designed by someone outside the family."

Attitude Tracker Triggers

Value	Action
<7	MacHummop will send his Rules Enforcers to abduct the PCs.
<13	MacHummop will have his Puzzlelings keep an eye on and follow the PCs, and may consider abducting them.
>18	The mazemaster will offer to show the PCs around his latest projects under construction. They are immune from chances of abduction while they are viewed this favorably.
>24	MacHummop will consider the PCs kindred spirits enough to share his dark secret, and offer to have the PCs help with a "test" if they have the stomach for it.

Organization

Of course, MacHummop employs dozens of workers legitimately for his day-to-day business of construction and engineering.

To further his villany, however, he does have two categories of follower. These are always "on retainer"; they live in slums or are homeless, and come when MacHummop calls them.

In any urban situation, MacHummop can call out to his followers; each round after he shouts an alarm, there is a **20%** chance that **1d4-1** of each category (roll separately for chance and for quantity) arrive as reinforcements to his cause.

Henchmen, Retainers, and Followers

Puzzlelings: **3d8** available to MacHummop on a given day. These Rangers and Rogues are tasked with setting traps, maintaining his "puzzles", and otherwise doing the grunt- and dirty-work of their master to effect his designs.

Rules Enforcers: **2d6** available to MacHummop on a given day. These are Barbarian brutes who enforce the "rules of the game": MacHummop will send one of these underlings to punish those who play outside his guidelines or seek to "cheat" against his traps. These goons are also sent to "acquire" additional victims.

Lair / Residence

MacHummop keeps quarters in a house in the city his family build two generations ago.

Quests & Encounters

Quest: Shed Blood to Stay Alive

Summary: The PCs are abducted into one of MacHummop's "tests", and must survive and escape.

Rewards: Up to **5 Reward Stars**.

Locations: Any (urban).

Key NPCs: MacHummop the Mazemaster, Puzzlelings, Rules Enforcers.

Kickoff: The PCs are abducted while they sleep. Depending on how formidable the PCs are in terms of abilities and level, the exact methods are left to the GM, but the essential elements are that the PCs are knocked unconscious or put to sleep, and awaken inside the maze.

Description:

Although some of MacHummop's "tests" are at least ostensibly designed to put the victims through some sort of learning process, this one is straightforward: MacHummop sees the PCs and their potential investigation as a threat to his continued operation, and has decided to do away with them while having a little fun, as well.

MacHummop himself is in attendance, spying on them as the PCs are put through torture and challenge.

The PCs must navigate the maze, overcome its challenges, and escape. As they do, they may encounter MacHummop himself.

Perception checks, opposed by MacHummop's **Stealth**, will give the PCs some indication they are being watched. MacHummop has a +6 circumstance bonus on such checks owing to his familiarity with the maze structure.

If the PCs are successful in identifying MacHummop and confront him about what is happening, he will deny it, but then will run.

Navigating the maze and exiting grants the PCs **2 Reward Stars**.

If the PCs are able to locate and subdue or kill MacHummop, it is worth an additional **3 Reward Stars**. Given the dwarf's combat cowardice and his somewhat secure position from the maze looking on, this is somewhat difficult, however.

MacRummop the Mazemaster

CR 5; XP 1,800

LE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 15,000
Class / HD	Wizard 5	Wizard 9	Wizard 13	Wizard 17
Size / Aln	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)
HP	35	59	85	110
Armor Class	15	16	16	16
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 8 (-1)** **DEX 15 (+2)** **CON 15 (+2)** **INT 18 (+7)** **WIS 14 (+5)** **CHA 7 (-2)**	**STR 8 (-1)** **DEX 17 (+3)** **CON 15 (+2)** **INT 18 (+8)** **WIS 14 (+6)** **CHA 7 (-2)**	**STR 8 (-1)** **DEX 17 (+3)** **CON 15 (+2)** **INT 20 (+10)** **WIS 14 (+7)** **CHA 7 (-2)**	**STR 8 (-1)** **DEX 17 (+3)** **CON 15 (+2)** **INT 20 (+11)** **WIS 14 (+8)** **CHA 7 (-2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 12	Passive Perception 12	Passive Perception 12
Languages	Common, Dwarvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -1 (1d8+2); 320 ft.': -1 (1d8+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *Crossbow, Light (Weapon +1)*) --> 80 ft.': +2 (1d8+4); 320 ft.': +2 (1d8+4)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Ranged** *Crossbow, Light (Weapon +2)*) --> 80 ft.': +4 (1d8+5); 320 ft.': +4 (1d8+5)	**Melee** Dagger +9 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+3); 60 ft.': +9 (1d4+3) **Ranged** *Crossbow, Light (Weapon +3)*) --> 80 ft.': +6 (1d8+6); 320 ft.': +6 (1d8+6)
Special	-	-	-	-
Proficiencies	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; fireball* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; charm person; floating disk; fog cloud*	**Save DC 16; Spell Atk +8** **5th:** *dominate person* **4th:** *arcane eye; confusion; dimension door* **3rd:** *dispel magic; fireball; gaseous form* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; charm person; floating disk; fog cloud*	**Save DC 18; Spell Atk +10** **7th:** *mirage arcane* **6th:** *programmed illusion* **5th:** *dominate person; dream* **4th:** *arcane eye; confusion; dimension door* **3rd:** *dispel magic; fireball; gaseous form* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; charm person; floating disk; fog cloud*	**Save DC 19; Spell Atk +11** **9th:** *meteor swarm* **8th:** *dominate monster* **7th:** *mirage arcane* **6th:** *programmed illusion* **5th:** *dominate person; dream* **4th:** *arcane eye; confusion; dimension door* **3rd:** *dispel magic; fireball; gaseous form* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; charm person; floating disk; fog cloud*
Equipment	Light crossbow; crossbow bolts (10x); dagger	*+1 Light crossbow;* crossbow bolts (10x); dagger	*+2 Light crossbow;* crossbow bolts (10x); dagger	*+3 Light crossbow;* crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Preparing and Casting Spells The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 22.

The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

MacRummop

Table 21: Attitude Modifiers for MacHummop the Mazemaster

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Puzzleling

CR 2; XP 450

NE; Medium Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)
HP	9	32	49	80
Armor Class	13	15	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+0) DEX 15 (+4) CON 10 (+0) INT 13 (+3) WIS 8 (-1) CHA 10 (+0)	STR 10 (+0) DEX 17 (+6) CON 10 (+0) INT 13 (+4) WIS 8 (-1) CHA 10 (+0)	STR 10 (+0) DEX 20 (+9) CON 11 (+0) INT 13 (+5) WIS 8 (-1) CHA 10 (+0)	STR 10 (+0) DEX 20 (+10) CON 13 (+1) INT 13 (+6) WIS 8 (-1) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 15 Armor - Disadvantage on Stealth +6 Thieves' Tools	Passive Perception 17 Armor - Disadvantage on Stealth +8 Thieves' Tools	Passive Perception 19 Armor - Disadvantage on Stealth +10 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Ranged** Crossbow, Hand (Small)) --> 30 ft.': -2 (1d6+2); 120 ft.': -2 (1d6+2) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger (Small) +6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** *Crossbow, Hand (Small/Weapon +1)*) --> 30 ft.': +1 (1d6+4); 120 ft.': +1 (1d6+4)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** *Crossbow, Hand (Small/Weapon +2)*) --> 30 ft.': +5 (1d6+7); 120 ft.': +5 (1d6+7)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *Crossbow, Hand (Small/Weapon +3)*) --> 30 ft.': +7 (1d6+8); 120 ft.': +7 (1d6+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Hand crossbow (small); dagger (small); padded armor; crossbow bolts (10x)	*+1 Hand crossbow* (small); dagger (small); *+1 padded armor;* crossbow bolts (10x)	*+2 Hand crossbow* (small); dagger (small); *+2 padded armor;* crossbow bolts (10x)	*+3 Hand crossbow* (small); dagger (small); *+3 padded armor;* crossbow bolts (10x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Rules Enforcer

CR 2; XP 450

NE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	21	55	109	147
Armor Class	14	15	16	18
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 15 (+4) INT 8 (-1) WIS 7 (-2) CHA 9 (-1)	STR 19 (+7) DEX 13 (+1) CON 15 (+5) INT 8 (-1) WIS 7 (-2) CHA 9 (-1)	STR 20 (+9) DEX 13 (+1) CON 16 (+7) INT 8 (-1) WIS 7 (-2) CHA 9 (-1)	STR 20 (+10) DEX 15 (+2) CON 16 (+8) INT 8 (-1) WIS 7 (-2) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Orc			
Attacks	**Melee** Greataxe +5 (1d12+3) **Melee** Handaxe +5 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** *+1 Greataxe* +8/+8 (1d12+5) **Melee** Handaxe +7/+7 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Melee** *+2 Greataxe* +11/+11 (1d12+7) **Melee** Handaxe +9/+9 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Melee** *+3 Greataxe* +13/+13 (1d12+8) **Melee** Handaxe +10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greataxe; chain shirt; handaxes (4x)	*+1 Greataxe;* *+1 chain shirt;* handaxes (4x)	*+2 Greataxe;* *+2 chain shirt;* handaxes (4x)	*+3 Greataxe;* *+3 chain shirt;* handaxes (4x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away

from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Sangitator of the Dry Cult

Sagitator of the Dry Cult

Overview

This title is actually something of an umbrella term, referring to the current membership and leaders of a somewhat loosely-organized cult that infests towns and then moves on after they have called too much attention to themselves.

Sagitators are bloodpriest necromancers who use figured out a way to use blood like necrotic ammunition.

Appearance

During the day, members of the Sagitator cult appear normal. That is, they may have day jobs, careers, even families.

At night, or otherwise during their rituals, they dress in simple robs—blood red, often dyed using actual blood, though with that grisly approach, the color ironically stays less long than with a simple traditional color dye.

Background

Sagitators come from all manner of background, but most hail from some medical or wizardly practice before gravitating toward the more macabre aspects of necromancy.

Dyed-in-the-wool necromancers are counterintuitively less likely to gravitate toward the Sagitator cult. The reason seems to be that while necromancers celebrate and use the dead, Sagitators honor the dying.

It's quite possible for evil-natured adherents to either cause to have a latent bloodlust, or inclination toward dark deeds... but even for such people, the blatant torture employed by the Dry Cult, and its seemingly pointless bloodletting, are too much to bear.

Demeanor

Grim and giddy, it's been described: grim, for adherents know full well what they practice, whether or not they're insane. Giddy, because to indulge their darkest desires floods them with a happiness they have not yet found in ordinary life.

Combat Tactics

Dry Cultists are of course no strangers to blood and combat, but they seek to inflict on others, not suffer themselves.

They will gladly fight if the odds or numbers are in their favor. If they are winning a fight, they will continue fighting and will pursue until the enemy lies in a deceased, bloody heap. Those who surrender may find themselves abducted for further sport.

If outnumbered, or once they are reduced to fewer than half their maximum, they will flee, but will seek to summon other adherents, and regroup as soon as possible.

Modus Operandi

Sagitators of the Dry Cult are murderers and torturers, plain and simple.

They enact horrific, despicable acts on those least able to defend themselves, and worst of all, they perform these deeds for the darkest of all motivations: simply because they want to, ***need*** to; they kill simply because it feels good to them.

Dry Cultists will seek out the weak and vulnerable in society. Most often, this means the homeless, penniless, and destitute—which ironically or not describes half their number.

They are not above widening their gaze, however, and will abduct anyone from any class or background if they feel confident they will get away with it.

Individually or in small packs, Dry Cultists will hunt down and murder victims they find alone. They will cut down victims without compunction.

Better still is to bring a victim back to the group, and to take turns bloodletting. This horrific, grisly act is comparatively rare, but generally increases membership significantly in the weeks to follow, as the rumor spreads.

All Dry Cult activities occur almost exclusively at night. It would be exceedingly rare for any Cultist to recognize another during the daytime, even if the chance for "sport" presents itself: even those insane with bloodlust know the risks of being discovered.

Bloodpriests

Cleric Sagitators are known as Bloodpriests to those in the Cult. They believe they have a special and otherwise unknown ability to tap into what makes blood such a life-giving force, and to pervert that force to their own desires through divine magicks.

In truth, they are simply clerics whose inclinations are macabre, and whose gods either stomach such activities or encourage them toward their own dark purposes.

Bloodpriests will claim all manner of ability, granted them by their power over blood, life, and death.

In addition to decorating their Cult robes with blood of their victims, Sagitator Bloodpriests will decorate their garb, weaponry, and even their own skin with blood and viscera. They will carry vials of blood, and will use blood in their rituals and magical castings.

To be clear: no additional powers, benefits, or effects are afforded Bloodpriests through their grim use of lifeblood. What they claim is simply that: a claim, a boast. Most Bloodpriests truly do believe what they say, and in fairness, their deities have not forsaken them, and they do yet still have divine powers granted them through their devotion.

FlexTable 19: Sagitators of the Dry Cult Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Driven by passion for murder, a cult of bloodletters stalks the innocent to slake their lust.	☑ **Partially True.** "Lust" could easily be misconstrued, here; in fact, rape and even theft are rarer in the Cult than one might expect.
15-29	15-30	15-30	01-30	13	Sagitators are dark cultists who murder for pleasure.	✅ **True.** This is perhaps the most succinct way to summarize the Cult and its adherents.
30-44	31-45	31-45	31-39	14	White is white, But not in night: Walk while sun still shines. Red is red, Keep wits in head: Run to flee their crimes.	✅ **True.** Quite oblique, but accurate to describe a traveler's prescribed reaction to the Dry Cult.
45-59	46-60	46-60	40-49	15	The Dry Cult seeks to shed blood as a means of enhancing their necromantic power.	✅ **True.** This is accurate, though most in the Cult are in it simply for the bloodlust.
60-74	60-69	60-69	50-59	16	"Sagitators" belong to a "Dry Cult" who worship blood and seek to cut apart the innocent to shed it.	✅ **True.** This is unfortunately and grimly the motivation and practice of the Cult's membership.
75-89	70-97	70-94	60-69	11	Bloodpriests are Sagitators of the Dry Cult whose mastery over blood has granted them macabre divine powers.	☑ **Partially True.** Bloodpriests are Sagitators of the Dry Cult, and do wield divine power, but their magicks are granted by their gods, not their blood knowledge.
90-00	98-00	95-00	70-00	13	Bloodpriests are demons in mortal form, brought to this plane to extinguish life and purge the blood from the chosen enemies of dark gods.	❌ **False.** The reality is far more terrible: that Bloodpriests and their comrades rampage through cities in murderous inclination simply because they want to.

In such cases, the line has grown quite thin between worshipping their god, and giving in to their darkest urges. It can be argued that Bloodpriests have not just confused the two, but now consider one inseparable from the other.

Perhaps obviously, Bloodpriests must be Chaotic Evil, and worship a deity of that same alignment.

Notoriety

Sagitators are notorious, though typically not very well-known. The Dry Cult tends to ebb and flow through the Realm, flourishing in a city, but then the membership moves on to another village.

This is partly a product of the Cult's loose organization and informal membership, but more out of a brutal reality: participating in the Cult's deeds and rituals draws attention, and it's not long before law enforcement's eye is called to investigate.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Sagitators target the PCs and pounce. This is most realistically triggered if the PCs are few in number and weak in power; a large group of higher-level, potent PCs is unlikely to be targeted!
- **Plea of the Innocent:** A loved one of someone who they suspect has been abducted by the Cult hires the PCs to investigate and rescue them.
- **Fringe Notice:** The PCs come across a grisly scene in an alley; they inform the authorities, who tell the party of the larger context of these "rituals" in town of late.
- **Appeal from Authority:** The town militia or other authority engages the party to help them hunt down the people responsible for abductions and grisly murders in the city.
- **Collateral Damage:** Sagitators abduct several people

with whom the PCs are passingly familiar. The extant relationship is so slight that it may have to be described to them as "the person who usually hands out pamphlets is now an elderly man". Investigating leads the PCs to suspect these disappearances may be related.

- **Disappearing Regular:** As Collateral Damage, above, except a single well-known NPC is abducted.
- **Dark Rumor:** Rumors and Lore give the PCs the right impression about the Dry Cult and their practices.

Habits and Logistics

Sagitators of the Dry Cult never show their true colors during daylight.

Each night, there is a chance (**20%**) that a gathering will occur; this typically happens around midnight, and often in an alley or in a forest or other isolated setting.

Dry Cult gatherings are most often (**70%**) somewhat boring affairs: discussions in whispers, recollections of former rituals, and boasting of plans to take darker action.

A given gathering may rarely (**30%**) result in one or more members committing a murder afterwards.

Much more rarely (**12%**), a member will bring a subdued, bound and gagged victim to a gathering. The members will then torture and kill the victim over the course of **1d4-1** hours.

Conversation

The folllowing applies to an "average" Cultist. Remember that members may hail from practically any walk of life, so feel free to modify the response accordingly.

"Do you know this person?"
(This can be a general question about any victim, actual or suspected. The response works most powerfully if the question doesn't mention the victim's fate, or even that they were a victim of something.)

"No, not... really. No, I can't say. Maybe I've seen them, but I don't know where s/he was murdered."

Are you a part of any cults or clubs?

"Well, I have been known to tithe to a church or two, if that's your meaning."

Where were you the other night?
(The details referenced would indicate the night of a murder or ritual.)

"Not sure. Might have been drinking, I guess? Is that a good answer?"

Attitude Tracker Triggers

Cultists are different from each other. However, as a whole, track their Attitude toward the PCs based on their interaction with any and all members.

Thus the entire Cult has a single Attitude Tracker value representing the perspective of the membership as a whole.

Value	Action
<7	Sagitators will pursue the PCs en masse. The first evening they have this Attitude Tracker level, **1d3** of each type of Sagitator attacks the PCs.
<13	The Dry Cult considers the PCs an enemy. If any one PC is found after dark on their own, they will be attacked by **1d2** of a random single type of Sagitator. This happens every evening the PCs have this Attitude Tracker value with the Cult, and will occur for each and every PC who ventures out alone. There is no limit for the number of such occurances this might catalyze, so long as the PCs in question remain in the town in which the Cult operates.
>18	Sagitators will view the PCs favorably, and greet them with sly winks in the street. At night, they will not shy away from the PCs if they approach them during a ritual, but will remain wary and cautious.
>24	Sagitators will greet the PCs as old friends. One will suggest that they join the cult, and participate in a ritual tonight. This continues each day, with a different member suggesting, so long as the PCs have this Attitude Tracker value with the Cult.

Organization

The Dry Cult flourishes in various cities. It is comprised of folk from all walks of life, but based on their skill sets and profession, they can be grouped into roughly three categories (see below).

Dry Cultists may only meet and operate at night, but they know each other at all times of day. Attacking any Dry Cultist means that reinforcements are inevitable.

Each round after the first round of any combat that involves one or more Sagitators of the Dry Cult, check to see if reinforcements arrive. For each of the three categories of cultist, there is a **15%** chance that **1d2** of them arrive on the scene.

Remember that all Sagitators, regardless of background, capabilities, or circumstances, will fight gladly until half their hit points have been lost, at which point they will flee.

In any combat in which more than half of the participating Dry Cultists have fled, all remaining Cultists will panic and flee.

While summoning reinforcements in the above manner, keep track of those forces involved: do not summon Cultists in excess of the total membership that has been determined for the city (see "**Henchmen, Retainers, and Followers**" below).

Dry Cult

Icon / Badge: A blood-red water droplet. Can be applied to any background or field.

Type: Necromancy / villainy.

Alignments: Any allowed, though Evil is almost a prerequisite given the habits and necromantic predilictions of membership.

Motivations: Power, gore, and sating bloodlust.

Day-to-Day Goals: Claim victims, stay hidden.

Long-Term Goals: Grow membership, conquer cities, enslave the populace through fear.

Notable Philosophies: Necromancy celebrates the dead; the Dry Cult honors and creates the dying. The Dry Cult feeds necromancy and is required for both to flourish.

Influence: Low.

Reputation: Terrible / unknown. Few stomach the cult's practices willingly. Even necromancers are not big fans.

Age: Very young (~5 years).

Leadership: Autocracy (**High Razor**).

Size: Small (20-50 members).

Stability: Unstable. Membership waxes and wanes with the sanity of its members. Member-on-member violence and murder is not unheard of.

Enemies: None officially.

Allies: None.

Resources: Low. There is no formal structure for the cult itself; it is an informal institution formed and present whenever members gather.

Description: The Dry Cult is devoted to bloodletting, murder, and enabling bloody death.

Membership: Varies greatly. Many (**60%**) are destitute or homeless. Others (**20%**) are lower-class, but employed and survive on their own. A few (**15%**) are middle-class, and take to the habits of the cult through interest or macabre satisfaction. The remaining **5%** are the cult's true leaders: upper-class, a mixture of nobility and merchants, with a horrible combination of bloodlust and a desire for power. Across all of the above classes and backgrounds, there exists a kind of natural insanity to those flocking to the Cult: **20%** of them have some sort of formal medical condition such as borderline, psychopathy, sociopathy, etc.

Members: Typically Neutral Evil or Chaotic Evil, with a taste for bloodshed that has come through prior endeavors: medicene, military service, or prior crimes.

Common Traits: Other than a likely Evil alignment, members are drawn to each other and to the Cult by their love of bloodshed and gore—a passion that far outstrips that which society stomachs, even in certain professions.

Demeanor: Grim and giddy. Even the most insane of their member

Tribute & Dues: Zero. Partly to escape notice, partly due to the fragile psyches and inconsistency of their membership, the Dry Cult does not exist in a formal sense: all "official" acts by the Cult are as a result of its members taking initiative on their own in the Cult's name.

Henchmen, Retainers, and Followers

Sagitators: It's confusing, since Sagitator is also the title bestowed upon all members in the Cult. Sagitators are necromancers whose power is "real" beyond that of the other members. A mere **1d3** of these exist in a city at a time. Once all Sagitators have been killed, the Cult evaporates as though it had never existed; all prior members will vanish into their day-to-day lives, and all Gatherings will stop at once. Sagitators are the elite troops, the true villains, of the Cult's membership.

Bloodletters: **3d8** of these fighters and antipaladins walk the city at a time, looking for victims to bring to the group.

Pugilists: These barbarians are always looking for a fight; at night, when they stalk the lonely, they get one. **4d6** Pugilists populate a city at a time.

High Razor: These necromancer clerics are the actual leaders of the Cult, in that they are typically sane, clear-minded, and power-hungry of the bunch. They, moreso than their bloodlusty brethren, are driven not merely by gore, but by glory. They allow the Sagitators to run the show on a daily basis, but ultimately, it is the High Razors who dictate the group's goals, presented as though it was the Sagitators' will. **2d4** High Razors generally agree on things.

Lair / Residence

The Dry Cult has no lair or other establishment.

They meet in alleys or forests, murder in glades, and draw blood and torture wherever they find the means to do so.

While this makes it extraordinarily difficult for law enforcement to track them down, it also means that their membership is very informal, their rules haggard, and their vaults empty: there is no fund or other means that the Cult can employ to exert its will, other than murder and fear.

Quests & Encounters

Quest: Prevent the Ritual

Summary: The PCs come across a group of Dry Cultists about to torture and murder.

Rewards: 350 gp / 1,750 gp / 4,500 gp / 7,800 gp (per victim); up to **2 Reward Stars** per victim; up to **4 Reward Stars** for stopping the ritual

Locations: Any (urban, forest).

Key NPCs: Sagitators of the Dry Cult, Bloodletters, Pugilists, High Razors.

Kickoff: There are fundamentally two ways the PCs

might happen into this Quest.

First, they might simply stumble upon the ritual. This is the easiest and quickest way to implement this Quest and to integrate the Sagitators into your campaign.

Second, they may come here as a result of investigating the murders and disappearances.

Description:

If the PCs have been tracking the Cultists, they should approach the scene using **Survival** checks or **Tracking** abilities. The DC for such checks should be 14 / 17 / 20 / 22.

As the PCs approach the scene, make a **Stealth** check, opposed by the Cultists' **Perception**. If the PCs are coming into the area intentionally—e.g., as a result of their investigation into the cult and/or its behavior—then the party enjoys a **+4** circumstance bonus on the check. Success means the party surprises the Cultists whenever they choose to attack.

Round by round, make additional checks in this manner to see if the Cultists notice the PCs. The Cultists have a -6 circumstance penalty to these subsequent rolls, given that they are engrossed in their deeds. Make only a single check for the Cultists to notice each PC; that is, roll once for each PC, not for each Cultist!

Half of the total Cult membership of the city are present. Recall that even if this scene plays out in the woods, the cultists may summon reinforcements, as described earlier.

The gathering includes **2d4-1** victims: men and women clothed only in battered, grimy garb, gagged and clearly wounded and bruised already.

Any situation which results in saving one or more victims grants the party **2 Reward Stars** per surviving abductee.

If the PCs kill all the cultists, or cause all remaining cultists to flee at any point, they will receive an additional **4 Reward Stars.**

Combat under any circumstances here becomes a bloodbath. The rules governing Cultist behavior apply: any one Cultist will flee if their HP dips below half-max. The group as a whole will panic and flee together if more than half their present number are slain and/or fleeing already.

Finally, the cultists will attack any non-cultist at convenience: any cultist who is not engaged in combat with one or more PCs will attack the nearest target, be that victim or PC.

- If the PCs attack, the cultists will fight back, and will summon reinforcements.
- If the PCs skulk about long enough, the cultists may notice them: two cultists stay with each victim while the remaining force attacks the PCs.

Sagitator of the Dry Cult

CR 6; XP 2,300

CE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 6 XP 2,300	CR 10 XP 5,90	CR 14 XP 11,500	CR 18 XP 20,000
Class / HD	Wizard 6	Wizard 10	Wizard 14	Wizard 18
Size / Aln	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)
HP	25	32	45	61
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 8 (-1)** **DEX 15 (+2)** **CON 10 (+0)** **INT 20 (+8)** **WIS 9 (+2)** **CHA 13 (+1)**	**STR 8 (-1)** **DEX 17 (+3)** **CON 10 (+0)** **INT 20 (+9)** **WIS 9 (+3)** **CHA 13 (+1)**	**STR 8 (-1)** **DEX 19 (+4)** **CON 10 (+0)** **INT 20 (+10)** **WIS 9 (+4)** **CHA 13 (+1)**	**STR 8 (-1)** **DEX 20 (+5)** **CON 11 (+0)** **INT 20 (+11)** **WIS 9 (+5)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
Languages	Common, Deep Speech, Elvish			
Attacks	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Shortbow) --> 30 ft.': -1 (1d6+2); 120 ft.': -1 (1d6+2)	**Melee** *Dagger (Weapon +1)* +8 (1d4+4) **Ranged** *Dagger (Weapon +1/ Thrown)* 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +1 (1d6+3); 120 ft.': +1 (1d6+3)	**Melee** *Dagger (Weapon +2)* +11 (1d4+6) **Ranged** *Dagger (Weapon +2/Thrown)* 20 ft.': +11 (1d4+6); 60 ft.': +11 (1d4+6) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+4); 120 ft.': +3 (1d6+4)	**Melee** *Dagger (Weapon +3)* +14 (1d4+8) **Ranged** *Dagger (Weapon +3/Thrown)* 20 ft.': +14 (1d4+8); 60 ft.': +14 (1d4+8) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+5); 120 ft.': +5 (1d6+5)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting, Spell Mastery
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *animate dead; fly; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *burning hands; charm person; expeditious retreat; magic missile*	**Save DC 17; Spell Atk +9** **5th:** *cloudkill; creation* **4th:** *black tentacles; greater invisibility; polymorph* **3rd:** *animate dead; fly; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *burning hands; charm person; expeditious retreat; magic missile*	**Save DC 18; Spell Atk +10** **7th:** *finger of death* **6th:** *circle of death* **5th:** *cloudkill; creation; wall of force* **4th:** *black tentacles; greater invisibility; polymorph* **3rd:** *animate dead; fly; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *burning hands; charm person; expeditious retreat; magic missile*	**Save DC 19; Spell Atk +11** **9th:** *power word kill* **8th:** *sunburst* **7th:** *finger of death* **6th:** *circle of death* **5th:** *cloudkill; creation; wall of force* **4th:** *black tentacles; greater invisibility; polymorph* **3rd:** *animate dead; fly; major image* **2nd:** *alter self; darkness; invisibility* **1st:** *burning hands; charm person; expeditious retreat; magic missile*
Equipment	Dagger; shortbow arrows (20x)	*+1 Dagger;* shortbow arrows (20x)	*+2 Dagger;* shortbow arrows (20x)	*+3 Dagger;* shortbow arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the

ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 22: Attitude Modifiers for Sagitators of the Dry Cult

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Dry Cult Bloodletter

CR 2; XP 450

CE; SmallHumanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)
HP	22	60	9	128
Armor Class	15	16	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 13 (+3)** **DEX 13 (+1)** **CON 16 (+5)** **INT 8 (-1)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 15 (+5)** **DEX 13 (+1)** **CON 18 (+7)** **INT 8 (-1)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 17 (+7)** **DEX 13 (+1)** **CON 18 (+8)** **INT 8 (-1)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 20 (+10)** **DEX 14 (+2)** **CON 18 (+9)** **INT 8 (-1)** **WIS 7 (-2)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Halfling			
Attacks	Melee Greatsword +3 (2d6+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** *+1 Greatsword* +6/+6 (2d6+3) **Melee** Dagger (Small) +5/+5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** *+2 Greatsword* +9/+9 (2d6+5) **Melee** Dagger (Small) +7/+7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +5/+5 (1d10+1); 400 ft.': +5/+5 (1d10+1)	**Melee** *+3 Greatsword* +13/+13/+13 (2d6+8) **Melee** Dagger (Small) +10/+10/+10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy (Small)) --> 100 ft.': +7/+7/+7 (1d10+2); 400 ft.': +7/+7/+7 (1d10+2)
Special	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greatsword (small); scale mail; heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+1 Greatsword (small);* *+1 scale mail;* heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+2 Greatsword (small);* *+2 scale mail;* heavy crossbow (small); crossbow bolts (10x); dagger (small)	*+3 Greatsword (small);* *+3 scale mail;* heavy crossbow (small); crossbow bolts (10x); dagger (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Dry Cult Pugilist

CR 2; XP 450

CE; Medim Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)
HP	22	53	77	135
Armor Class	12	13	14	15
Speed	Walk 25'	Walk 35'	Walk 35'	Walk 35'
Ability Scores / Saves	**STR 15 (+4)** **DEX 13 (+1)** **CON 13 (+3)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 11 (+0)**	**STR 17 (+6)** **DEX 13 (+1)** **CON 13 (+4)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 11 (+0)**	**STR 19 (+8)** **DEX 13 (+1)** **CON 13 (+5)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 11 (+0)**	**STR 20 (+10)** **DEX 13 (+1)** **CON 14 (+7)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Handaxe +4 (1d6+2) **Ranged** Handaxe (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** Handaxe +6/+6 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +6/+6 (1d6+3); 60 ft.': +6/+6 (1d6+3) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** Handaxe +8/+8 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8 (1d6+4); 60 ft.': +8/+8 (1d6+4) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** Handaxe +10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Dagger; handaxe; leather armor	Dagger; handaxe; *+1 leather armor*	Dagger; handaxe; *+2 leather armor*	Dagger; handaxe; *+3 leather armor*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Dry Cult High Razor

CR 5; XP 1,800

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Cleric 5	Cleric 9	Cleric 13	Cleric 17
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	28	44	68	87
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 18 (+7) CHA 13 (+4)	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 20 (+9) CHA 13 (+5)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 20 (+10) CHA 13 (+6)	STR 19 (+4) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 20 (+11) CHA 13 (+7)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Mace +5 (1d6+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *Mace (Weapon +1)* +7 (1d6+3) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** *Mace (Weapon +2)* +10 (1d6+5) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)	**Melee** *Mace (Weapon +3)* +13 (1d6+7) **Melee** Dagger +10 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+4); 60 ft.': +10 (1d4+4) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+1); 320 ft.': +7 (1d8+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; revivify* **2nd:** *hold person; silence; spiritual weapon* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 17; Spell Atk +9** **5th:** *contagion* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *dispel magic; revivify; water walk* **2nd:** *hold person; silence; spiritual weapon* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 18; Spell Atk +10** **7th:** *fire storm* **6th:** *true seeing* **5th:** *contagion; scrying* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *dispel magic; revivify; water walk* **2nd:** *hold person; silence; spiritual weapon* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 19; Spell Atk +11** **9th:** *gate* **8th:** *holy aura* **7th:** *fire storm* **6th:** *true seeing* **5th:** *contagion; scrying* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *dispel magic; revivify; water walk* **2nd:** *hold person; silence; spiritual weapon* **1st:** *bane; bless; inflict wounds; shield of faith*
Equipment	Mace; scale mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 scale mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

Languages You can speak, read, and write Common and Infernal.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 85. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 17, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Gottrack the Vibrant

Gottrack the Vibrant

Overview

Lithe and burly, charismatic half-orc who has made a career out of personal training.

However, in addition to being a Fighter, he's an Illusionist who hypnotises his clients, either to take physical advantage of them, for social favors or influence, for monetary gain, or to acquire secrets and information.

He's involved in a black market for such services as well.

Appearance

Gottrack wears leather armor, and wields a warhammer and buckler shield. He's nimble on his feet, and spends part of each day training himself.

He takes pride in his appearance, knowing it to be a part of his sales efforts and eventual success.

Background

Gottrack was once an aspiring fighter, a squire of the highest order to a well-known and much-beloved knight in his home city.

One day, however, that knight to whom he had grown quite devoted took advantage of him, over his protests, beating him both during and after the horrific act.

Despite his obvious pain and suffering, Gottrack was not believed, and as a result of his "baseless" claim, lost his position and his reputation. Within the span of a week, he went from starry-eyed optimist to penniless and homeless deadbeat.

Gottrack vowed vengeance, but it would be long in the coming. Destitute and on the streets with no employment, he turned to all manner of nefarious act to keep his belly full and to gather funds to escape from his new life in the gutter.

Over the course of eight years, he grew in capability and wealth, until he could finally afford to move to a new city and start a new life, leaving his old one and all of its shame behind.

He moved a few hundred miles away from his home town, and set up shop as a fighting instructor and tutor. It was, after all, not too far removed from his profession as it had been, and he was a burly and quite skilled half-orc when it came down to it. He discovered that he had a knack, not only for helping people... but also for capitalizing on the trust that such a relationship inherently placed in someone in his position.

In the course of his growth, and in large part as a result of his newfound ability to victimize his clients, he has long forgotten his original vow of vengeance. This is less a "living well is the best revenge" sort of effect, and more an honest forgetfulness: though the event still drives his deeds, it is in an abstract manner, for Gottrack has repressed the particulars as a coping mechanism.

Demeanor

Gottrack is affable, companionable, and cheerful. Though his skills are well-regarded, and his talents considerable, he seems at first blush much more a tavern buddy than a formidable fighter and trainer.

He jokes, he kids, and he treats his clients much like friends. A few of his clientele have described him as being like "a drinking buddy with a warhammer".

Gottrack himself would be thrilled to hear himself described as such... even as he blackmails those same clients.

Combat Tactics

Gottrack is a skilled combatant, but knows his skills and the odds; he will withdraw if necessary.

He can be ruthless in combat, but if he has learned anything in the last eight years, it is that information and influence are far more powerful weapons than his warhammer. Whether he is winning the fight or not, if one side has a fighter who is reduced to less than 1/3 their maximum hit point value, he will try to call a truce to understand what is going on, and to see if there is a way out of the situation to mutual advantage.

If attacked after making this offer, he will fight to the death.

Modus Operandi

Gottrack's approach is somewhat straightforward: learn secrets about your his clients, and then blackmail or sell those secrets.

No matter what his attitude or demeanor toward them might seem, Gottrack views all his customers as means to an end, and that end is getting richer or more powerful, or having favors performed for him. Having the rich and powerful subjected to his will delights the half-orc to no end.

Selling or blackmailing matters not to him, so long as one is more profitable than the other.

He will try to get most secrets from simple companionship and conversation; this works in most cases. If it does not, he will employ magic, charm, and as a last resort, threats, to get information.

Notoriety

Gottrack has a reputation both as a competent instructor, and as a gossip. Despite this rumor, however, people still continue to tell him secrets in casual conversation.

FlexTable 20: Gottrack the Vibrant Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A half-orc trainer has a wink in his eye, and a bulge in his shorts.	☑ **Partially True.** Gottrack is hardly above flirting with his female clientele, or the wives or mothers of his younger students. But this is not his typical way of operating.
15-29	15-30	15-30	01-30	13	Though his skills are excellent, there is a half-orc trainer who has been known to blackmail anyone who he gathers enough information on.	✅ **True.** This is a common approach for Gottrack.
30-44	31-45	31-45	31-39	14	Gottrack the Vibrant? He's a combat trainer. None better. Though careful what you say around him, if you don't want it repeated.	✅ **True.** Gottrack is skilled, and he will share secrets or solicit hush money to prevent it.
45-59	46-60	46-60	40-49	15	If you're looking for juicy, incriminating gossip, look no further than the city's half-orc combat trainer.	✅ **True.** Gottrack prefers to profit by sharing or withholding of such information.
60-74	60-69	60-69	50-59	16	Beware the half-orc fighter who trains for coin: his lips are more a weapon than his hammer.	✅ **True.** This speaks to a growing awareness of Gottrack's business policies.
75-89	70-97	70-94	60-69	11	A half-orc combat trainer can ensorcell his clients into telling them their secrets.	☑ **Partially True.** While Gottrack does employ this approach, he's found it's usually not necessary: camraderie and working out are typically enough to get most folk to tell some secrets.
90-00	98-00	95-00	70-00	13	Beware the gaze of the half-orc fighting instructor; he will hypnotize you into divulging your secrets.	☑ **Partially True.** Gottrack does use magic when necessary, but not simple hypnosis.

Hooks, Integration, & Adventure Seeds

- **Plea of the Innocent:** Someone who themselves has been blackmailed, or loves someone who is being blackmailed by Gottrack, asks the PCs' help in solving the matter.
- **Faction Quest:** A faction member admits to the party that faction secrets are now in the hands of a military trainer. He asks the PCs for their help removing the influence.
- **Faction Impact**: A previously well-off faction is impoverished, or a faction cancels a benefit event or planned construction. The PCs inquire, and learn that they can no longer afford such luxuries, because they are being blackmailed.

Habits and Logistics

During the daytime, Gottrack is in his training ring, either performing as a combination of advertising and practice, or actively training one or more customers.

At night, there is a 20% chance he is at a local tavern or inn. The remainder of the nighttime, he is asleep, or abed with a customer or other romantic liaison.

Conversation

Gottrack will generally be affable and jovial. Part of this is a sales tactic, but ultimately, it's his personality: he genuinely wants everyone to be his friend.

Difficult to convey completely in conversation is the underlying motivation for this: he wants to befriend everyone, so he can blackmail or bed them.

Do you have any connection to this person?
(This can be a general question about any victim, actual or suspected.)

"Trained 'em. Or, at least, tried to. Sometimes training just don't take, you understand?"

Did you blackmail this person?

"Blackmail? I think you have me confused with someone else. I'm in the weapons profession. Training, using... I don't deal in information unless you consider knowledge information, which, come to think of it, I suppose it is, isn't it? Speaking of which... you interested in coming by some information, along those lines?"

Attitude Tracker Triggers

Value	Action
<7	Gottrack considers the party a volatile threat to his success, and will try to attack the party at his earliest convenience. If in a training session, the fight will turn lethal.
<13	Gottrack refuses to speak with the party unless it's absolutely necessary. He will avoid them altogether unless they accost him at his place of business.
>18	Gottack will give free lessons to any party member.
>24	Gottrack will offer to share secrets for coin.

Organization

Gottrack has no accomplices, henchmen, or followers.

Lair / Residence

Gottrack keeps a modest apartment, and owns a training square in a good location in town.

Quests & Encounters

Quest: Confront the Blackmailer

Summary: The son of a wealthy merchant has recently confronted his mother, who has admitted to an affair with the trainer in town. He beseeches the party to help him stop Gottrack from blackmailing his mother out of the family fortune.

Rewards: 1,000 gp / 3,200 gp / 7,000 gp / 13,000 gp; up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Gottrack the Vibrant.

Kickoff: The PCs can come by this request virtually anywhere; someone can come up to them at a tavern, on the street, etc.

Description:

It's not difficult to locate Gottrack, so the real challenge here is in convincing the half-orc to stop his blackmailing.

Mechanically, this can be resolved one of two ways: talking or fighting.

Fighting Gottrack will seem illegal in broad daylight without real cause—or at least cause that can be shared. Nevertheless, the PCs will find the half-orc a formidable opponent. During the fight, Gottrack will solicit the crowd's favor, and ask for the town militia to be summoned to his defense.

If they win, the party still comes by the monetary reward promised, but they will have the law to contend with, and earn no **Reward Stars**.

Talking it over is a bit more beneficial. This takes the form of the following **Skill Challenge**:

Confronting the Blackmailer

First Check: Intimidate or **Diplomacy**, opposed by Gottrack's **Bluff** or **Diplomacy**. Failure causes Gottrack to cease conversation. After the first such failure, the PCs may restart the challenge, but all their checks will suffer a -2 circumstance penalty; failure this second time causes Gottrack to attack the PCs. Success either time advances to the Second Check.

Second Check: Sense Motive, opposed by Gottrack's Intimidate. Failure reverts to the First Check above; success advances.

Third Check: Diplomacy or **Bluff**, opposed by Gottrack's **Bluff**. Success convinces Gottrack to stop blackmailing the boy's mother; failure reverts all the way back to the First Check.

Fourth Check: If the PCs push their luck, they can try and convince Gottrack not to blackmail or trade in secrets any more. This requires two successive **Diplomacy** or **Intimidate** checks, opposed by Gottrack's **Bluff**, **Diplomacy**, or **Intimidate**. Success means Gottrack gives up his secret-stealing ways. Failure reverts all the way back to First Check above.

Getting Gottrack to stop blackmailing the child's mother is worth **1 Reward Star**; convincing him to stop his miscreant ways altogether is worth an additional **2 Reward Stars**.

Gottrack the Vibrant

CR 4; XP 1,100

NE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,00
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	24	50	79	120
Armor Class	14	16	19	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 19 (+6)** **DEX 13 (+1)** **CON 10 (+2)** **INT 16 (+3)** **WIS 7 (-2)** **CHA 15 (+2)**	**STR 20 (+8)** **DEX 13 (+1)** **CON 13 (+4)** **INT 16 (+3)** **WIS 7 (-2)** **CHA 15 (+2)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 13 (+5)** **INT 16 (+3)** **WIS 7 (-2)** **CHA 15 (+2)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 13 (+5)** **INT 16 (+3)** **WIS 7 (-2)** **CHA 15 (+2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Orc			
Attacks	**Melee** Warhammer +6 (1d8+6) **Melee** Dagger +6 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** *Warhammer (Weapon +1)* +9/+9 (1d8+8) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** *Warhammer (Weapon +2)* +11/+11/+11 (1d8+9) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6/+6 (1d10+2); 400 ft.': +6/+6/+6 (1d10+2)	**Melee** *Warhammer (Weapon +3)* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Warhammer; leather armor; shield; heavy crossbow; crossbow bolts (10x); dagger	*+1 Warhammer;* *+1 leather armor;* *+1 shield;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Warhammer;* *+2 leather armor;* *+2 shield;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Warhammer;* *+3 leather armor;* *+3 shield;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 23: Attitude Modifiers for Gottrack the Vibrant

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Vollem the Inscriber

Vollem the Inscriber

Overview

Vollem operates a shop that custom-engraves gifts.

On the surface, it's for keepsakes, or to mark a personal item with your name to prevent or deter theft. Deeper and darker is the cadre of more nefarious services offered: magic runes and inscriptions that cast spells on the unwitting victims or users.

Love potion kinds of effects are particularly popular, as are compulsion and command types of effect.

Appearance

Vollem is a pensive, focused gnome, stately and severe, but with a warm undercurrent. He wears a well-manicured beard heavily tinged with grey.

He wears well-appointed garb, simple yet very tasteful and high-end. A cravat is not unheard of, but typically he will wear loose and flowing tunics or smocks against the fashion hazards of his work.

Background

Vollem grew up in a well-to-do household, the youngest of six children. All his siblings were smart, beautiful or handsome, and found success quite rapidly as they grew up.

Vollem was always the runt of the bunch, even by gnome standards. While smart, his intelligence always seemed to falter behind that of his siblings; while not unattractive, he always felt ignored and homely comparatively.

It was in this crucible of dissatisfaction that this aspiring wizard started to warp his trade to his own advantage. First came charms, little influences here and there to the demeanor of others. Just a bit of an edge, he would reason; after all, he needed something to grant him an advantage over others if he were not quite as smart or handsome.

It wasn't long before Vollem advanced his application of magic to outright illusion and falsehood, seducing women and faking out merchants on a regular basis with the aid of his talents.

His siblings, who had always teased their younger brother in their childhood, got wind of these transgressions, and confronted Vollem about them. There followed a horrible fight: all dark family secrets spilled out, and all six siblings left the encounter disillusioned and with their friendships damaged, possibly beyond repair.

Though he had always had strife and competition with his siblings, Vollem simply could not bear the dissolution of their relationships. So he crafted a special gift, customized to each sibling's greatest desires. For some, it was jewelry; others received a bauble; the eldest brother received a dagger with gemstones in the hilt. Forging these niceties cost Vollem nearly everything he had.

These reconciliatory gifts were thoughtfully delivered to each sibling at a party Vollem threw for the occasion.

Little did his siblings know that Vollem had enchanted each item with magic that made each sibling love him again.

One of them, the eldest brother, resisted the charm, and saw immediately what Vollem had done. Drawing the very sword he had just been gifted, he threatened his younger brother to undo the magic.

Vollem, heartbroken but resolute, triggered a latent killing magic in the sword, and slew his brother, lest his secret be discovered.

In the aftermath, he worked illusions to convince his remaining siblings that the oldest brother had died following a random burglary, which coincidentally removed all of the gifts that had charmed them.

Although his ploy had been in desperation, Vollem recognized the value in his work, and soon expanded to offer these services intentionally to clients.

It wasn't long before his shop was quite successful.

Demeanor

Vollem is personable, but only to the extent to which his profession requires it.

He wants desperately to be loved, and complimented, but has a severe lack of confidence, stemming from his childhood with many more successful siblings.

Eager to please, he will offer discounts on mundane services, knowing that his less legal offerings will garner a heavy price that people will pay regardless.

Combat Tactics

Vollem is an inscriber, a worker, a craftsman; he is no combatant, and knows this.

He will seek to flee at every opportunity. Though lacking in charisma compared to his siblings, he will nevertheless attempt to talk his way out of most situations if possible.

Modus Operandi

Most of Vollem's clients are "legitimate"; that is, they simply want a keepsake inscribed with a loved one's name, a date, and/or a personal message.

A few, however, know of his darker product offerings. Many want to influence the romantic inclinations of the target of their gift. Others wish to subdue action, for example, to convince someone to avoid voting a certain way.

The most altruistic wish to grant peace to loved ones who are suffering: bereaved, conflicted, diseased, terminally ill, or otherwise malcontent.

A very, very few seek to outright murder their target with a

FlexTable 21: Vollem the Inscriber Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Certain gifts have been known to carry magicks that affect the recipient.	✅ **True.** This is generally true, but the more so of items from Vollem's shop.
15-29	15-30	15-30	01-30	13	The right amount of coin can buy an ensorcelled keepsake... and the inscriber's silence.	✅ **True.** This is precisely what Vollem's more nefarious services offer.
30-44	31-45	31-45	31-39	14	Is that a cup? Take care your sip Or else you'll get your hopes too up. A candlestick? Best tamp the wick Lest he who gave it gets his wish	✅ **True.** An oddly-worded rhyme suggesting that gifts may trigger spell effects, it's accurate inasmuch as it amounts to a warning.
45-59	46-60	46-60	40-49	15	Cursed items of high quality can enslave the recipient of a gift, make them fall in love, or even worse.	✅ **True.** Vollem offers services resulting in a variety of fates.
60-74	60-69	60-69	50-59	16	A magicked keepsake can steal your soul, or even worse, kill you!	☑ **Partially True.** Soul-stealing is not part of the services Vollem offers, but death is... for a hefty price, of course.
75-89	70-97	70-94	60-69	11	Runes inscribed on otherwise mundane items may be curses, placed there by demons to enslave your soul.	❌ **False.** While on rare occasion this may be true in a general sense, it has nothing to do with Vollem.
90-00	98-00	95-00	70-00	13	An inscriber craftsman in town has a penchant for transforming himself into the very items he sells, that he might spy on the unsuspecting.	❌ **False.** While this sounds interesting, it is not the villany that Vollem practices.

gift, for a variety of reasons.

Vollem caters to all via his work.

As he tells inquisitive clients, anything that can bear a mark can be imbued with curses, boons, or ill fate.

Notoriety

Vollem is well-known and well-regarded for his mundane pursuits. Those in the seedy underbelly of the law know a bit of his other practices, but have difficulty sorting rumor from fact.

Although he has shockingly many customers who pay extra for magicked keepsakes, each individual client is under strong personal motivation to keep secret the nature of Vollem's work.

So as a result, though he has catered to dozens, very few have spoken a word of it to others.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs receive a gift, either from Vollem directly or through a third party, which casts a spell on the party.
- **Plea of the Innocent:** Someone asks the party's help in determining what happened to their beloved, who had just received a keepsake gift.
- **Appeal from Authority:** At a loss as to any pattern, local law enforcement asks the party's help in figuring out what fate is befalling a number of suspicious curses in town.
- **Disappearing Regular:** A well-known NPC falls in love suddenly with someone to whom they had previously shown abhorrence.

Habits and Logistics

Vollem is typically (65% chance) in his shop. The remainder of the time, he is out and about, procuring ingredients, shopping, dining, or otherwise unavailable.

Conversation

Vollem is a craftsman first, and a vendor second; his conversation should reflect those relative competencies.

Did you make a keepsake for this person?
(This can be a general question about any victim, actual or suspected.)

"My customers are private, good sirs. I cannot divulge that information."

Do you offer keepsakes with any additional capabilities?

"Such as what? A silver candlestick that polishes itself, perhaps? No, I'm afraid my talents lie in inscribing, not in that sort of magicks."

Attitude Tracker Triggers

Value	Action
<7	Vollem creates a death-cursed keepsake for the party, and sends a courier to deliver it to them.
<13	Vollem refuses to speak with the party, and considers sending them a cursed item to dissuade them from investigating.
>18	The inscriber offers keepsakes at a discount... and volunteers the nature of his nefarious services.
>24	Vollem describes some of his recent achievements in the vein of his villainy.

Organization

Vollem runs his shop, and executes his villany, alone.

Henchmen, Retainers, and Followers

None.

Lair / Residence

Vollem lives upstairs from his shop in a single building.

Quests & Encounters

Quest: Wherever Did You Get This?

Summary: The PCs are victimized by one of Vollem's enchanted keepsakes.

Rewards: Up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Vollem the Inscriber.

Kickoff: The PCs receive a package. This can be via courier, delivered to their doorstep or inn, or perhaps waiting for them in their room.

Description:

This Quest works best if there is some reason for Vollem to have achieved an interest in the party. If they had already been investigating him for some reason, or interacted with him curiously before, then it might make sense on its own; short of that, Vollem likely has caught wind of the noble deeds (or at least of the successful investigations) the PCs have performed, and might wish to pre-emptively end the possibility of their discovering his secrets.

Alternately, Vollem may be hired by a third party, someone with more of a direct reason to assassinate the party or a PC within it.

Receiving the package, the PCs have a number of options.

Any situation in which the PCs determine the nature of the cursed item and avoid it merits **1 Reward Star**.

Any situation in which Vollem is prevented from acts of further villainy—due to incarceration, exile, or death—is worth an additional **2 Reward Stars**.

The PCs can analyze the package before opening it. This requires a successful **Perception** check, with DC 14 / 18 / 23 / 25. Success means the PCs know the item is cursed.

Next, the PCs can try to disable the curse. This requires either a *dispel magic* sort of effect (true nature, checks, and mechanics dependent upon what exactly the curse is; see below), or a **Perception** check, with DC 18 / 20 / 24 / 28. Failure triggers the curse immediately; success removes it.

If the PCs simply open the package, or if they are unable to determine the nature of the item or disable the curse, they suffer the consequences. The nature depends on the setup: if someone has hired Vollem to kill the PCs, it will be a different result than if someone hired the inscriber to dissuade them.

Confronting Vollem about the cursed item results in a Skill Challenge:

Circumspect Inscriber

First Check: Diplomacy or **Intimidate**, opposed by Vollem's **Bluff**. Failure means Vollem tries to run away; success advances. Success by more than 5 points advances directly to Third Check below.

Second Check: Diplomacy or **Sense Motive**, opposed by Vollem's **Diplomacy**. Failure reverts to First Check; failure by more than 5 points means Vollem tries to run away. Success advances to the Third Check.

Third Check: Diplomacy, **Intimidate**, or **Sense Motive**, opposed by Vollem's **Intimidate**. Failure reverts all the way back to First Check; success means Vollem admits his crimes and alllows himself to be taken into custody rather than fight the PCs or the law.

Alternately, or as a component of failing the Skill Challenge above, the party can simply attack Vollem. He will attempt to flee. Slaying him or apprehending him results in the rewards listed above.

Vollem the Inscriber

CR 3; XP 700

CE; Small Humanoid (Gnome)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Wizard 3	Wizard 7	Wizard 11	Wizard 15
Size / Aln	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)
HP	22	48	77	104
Armor Class	14	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 4 (-3)** **DEX 13 (+1)** **CON 16 (+3)** **INT 18 (+6)** **WIS 9 (+1)** **CHA 12 (+1)**	**STR 4 (-3)** **DEX 15 (+2)** **CON 16 (+3)** **INT 18 (+7)** **WIS 9 (+2)** **CHA 12 (+1)**	**STR 4 (-3)** **DEX 17 (+3)** **CON 16 (+3)** **INT 18 (+8)** **WIS 9 (+3)** **CHA 12 (+1)**	**STR 4 (-3)** **DEX 19 (+4)** **CON 16 (+3)** **INT 18 (+9)** **WIS 9 (+4)** **CHA 12 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Crossbow, Light (Small)) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1)	**Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** *Crossbow, Light (Weapon +1)* (Small)) --> 80 ft.': -4 (1d8+3); 320 ft.': -4 (1d8+3)	**Melee** Dagger (Small) +7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *Crossbow, Light (Weapon +2)* (Small)) --> 80 ft.': -1 (1d8+5); 320 ft.': -1 (1d8+5)	**Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) Ranged *Crossbow, Light (Weapon +3)* (Small)) --> 80 ft.': +2 (1d8+7); 320 ft.': +2 (1d8+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *arcane lock; enlarge/ reduce* **1st:** *alarm; charm person; disguise self; grease*	**Save DC 15; Spell Atk +7** **4th:** *fabricate* **3rd:** *clairvoyance; gaseous form; magic circle* **2nd:** *arcane lock; enlarge/ reduce; levitate* **1st:** *alarm; charm person; disguise self; grease*	**Save DC 16; Spell Atk +8** **6th:** *magic jar* **5th:** *creation; telekinesis* **4th:** *arcane eye; fabricate; locate creature* **3rd:** *clairvoyance; gaseous form; magic circle* **2nd:** *arcane lock; enlarge/ reduce; levitate* **1st:** *alarm; charm person; disguise self; grease*	**Save DC 17; Spell Atk +9** **9th:** *shapechange* **8th:** *power word stun* **7th:** *symbol* **6th:** *magic jar* **5th:** *creation; telekinesis* **4th:** *arcane eye; fabricate; locate creature* **3rd:** *clairvoyance; gaseous form; magic circle* **2nd:** *arcane lock; enlarge/ reduce; levitate* **1st:** *alarm; charm person; disguise self; grease*
Equipment	Dagger (small); light crossbow (small); crossbow bolts (10x)	Dagger (small); *+1 light crossbow (small);* crossbow bolts (10x)	Dagger (small); *+2 light crossbow (small);* crossbow bolts (10x)	Dagger (small); *+3 light crossbow (small);* crossbow bolts (10x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the

ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 24: Attitude Modifiers for Vollem the Inscriber

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Druthall the Evoker

Druthall the Evoker

Overview

An evoker specializing in demolition sorts of spells and effects, his services are in demand from the mining and construction industries.

Clear this space, defoliate this land, destroy this rock, tunnel through this mine area: but also slightly more mundane services like create a wall of stone here, temporary defenses here, etc. Siegeworks and demolitions are much in demand whether there's war or not.

His sinister nature is that he's also something of a union assassin: management hires him to produce worksite accidents that inadvertently slay key leaders of resistance and union kingpins.

Caught in the splash damage in such contracts are handfuls or dozens of relative innocents, but Druthall feels no blood on his hands: he's a mage for hire, and the client is responsible for his work.

Appearance

Druthall wears a heavy cloak turn by battle. Though certainly wealthy enough to repair or replace it, he keeps it tattered as a brazen token of his battle qualifications. The wizard keeps the tail end of his cloak, and his boots, dirty, the literal grime lending credence to his claim of keeping his hands dirty metaphorically.

Background

Druthall grew up the son of a siegeworker, and from adolescence, helped his father in the trade. He knew well the hard work such endeavors required, and heard stories aplenty of how leadership ill rewarded such toil.

One day, the battle came to them as they were repairing trenches along what was supposed to have been a second front. Somehow, a legion of the enemy had slipped inside the front lines. The trenches were overrun, and the soldiers who were in part sworn to protect Druthall, his father, and their comrades, abandoned them to die.

Druthall saw his father cut down in front of him. Druthall himself was spared: a soldier was just about to skewer him on a pike when the man's commander barked an order, and the enemy surged forward, pursuing the fleeing comrades of Druthall's.

For Druthall, it was a rude awakening to the stark realities of war. They who had shared ale with his father, who had joked with him and held him on their shoulders—men who Druthall saw as uncles and family—these men had turned tail and ran when battle was joined, leaving those ill-equipped to do battle for almost certain death.

Druthall was now fatherless, penniless, and if this encounter was representative of the larger battle, his home would soon be overrun and sacked.

He pledged loyalty to these enemy soldiers without a second thought, and learned a second hard and valuable lesson about war: that allegiances can change easily when death was the only alternative.

It was a lesson that he would carry with him throughout his profession.

Soon after returning to camp with the enemy soldiers who were now his comrades, he was assigned as an aide to a wizard. The man was elderly, near death in truth, and took kindly to young Druthall, for the man had no children himself.

Over the last few years of the wizard's life, he trained Druthall in spare moments, of which there were many on the battlefield in the long, plodding conflict.

Demeanor

Druthall is all business, and barks orders as though a senior military officer, which in fact he considers himself to be given his expertise.

Though he holds no actual military rank, even lieutenants and captains are beholden to his powers, and so he assumes airs of authority wherever he trods. He is quite used to enlisted troops responding to his orders with even greater alacrity than to their own commanders.

Combat Tactics

Though a seasoned and powerful evoker, Druthall does not seek combat, and will withdraw unless absolutely necessary. He knows his place on the battlefield, and serves it well; it is to the armies themselves to actually fight.

Modus Operandi

Druthall ultimately serves the interests of the lowly and workaday. He keeps his ear to the ground, eats his food with the grunts, and understands well their plight.

For coin, or sometimes simply for recognition, he will do all manner of dastardly deed. Soldiers complaining of a brutal or incompetent commander will soon discover a tragic accident befalls their leader. An aspiring sergeant with no birthright, consistently denied a promotion because of his family status, will find a new opportunity when his captain recommends him suddenly for a battlefield medal.

Druthall does as much as he can, knowing full well that ultimately, his efforts will be but drops in the proverbial bucket of what is necessary.

Notoriety

Druthall is well known and beloved for his abilities, though certainly not for his demeanor. Leadership appreciates his talents as a tool; the rank-and-file have heard rumors of

FlexTable 22: Druthall the Evoker Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A battlefield mage props up siegeworks and the common man as best he's able.	✅ **True.** What a lovely way to put Druthall's profession... and hobby.
15-29	15-30	15-30	01-30	13	Druthall the Evoker tours battlefields, lending his magicks to enhance armies' tactics.	✅ **True.** This is Druthall's mundane job.
30-44	31-45	31-45	31-39	14	Sword and blood go hand in hand Druthall's might raises o'er the land Trudge through mud And high aspire Freakish flood Grants troops' desire	☑ **Partially True.** A bit convoluted, this tale nevertheless recalls times when Druthall's abilities granted troops the repreieve and opportunity they lacked.
45-59	46-60	46-60	40-49	15	Whisper a word of a sadistic lieutenant, and Druthall can ensure things change.	✅ **True.** This is Druthall's secret, and promise.
60-74	60-69	60-69	50-59	16	Those humble-born who wish for greater opportunity need only bribe the battlefield mage for an advancement.	✅ **True.** This is one type of villany Druthall will perform for pay.
75-89	70-97	70-94	60-69	11	Druthall is immortal, a virtual god among men, sent here to right the wrongs of the gods of war and battle.	❌ **False.** Druthall is but a simple dwarf.
90-00	98-00	95-00	70-00	13	The battlefield mage can enslave leaders who go against his wishes.	❌ **False.** Druthall's energies focus on Evocation, not Illusion or Enchantment.

what the man might do on their behalf.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** If by chance the PCs are in a position of military authority, even as consultants, they may be targeted by Druthall.
- **Plea of the Innocent:** The son of a captain who was slain under unusual circumstances asks the party's help in figuring out what really happened.
- **Fringe Notice:** Druthall has been slaying leaders in the city's army to such a degree that the political and military leadership thinks their current war may falter as a result. The PCs investigate from that perspective.
- **Appeal from Authority:** As Fringe Notice, but city leaders outright ask the party's help.
- **Faction Quest:** As Fringe Notice, but the request is made by a Faction who is sure to suffer or fail entirely if the current war is lost.
- **Collateral Damage:** If the PCs know a military leader to any capacity, that leader may be slain by Druthall.

Habits and Logistics

Druthall is nearly always (90% chance) on the battlefield. The remainder of the time he is having dinner, shopping, on leave, or otherwise in between military duties.

Conversation

No matter what their level, or good deeds for the city or its people, Druthall views the PCs as representatives of "leadership", not of the workers he tries to help. As a result, he will choose his words carefully around the party, and will view their every comment with suspicion.

Did you know this military leader?
(This can be a general question about any victim, actual or suspected.)

"My business to know everyone in authority. Died, didn't he? Shame. Though I'm sure a new leader has

taken their place. War turns meat over like that."

Did you have anything to do with this accident?
(This can be a general question about any victim's death, actual or suspected.)

"Just because a death is unusual, a wizard has to be involved, eh? My friends, I've seen dozens of wars, and served in a few militaries, myself. In every single conflict that has involved death, something strange occurs. A soldier will get stabbed in the head, with the sword running right through his eye and out the back, and the man will just walk home. An archer will take an arrow herself in exchange of volleys, and never notice the wound for an hour until she turns to reload, and sees the fletching. Odd things, wars, and odd fates befall us all, in the end."

Attitude Tracker Triggers

Value	Action
<7	Druthall will make it his focus to arrange for an accident to befall the PCs.
<13	Druthall will avoid the PCs entirely, and will speak ill of them to the rank-and-file soldiers, who will similarly turn a cold shoulder to the party.
>18	Druthall lauds the PCs and their exploits to the soldiery.
>24	Druthall explains his work candidly, and offers to execute military leadership whom the PCs would recommend removing.

Organization

No wizard can manage a battle alone, and Druthall does his work—both mundane, and extraordinary—with help.

All of these serve Druthall exclusively. Whether under military contract or privately paid by Druthall as subcontractors, Druthall himself arranges the hiring for each person, and trains them.

Each given henchman has but a **30%** chance of knowing about Druthall's extra-curricular work; these are his inner circle and are used to assist. The remainder of his followers are devoted to the wizard, but may not be aware of his most secret affairs.

In combat, Druthall can summon all of these followers to him. Each round after the first in which Druthall acts, **1d6-1** (minimum 0) of each type of follower arrive to support him as reinforcements. Keep track of who arrives, and do not summon additional reinforcements of a certain type beyond what Druthall has available on that day.

If any followers are present in a battle, they will flee when and if Druthall flees, and will otherwise fight to the death: they are on a battlefield, after all.

Henchmen, Retainers, and Followers

Primers: These Druids focus on destroying life in an area. There are **4d6** of these in a given battle.

Swathcutters: These Wizards focus on destroying war materiel (cannon, siegeworks, horse, supplies) in a region. **3d12** are present in a given war scene.

Lair / Residence

Druthall holds no permanent residence, prefering the comfort of a tent on the front lines. That said, his command tent is quite nice comparatively, and expansive.

Quests & Encounters

Quest: Accidents Happen

Summary: The PCs are targeted for destruction by Druthall.

Rewards: 800 gp / 3,500 gp / 7,000 gp / 14,000 gp; up to **3 Reward Stars**.

Locations: Any (battlefield).

Key NPCs: Druthall the Evoker, Primers, Swathcutters.

Kickoff: The PCs are touring a battlefield, or otherwise present on one for some reason.

This is one of the hardest Quests to "place", since it nearly requires that the PCs have involvement with an active war scene.

Alternately, the "accident" can befall the PCs in the city itself, or anywhere at all really; however, there must be some reason, some catalyst, for enough rage against the PCs to be present that the rank-and-file soldiers demand their murder.

Perhaps the PCs have risen in the ranks of the city due to their other deeds, or they have a leadership position in the city or one of its Factions. One of the things that Druthall seeks to avoid, but cannot entirely prevent, is soldiers recommending targets based on personal grudges, not from the altruistic perspective of the brotherhood of soldiers.

Description:

An accident strikes the PCs. The exact nature is left to the circumstances (where it occurs, why), but it could be as smple as Druthall attacking the party in an alley. Or, it could be a landslide, earthquake, or other seemingly natural phenomenon.

It's encouraged that the accident look like something, well, accidental; Druthall prefers to leave no witnesses or survivors, but even so, he does want to make it seems as though there was no ulterior motive or foul play involved.

A simple earthquake can suffice, the navigation of which can take the form of a Skill Challenge:

Salt of the Earth

First Check: DC 15 **Acrobatics** for each PC to keep their footing; failure inflicts 1d4 points of crushing damage and knocks the PC in question prone. Repeat this check for each PC until they pass it; once a PC has passed this check, they may render assistance to another PC.

Second Check: DC 18 **Acrobatics** to avoid falling debris; failure knocks the PC in question prone and inflits 1d4 points of damage. Make this check only once per PC, and advance to the Third Check regardless of success.

Third Check: DC 14 **Strength** to pull one's self up from the cracks in the ground. Failure reverts to Second Check above; success completes the challenge.

Once the PCs regain their footing, a **Perception** check, opposed by Druthall's **Bluff**, will cause a PC to spot the wizard clearly incanting. Druthall has a -3 circumstance penalty to the check because he is focusing on calamity, not hiding. Failure of this check makes it difficult for the party to determine who was behind the incident, or indeed whether anyone was at all.

Any situation in which the PCs survive the attack, and determine it was Druthall behind it, grants them **1 Reward Star**. Preventing Druthall from making future attacks—either by killing him or apprehending him—grants the party an additional **2 Reward Stars**.

Confronting Druthall about the incident causes him to shrug. He admits it, but points out correctly that nobody will believe the PCs; what is the likelihood of a beloved and skilled battlefield mage assassinating a bunch of adventurers?

If the PCs do anything but back down and slink away at that point, Druthall will attack them.

No amount of skill checks or persuasion will prevent Druthall from doing what he does; to truly "win" this Quest, the party will have to win in combat against the Evoker.

Druthall the Evoker

CR 5; XP 1,800

CE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Wizard 5	Wizard 9	Wizard 13	Wizard 17
Size / Aln	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)
HP	24	41	54	76
Armor Class	12	12	13	14
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 7 (-2)** **DEX 8 (-1)** **CON 13 (+1)** **INT 19 (+7)** **WIS 16 (+6)** **CHA 13 (+1)**	**STR 7 (-2)** **DEX 9 (-1)** **CON 13 (+1)** **INT 20 (+9)** **WIS 16 (+7)** **CHA 13 (+1)**	**STR 7 (-2)** **DEX 11 (+0)** **CON 13 (+1)** **INT 20 (+10)** **WIS 16 (+8)** **CHA 13 (+1)**	**STR 7 (-2)** **DEX 13 (+1)** **CON 13 (+1)** **INT 20 (+11)** **WIS 16 (+9)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 13	Passive Perception 13	Passive Perception 13
Languages	Common, Dwarivhs			
Attacks	**Melee** Dagger +2 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +2 (1d4-1); 60 ft.': +2 (1d4-1) **Melee** Quarterstaff +1 (1d8-2) **Ranged** Crossbow, Light) --> 80 ft.': +2 (1d8-1); 320 ft.': +2 (1d8-1)	**Melee** Dagger +3 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4-1); 60 ft.': +3 (1d4-1) **Melee** Quarterstaff +2 (1d8-2) **Ranged** *Crossbow, Light (Weapon +1)*) --> 80 ft.': +4 (1d8); 320 ft.': +4 (1d8)	**Melee** Dagger +5 (1d4) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4); 60 ft.': +5 (1d4) **Melee** Quarterstaff +3 (1d8-2) **Ranged** *Crossbow, Light (Weapon +2)*) --> 80 ft.': +7 (1d8+2); 320 ft.': +7 (1d8+2)	**Melee** Dagger +7 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+1); 60 ft.': +7 (1d4+1) **Melee** Quarterstaff +4 (1d8-2) **Ranged** *Crossbow, Light (Weapon +3)*) --> 80 ft.': +10 (1d8+4); 320 ft.': +10 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *fireball; lightning bolt* **2nd:** *acid arrow; gust of wind; evitate* **1st:** *color spray; comprehend languages; fog cloud; magic missile*	**Save DC 17; Spell Atk +9** **5th:** *cloudkill;* **4th:** *blight; control water; ice storm* **3rd:** *fireball; lightning bolt; stinking cloud* **2nd:** *acid arrow; gust of wind; evitate* **1st:** *color spray; comprehend languages; fog cloud; magic missile*	**Save DC 18; Spell Atk +10** **7th:** *delayed blast fireball* **6th:** *chain lightning* **5th:** *cloudkill; telekinesis* **4th:** *blight; control water; ice storm* **3rd:** *fireball; lightning bolt; stinking cloud* **2nd:** *acid arrow; gust of wind; evitate* **1st:** *color spray; comprehend languages; fog cloud; magic missile*	**Save DC 19; Spell Atk +11** **9th:** *prismatic wall* **8th:** *incendiary cloud* **7th:** *delayed blast fireball* **6th:** *chain lightning* **5th:** *cloudkill; telekinesis* **4th:** *blight; control water; ice storm* **3rd:** *fireball; lightning bolt; stinking cloud* **2nd:** *acid arrow; gust of wind; evitate* **1st:** *color spray; comprehend languages; fog cloud; magic missile*
Equipment	Dagger; quarterstaff; light crossbow; crossbow bolts (10x)	Dagger; quarterstaff; *+1 light crossbow;* crossbow bolts (10x)	Dagger; quarterstaff; *+2 light crossbow;* crossbow bolts (10x)	Dagger; quarterstaff; *+3 light crossbow;* crossbow bolts (10x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have

the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 25: Attitude Modifiers for Druthall the Evoker

Starting Attitude: **13 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Primer

CR 3; XP 700

NE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Druid 3	Druid 7	Druid 11	Druid 15
Size / Aln	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	23	42	59	88
Armor Class	13	14	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 10 (+0)** **DEX 13 (+1)** **CON 11 (+0)** **INT 9 (+1)** **WIS 17 (+5)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 13 (+1)** **CON 11 (+0)** **INT 9 (+2)** **WIS 19 (+7)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 14 (+2)** **CON 11 (+0)** **INT 9 (+3)** **WIS 20 (+9)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 16 (+3)** **CON 11 (+0)** **INT 9 (+4)** **WIS 20 (+10)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +2 Herbalism Kit	Passive Perception 17 +3 Herbalism Kit	Passive Perception 19 +4 Herbalism Kit	Passive Perception 20 +5 Herbalism Kit
Languages	Common, Druidic, Infernal			
Attacks	**Melee** Sickle +2 (1d4) **Ranged** Sling) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Sickle +3 (1d4) **Ranged** Sling) --> 30 ft.': -6 (1d4+1); 120 ft.': -6 (1d4+1) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Melee** Sickle +4 (1d4) **Ranged** Sling) --> 30 ft.': -4 (1d4+2); 120 ft.': -4 (1d4+2) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Melee** Sickle +5 (1d4) **Ranged** Sling) --> 30 ft.': -2 (1d4+3); 120 ft.': -2 (1d4+3) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *flaming sphere; gust of wind* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *control water* **3rd:** *daylight; plant growth; sleet storm* **2nd:** *barkskin; flaming sphere; gust of wind* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 17; Spell Atk +9** **6th:** *wall of thorns* **5th:** *insect plague; wall of stone* **4th:** *blight; control water; ice storm* **3rd:** *daylight; plant growth; sleet storm* **2nd:** *barkskin; flaming sphere; gust of wind* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 18; Spell Atk +10** **8th:** *animal shapes* **7th:** *fire storm* **6th:** *wall of thorns* **5th:** *insect plague; wall of stone* **4th:** *blight; control water; ice storm* **3rd:** *daylight; plant growth; sleet storm* **2nd:** *barkskin; flaming sphere; gust of wind* **1st:** *charm person; fog cloud; jump; longstrider*
Equipment	Sickle; sling; sling bullets (10x); studded leather armor; dagger	Sickle; sling; sling bullets (10x); *+1 studded leather armor;* dagger	Sickle; sling; sling bullets (10x); *+2 studded leather armor;* dagger	Sickle; sling; sling bullets (10x); *+3 studded leather armor;* dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 14.

Languages You can speak, read, and write Common and Infernal.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus

action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Swathcutter

CR 4; XP 1,100

CE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Sorcerer 4	Sorcerer 8	Sorcerer 12	Sorcerer 16
Size / Aln	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)
HP	25	41	56	72
Armor Class	15	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'; Fly 25'
Ability Scores / Saves	**STR 13 (+1)** **DEX 14 (+2)** **CON 11 (+3)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 19 (+6)**	**STR 13 (+1)** **DEX 15 (+2)** **CON 11 (+3)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 20 (+8)**	**STR 13 (+1)** **DEX 17 (+3)** **CON 11 (+4)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 20 (+9)**	**STR 13 (+1)** **DEX 19 (+4)** **CON 11 (+5)** **INT 7 (-2)** **WIS 9 (-1)** **CHA 20 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Draconic, Gnomish			
Attacks	**Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *Dagger (Small/ Weapon +1)* +6 (1d4+3) **Ranged** *Dagger (Small/ Weapon +1/Thrown)* 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** *Dagger (Small/ Weapon +2)* +9 (1d4+5) **Ranged** *Dagger (Small/ Weapon +2/Thrown)* 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** *Dagger (Small/ Weapon +3)* +12 (1d4+7) **Ranged** *Dagger (Small/ Weapon +3/Thrown)* 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cantrips, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cantrips, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cantrips, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cantrips, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *darkness; knock; scorching ray* **1st:** *feather fall; fog cloud; magic missile; thunderwave*	**Save DC 16; Spell Atk +8** **4th:** *ice storm; wall of fire* **3rd:** *fear; haste; sleet storm* **2nd:** *darkness; knock; scorching ray* **1st:** *feather fall; fog cloud; magic missile; thunderwave*	**Save DC 17; Spell Atk +9** **6th:** *move earth* **5th:** *cloudkill; cone of cold* **4th:** *dimension door; ice storm; wall of fire* **3rd:** *fear; haste; sleet storm* **2nd:** *darkness; knock; scorching ray* **1st:** *feather fall; fog cloud; magic missile; thunderwave*	**Save DC 18; Spell Atk +10** **8th:** *earthquake* **7th:** *fire storm* **6th:** *move earth* **5th:** *cloudkill; cone of cold* **4th:** *dimension door; ice storm; wall of fire* **3rd:** *fear; haste; sleet storm* **2nd:** *darkness; knock; scorching ray* **1st:** *feather fall; fog cloud; magic missile; thunderwave*
Equipment	Dagger (small)	*+1 Dagger* (small)	*+2 Dagger* (small)	*+3 Dagger* (small)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Distant Spell When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Brass, Damage Type Fire. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current

speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Sorcery Points You have 16 sorcery points. You can never have more sorcery points than 16 at once. You regain all spent sorcery points when you finish a long rest.

Murtence the Vile

Murtence the Vile

Overview

A poisoner, curser, and all-around disgusting hag, Murtence was once royalty who gave it all up over a quibble with her family.

Of legendarily stubborn stock, she turned to a life of isolation and evil rather than admit fault and ask for forgiveness.

Appearance

Once somewhat lovely in her youth, Murtence has embraced the visage of an outcast, malcontent, and general hag.

Her facial structure still speaks of authority and high breeding, but her garb is rotten, her hygiene terrible, and her hair is in tatters.

Background

Murtence was born into nobility in a medium-sized city.

Her childhood was fairly idyllic, and filled with training, travel, joy, and education.

One day in her adolescence, the family had a fight, the magnitude of which has destroyed the family and sent Murtence herself into exile.

Each family member recalls a different catalyst for the dissolution of their intimacy.

Her father remembers when Murtence chose a degenerate ruffian to date, and had promised herself to him already when she brought the topic up. When pressed innocently for questions, Murtence threatened to leave the family and reject her inheritance for the boy; once made, no amount of cajoling or soothing would keep her from this statement.

Murtence's mother recalls when her daughter snuck into her room in the middle of the night, smelling of wine and incense and wearing a ceremonial smock of a nature she had never seen, before or since. In her hand was a jagged dagger, and as Murtence's mother awoke, her daughter made to stab her with it. Quickly disarmed, Murtence interpreted the scene in reverse, that her mother had made as though to kill her as she sleepwalked.

Her sister swears that Murtence seduced her own beloved, and came into her room haughtily in the middle of the night to declare her intent to elope and marry him. Screaming, Murtence's sister attacked her, and Murtence fled.

Oddly, Murtence herself has no specific memories at all, having sacrificed them in a self-inflicted sort of amnesia in her pursuit of the haglike isolation in which she currently sits. She recalls only vile, vague thoughts, and feels only resentment, hatred, and frustration at the concept of her family.

The truth of the matter is a bit more mundane, with elements of truth all around: Murtence had fallen in love with a somewhat lower-class suitor who dabbled in the arcane, and had borrowed from the man an artifact that warped dreams and memories. The item itself vanished in the confrontation of that evening, and has not been seen again. It could be that the suitor was no beloved at all, and instead sought only to sow dissention in the ranks of a well-born family.

Demeanor

Murtence is every inch the hag whose guise she has assumed: ill-tempered, horrid in appearance, and rude. On occasion, she shows a glint of her former self, when she tries to bluff or actually talks.

Generally, she will consider anyone who wants to talk to her to be an interloper, meddling in her affairs; in fairness, this has often been the case over the years, as her family has reached out to her again and again.

Combat Tactics

Murtence will flee combat if reduced to fewer than 25% of her maximum hit points.

Aside from that, she will fight ruthlessly and without compunction, using innocents, false pleas, and distraction to try to gain advantage.

Modus Operandi

Murtence is rumored to be a hag for hire, and there is truth in this: she will concoct a poison for coin.

Her main hobby, however, is to sow dissent in noble families, much like what she herself may have sown in her own. Murder, seduction, blackmail: she is beyond nothing, and has discovered that there is no shortage of similarly-minded people in search of political or societal gain in these endeavors.

These days, she will wait until someone has need of a vile action, and will then extract a high price for her involvement. Afterward, Murtence will more often than not murder her compatriot. This is partly to remove a witness to her villany... but mostly because she enjoys the double-crossing of someone who Has already shown themselves to be evil.

Notoriety

Murtence is known in the underworld as a "pestle for hire", but with a dark reputation for other vile acts.

Generally speaking, she's viewed as a "last resort" kind of option for those in need of nefarious activity.

She's one of the few villains whose dark deeds are exactly the same as her reputation suggests: she hides behind nothing other than social separation.

FlexTable 23: Murtence the Vile Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A hag in the woods offers potions for a price.	✅ **True.** This is one of the mundane services Murtence offers.
15-29	15-30	15-30	01-30	13	For coin, a grizzled swamp witch will concoct a love potion or a poison for nefarious use, no questions asked.	☑ **Partially True.** While Murtence is long beyond moral compunctions of such services, she does prefer to deal with noble or affluent targets, and will outright refuse any service with improverished intended victims.
30-44	31-45	31-45	31-39	14	Healing, speed or maybe love The swamp hag's brew imbues No mortal act she is above To murder or confuse	✅ **True.** This enumerates several of the more nefarious types of potion that Murtence has been known to concoct for her clients.
45-59	46-60	46-60	40-49	15	On her clients' behalf, Murtence creates potions to enslave, murder, or betray.	✅ **True.** These are in fact her three favorite tools.
60-74	60-69	60-69	50-59	16	The wood witch was once a noble daughter, thrown into exile by hubris and sequestered there by stubbornness.	☑ **Partially True.** Murtence's exile is self-imposed; the rest of it is accurate, however.
75-89	70-97	70-94	60-69	11	The wood hag is a succubus in mortal form, and will tempt, seduce, and drink the soul of those who come to her with ignoble aims.	❌ **False.** Murtence is but a skilled arcanist, and has exactly the opposite reaction to dark pursuits.
90-00	98-00	95-00	70-00	13	A wood witch has been cursed with solitude as punishment for her crimes in seducing a warlord.	❌ **False.** Other than being a hag who lives in the woods, no part of this applies to Murtence.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Murtence tries to murder the PCs. This works best if the PCs are high-level and influential.
- **Plea of the Innocent:** Someone asks the party's help in finding out who murdered the family matriarch. Signs suggest someone hired the hag in the woods.
- **Fringe Notice:** The powerful and mighty are leaving the city in droves all of a sudden. Upon questioning them, the PCs discover they live in fear that their family will be next in the growing list of horrible fates that has befallen family after family in the city.
- **Appeal from Authority:** The city watch begs the party's help in discovering who is behind a swath of murders or poisonings that seem to afflict only affluent families.
- **Faction Quest:** The leader of a guild is herself affected by Murtence's villainy, and asks the party to help her prevent such acts befalling other leaders.
- **Faction Impact**: As Faction Quest, but the PCs are part of the faction afflicted, and take it upon themselves to discover the root of the problem.
- **Disappearing Regular:** A well-known NPC dies at the hands of Murtence. This could even be a poisoning which occurs as the PCs watch.
- **Dark Rumor:** Rumors and Lore suggest the hag may be an evil worth pursuing.

Habits and Logistics

There is an **85%** chance Murtence will be in her hut at any given time, day or night.

The remainder of the time she is... out. Lurking, roaming. Foraging for ingredients. Hunting, for food. Or... something else. Something... darker.

Conversation

Murtence has nothing but time, but nevertheless no patience for those who would waste hers. She has no interest in

re-entering society other than to keep tabs on the rich and powerful, and then only as a means to know which targets are preferred.

Did you know this person?
(This can be a general question about any victim, actual or suspected.)

"I look like I get out much? Nah. I stay put. Unless they've visited me, I've not seen 'em, and that sort don't seem the type to pay a visit here. Ha!"

Did you have anything to do with what happened?
(This can be a general question about any victim, actual or suspected.)

"They didn't come here. How could I be behind anything? I'm just a simple hag. Witch. Crone. Call me what you will, but I'm here just the same."

Attitude Tracker Triggers

Value	Action
<7	Murtence will attack the PCs on sight, and will labor to concoct a death poison for them and have it delivered by one of her customers.
<13	Murtence will refuse to speak with the PCs, and will consider a non-deadly poison delivered to them as a deterrent.
>18	Murtence will greet the PCs as friends—or what passes for such for an isolated hag!
>24	Murtence will give the PCs free beneficial potions when they stop by her hut, and will confide in them her ulterior endeavors, even asking the party to help her deliver poisons.

Organization

Murtence works and lives alone.

Henchmen, Retainers, and Followers

None. However, her parents still reside in their family estate an hour's journey by horse from her woodland hut.

Lair / Residence

Murtence lives in her hut in the middle of the swampy woods.

Quests & Encounters

Quest: Ill-Fated Reconciliation

Summary: The party is tasked with brokering a reconciliation between Murtence and her former family.

Rewards: 1,200 gp / 4,000 gp / 7,800 gp / 13,000 gp; up to **3 Reward Stars**.

Locations: Murtence's Hut.

Key NPCs: Murtence the Vile, Murtence's Father, Murtence's Mother.

Kickoff: The PCs gain wind of Murtence and her family history. They are convinced that they can broken a reconciliation between the self-exiled daughter and her parents.

Description:

The key here is that nobody truly recalls the accurate details from the dark night where the family was ruptured. Murtence herself doesn't recall things too clearly, only the aftermath, though she chalks it up to repression and isolation.

This Quest should provide moments of optimism, wherein the PCs genuinely believe that reconciliation is possible. After all, they might reason, who wouldn't want to come back home after such a misunderstanding?

To fully navigate this Quest, the PCs must execute two components.

Step 1 is to coordinate the parents physically meeting up with Murtence. This requires either that the party abduct or convince Murtence to join them, or for them to lead the parents to Murtence's hut.

Step 2 is to deal with the trio once they have met up in person.

Any situation in which the PCs successfully talk Murtence down from fighting grants the party **1 Reward Star** (total; they do not receive additional rewards for doing this more than once).

Any situation in which Murtence's parents see their daughter for what she is is worth the monetary reward listed above, plus **2 Reward Stars**, which stack with the above reward.

Ultimately, though the objective here is nominally to broker a reconciliation between Murtence and her former family, the PCs will discover in the endgame that the hag had been evil from the start. Indeed, in the intervening years, Murtence murdered her twin sister, unbeknownst to the parents.

Her parents are terrified of her, and indeed, during the endgame, Murtence attempts to slay them in betrayal.

Whether the PCs get the hag to visit the parents, or if the PCs arrange for Murtence's parents to pay their daugther a visit, it will end poorly.

Murtence will attack her parents on sight; the PCs must inflict at least one quarter her hit points in damage to the hag before Murtence can be talked down from her rampage.

This requires **Diplomacy** or Intimidate, at DC equal to 14 plus Murtence's Base Attack Bonus. Failure means another round of combat; success means that Murtence stops her attacks and listens, at least for a little while.

Each round after combat ceases in this manner, there is a **15%** chance that Murtence will launch into melee again against her parents; this increases to **25%** if Murtence failed any skill check the round prior.

Although it may be fun to roleplay the interactions, ultimately, Murtence is insane and evil, and will always attempt to kill her parents.

So long as at least one check to calm Murtence down has succeeded, the PCs receive the monetary reward and the full Reward Star benefit once they slay her.

If the PCs join in the attack and defend the parents, they will almost certainly win, but at what cost: the parents will pay the monetary reward but will be unconvinced that their daughter was truly evil.

Murtence the Vile

CR 5; XP 1,800

CE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Wizard 5	Wizard 9	Wizard 13	Wizard 17
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	21	31	48	60
Armor Class	14	15	16	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 9 (-1)** **DEX 13 (+1)** **CON 10 (+0)** **INT 20 (+8)** **WIS 13 (+4)** **CHA 15 (+2)**	**STR 9 (-1)** **DEX 15 (+2)** **CON 10 (+0)** **INT 20 (+9)** **WIS 13 (+5)** **CHA 15 (+2)**	**STR 9 (-1)** **DEX 17 (+2)** **CON 10 (+0)** **INT 20 (+10)** **WIS 13 (+6)** **CHA 15 (+2)**	**STR 9 (-1)** **DEX 19 (+4)** **CON 10 (+0)** **INT 20 (+11)** **WIS 13 (+7)** **CHA 15 (+2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Ranged** Crossbow, Light) --> 80 ft.': -6 (1d8+1); 320 ft.': -6 (1d8+1)	**Ranged** Crossbow, Light) --> 80 ft.': -4 (1d8+2); 320 ft.': -4 (1d8+2) **Melee** *Dagger (Medium/ Weapon +1)* +7 (1d4+3) **Ranged** *Dagger (Medium/ Weapon +1/Thrown)* 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+3); 320 ft.': -2 (1d8+3) **Melee** *Dagger (Medium/ Weapon +2)* +10 (1d4+5) **Melee** *Dagger (Medium/ Weapon +2/Thrown)* 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)	**Ranged** Crossbow, Light) --> 80 ft.': +0 (1d8+4); 320 ft.': +0 (1d8+4) **Melee** *Dagger (Medium/ Weapon +3)* +13 (1d4+7) **Melee** *Dagger (Medium/ Weapon +3/Thrown)* 20 ft.': +13 (1d4+7); 60 ft.': +13 (1d4+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *fear; fly* **2nd:** *darkness; gust of wind; hold person* **1st:** *charm person; fog cloud; magic missile; sleep*	**Save DC 17; Spell Atk +9** **5th:** *dominate person; seeming* **4th:** *black tentacles; confusion; dimension door* **3rd:** *fear; fly; gaseous form* **2nd:** *darkness; gust of wind; hold person* **1st:** *charm person; fog cloud; magic missile; sleep*	**Save DC 18; Spell Atk +10** **7th:** *reverse gravity* **6th:** *mass suggestion* **5th:** *dominate person; seeming* **4th:** *black tentacles; confusion; dimension door* **3rd:** *fear; fly; gaseous form* **2nd:** *darkness; gust of wind; hold person* **1st:** *charm person; fog cloud; magic missile; sleep*	**Save DC 19; Spell Atk +11** **9th:** *foresight* **8th:** *maze* **7th:** *reverse gravity* **6th:** *mass suggestion* **5th:** *dominate person; seeming* **4th:** *black tentacles; confusion; dimension door* **3rd:** *fear; fly; gaseous form* **2nd:** *darkness; gust of wind; hold person* **1st:** *charm person; fog cloud; magic missile; sleep*
Equipment	Dagger; light crossbow; crossbow bolts (10x)	*+1 Dagger;* light crossbow; crossbow bolts (10x)	*+2 Dagger;* light crossbow; crossbow bolts (10x)	*+3 Dagger;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 26: Attitude Modifiers for Murtence the Vile

Starting Attitude: **15 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Murtence's Mother

CR 5; XP 1,800

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	37	70	114	147
Armor Class	14	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+3) DEX 13 (+1) CON 14 (+5) INT 19 (+4) WIS 10 (+0) CHA 13 (+1)	STR 10 (+4) DEX 15 (+2) CON 14 (+7) INT 19 (+4) WIS 10 (+0) CHA 13 (+1)	STR 12 (+6) DEX 15 (+2) CON 16 (+8) INT 19 (+4) WIS 10 (+0) CHA 13 (+1)	STR 14 (+8) DEX 17 (+3) CON 16 (+9) INT 19 (+4) WIS 10 (+0) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 14	Passive Perception 15	Passive Perception 16
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Hand) --> 30 ft.': -6 (1d6+1); 120 ft.': -6 (1d6+1) **Melee** Rapier +4/+4 (1d8+1)	**Ranged** Crossbow, Hand) --> 30 ft.': -4 (1d6+2); 120 ft.': -4 (1d6+2) **Melee** *Rapier (Weapon +1)* +7/+7 (1d8+3)	**Ranged** Crossbow, Hand) --> 30 ft.': -3 (1d6+2); 120 ft.': -3 (1d6+2) **Melee** *Rapier (Weapon +2)* +9/+9/+9 (1d8+4)	**Ranged** Crossbow, Hand) --> 30 ft.': -1 (1d6+3); 120 ft.': -1 (1d6+3) **Melee** *Rapier (Weapon +3)* +12/+12/+12 (1d8+6)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Hand crossbow; crossbow bolts (10x); rapier; elven chain	Hand crossbow; crossbow bolts (10x); *+1 rapier;* *+1 elven chain*	Hand crossbow; crossbow bolts (10x); *+2 rapier;* *+2 elven chain*	Hand crossbow; crossbow bolts (10x); *+3 rapier;* *+3 elven chain*

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 18; Spell attack modifier +10

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +2.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Murtence's Father

CR 3; XP 700

LN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Rogue 3	Rogue 7	Rogue 11	Rogue 15
Size / Aln	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	24	52	76	99
Armor Class	13	14	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 11 (+0) DEX 13 (+3) CON 10 (+0) INT 16 (+5) WIS 12 (+1) CHA 17 (+3)	STR 13 (+1) DEX 13 (+4) CON 10 (+0) INT 16 (+6) WIS 12 (+1) CHA 17 (+3)	STR 15 (+2) DEX 13 (+5) CON 10 (+0) INT 16 (+7) WIS 12 (+1) CHA 17 (+3)	STR 15 (+2) DEX 15 (+7) CON 10 (+0) INT 16 (+8) WIS 12 (+1) CHA 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 15 +8 Thieves' Tools	Passive Perception 16 +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Rapier +3 (1d8+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Melee** *Rapier (Weapon +1)* +5 (1d8+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+1); 120 ft.': +4 (1d6+1)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *Rapier (Weapon +2)* +8 (1d8+4) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+1); 120 ft.': +5 (1d6+1)	**Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Melee** *Rapier (Weapon +3)* +10 (1d8+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+2); 120 ft.': +7 (1d6+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Languages, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant ,	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Rapier; dagger; studded leather armor; shortbow; arrows (20x)	*+1 Rapier;* dagger; *+1 studded leather armor;* shortbow; arrows (20x)	*+2 Rapier;* dagger; *+2 studded leather armor;* shortbow; arrows (20x)	*+3 Rapier;* dagger; *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash,

Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Wutherford the Collector

Wutherford the Collector

Overview

He's a collector, but of a particularly weird brand: he collects the most valuable and treasured element of others' collections.

The rarest or costliest doll, the glass that was only produced in a certain now-defunct city, the armor produced by a long-dead smith of legend: he delights not in the possession, but in the theft, and in the knowledge that his items are the agents of misery in those with the means to collect and know.

Though this may be a somewhat mundane and lame-sounding obsession, Wutherford is a sociopath with no compunction or limit as to what he will do to acquire the things most beloved.

Appearance

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Background

Wutherford is high-born, and came from an indulgent family. His parents were very close with a wealthy merchant's family, so the children from both families would often play, particularly while on vacation.

He couldn't have been more than 6 years old when he started arguing with the boy from the other family. As children of wealth and privledge, they were used to getting a great deal of what they sought, and it was in the rare exceptions that they found their first injustice and rage.

A wooden soldier was at the center of one particularly explosive confrontation. The merchant's son had received it as a present, and Wutherford himself had no such knickknack. It wasn't even a particularly compelling toy; it had no moving parts, and all it did was stand there. Its paint job wasn't very good; there were flecks falling off already, and it had accumulated a good deal of grime in its travels. It had the feel of a much-beloved, but clearly secondhand, doll.

Wutherford was obsessed with this soldier doll. He could not stand that the merchant's son, his erstwhile friend, possessed it and he did not.

Discussions became heated, and escalated to threats. Then, on one fateful afternoon in the spring, to violence: the two boys fought viciously over the doll, and had to be separated.

But it would not stop with the fight. That night, seething at the disparity, the unfairness, and raging at the injustice of not being able to have it out fully with his foe, Wutherford concocted a plan.

He snuck into the room of the merchant's son, and stole the soldier doll.

Wutherford was already chuckling to himself when the merchant's son woke up and noticed him. Not thinking clearly, Wutherford grabbed what was closest to hand, a fireplace poker, and swung it round.

Blood spurted, and the merchant's boy lay on the floor, dead, just as quickly as it had taken Wutherford to realize the boy hadn't really been awake at all, but had simply shifted in his sleep.

Wutherford stood there, staring, stunned. Not at the deed, or its violence, or even its impact. Wutherford was stunned because he found that he felt nothing. No remorse, no guilt, not sadness nor loss. Just... contentment.

On his way back to his room, he hugged the solider toy to his chest gleefully.

The merchant's boy was discovered, of course, and although he was questioned many times, he bore no evidence of the incident. During questioning, Wutherford mentioned he may have seen someone sneak into the room.

The merchant and her husband were grossly unsatisfied with this explanation of their son's obvious murder, but there was no evidence to suggest any other solution. Missing was the boy's soldier doll, which was never discovered in the investigation, for Wutherford had hid it well.

Wutherford's parents and the merchants ended their long friendship that week, in the wake of an inconclusive investigation.

And thus Wutherford got off the hook for his first murder.

A year or so later, Wutherford's mother was cleaning his room, and discovered the soldier doll. Instantly, she concluded the truth of the matter, and was terrified of her son.

Shortly afterward, Wutherford's parents arranged for him to go to boarding school, theoretically to give him the best education possible... but in reality, to do something with him that would remove the shame and the danger of something worse happening.

Wutherford saw through the ruse, and escaped from boarding school within a month. He ran away and never loooked back.

Demeanor

Wutherford seems oddly obsessive, focused, and a bit jittery, as though always late for something that he has overslept about. When discussing a trinket, he is businesslike, unless he desperately wants the item, in which case he will clamor and weep and exhibit all manner of drama to get his way.

He is ultimately above nothing to get what he wants.

Combat Tactics

Though a murderer through and through, and above no compunctions as to ordering others to kill, Wutherford's skill is not in fighting, and he recognizes this.

He will not hesitate to sneak attack or assassinate, but in a

FlexTable 24: Wutherford the Collector Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A human collector will pay hefty coin for virtually any object of interest.	✅ **True.** This refers to Wutherford's mundane business.
15-29	15-30	15-30	01-30	15	The collector has bought many very valuable items. Shortly thereafter, some of the sellers found themselves burgled out of their profit.	✅ **True.** This refers to the less murderous aspects of Wutherford's villany.
30-44	31-45	31-45	31-39	14	In addition to antiquities, Wutherford collects items of emotional value. What he does with these objects, nobody knows.	✅ **True.** This is part of the oddity of Wutherford.
45-59	46-60	46-60	40-49	15	Wutherford has a vast cache in his basement of valuable items, both precious and emotionally poignant.	✅ **True.** His vaults would be the stuff of legend, if ever he allowed anyone else down the stairs.
60-74	60-69	60-69	50-59	16	Wutherford has come into possession of dozens of items after their owners were mysteriously murdered.	✅ **True.** This refers to Wutherford's villanous acts.
75-89	70-97	70-94	60-69	18	Wutherford the Collector highly values that which other collectors themselves highly value, whether or not it bears monetary value or indeed could even be resold.	✅ **True.** This drives Wutherford in his pursuits.
90-00	98-00	95-00	70-00	13	Wutherford the Collector collects people: his vaults are full of deceased slaves he has amassed simply to look at as they rot.	❌ **False.** Truly macabre, but not in Wutherford's makeup.

standard hand-to-hand fight, he will try to escape so he can regroup and summon help.

Modus Operandi

Wutherford manages a vibrant and perfectly legitimate business buying and selling antiquities.

He uses the profits from these mundane transactions to fund his criminal enterprise, and to buy rarities that strike his fancy.

About once a month, he will become fixated on something. There is no pattern, rhyme, or reason to this obsession, other than his own fascination scales to the owner's own: the more valuable something is to a person, the more valuable it is to Wutherford himself.

Once fixated, he will acquire the object in question regardless of circumstances. Often, this simply involves paying an exorbitant monetary price to the current owner.

Other times, it can be more difficult and complicated to obtain. Family heirlooms, keepsakes of departed lovers, mementos of slain children, and other items with intense emotional value can be challenging to place any price of mere money on.

Wutherford thus conducts two types of villany.

First, he will try to steal back exorbitant monies which he has paid to obtain rare items. If necessary, he will send his hirelings for these actions, but most often, he prefers to thieve back funds himself, keeping his Roguish skills honed.

Second, to obtain the truly un-obtainable, he will kill. The widow who simply cannot part with her dead husband's armor can object no longer, if her throat is slit. Wutherford will send hirelings much more often in these cases, and generally will pay those hirelings funds that he had mentally reserved to use to buy the item.

In the latter case, he will mock up a contract that grants him possession of the priceless item. Although it's usually fairly well known that there is contention for a beloved item, it seems entirely reasonable that the widow or whomever in question would bequeath the item to Wutherford in the event of their death.

Notoriety

Wutherford is well-regarded as a collector of antiques and

oddities. Word on the street is that he will buy and sell practically anything, so long as there is a desire for it.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Wutherford approaches the PCs asking to buy one of their items. If they agree, he buys, but then sends his ruffians to steal the money back. If they refuse, he will himself try to murder them to get the item.
- **Plea of the Innocent:** A loved one of a murdered customer of Wutherford's asks the party's help in determining what actually happened.
- **Competing Goals:** Wutherford purchases or otherwise acquires an item of plot or other significance to the PCs. He will refuse to sell it back to them.
- **Appeal from Authority:** Town militia asks the party's help in figuring out what happened to several people who were murdered in the past year. The only apparent connection is that they were all customers of an antiquities collector in town.
- **Faction Quest:** A Church or other faction has lost one of its relics or other items of emotional, ritual, and/or religious significance. It could be stolen, or accidentally sold. Wutherford has it now.
- **Dependency Interference:** The PCs need an item as part of a grander scheme (e.g., a book of history, or a map of a deserted land). Wutherford has this item.

Habits and Logistics

Wutherford rarely leaves his shop. There is, at all times of day, an **85%** chance he is in his shop. Of these times, he is downstairs perusing his vault about **30%** of the time.

The remaining time, when he is not in his shop, he is seeking out other valuables, or fetching food etc.

Conversation

Wutherford is all business. If at any point he suspects the party is not interested in buying or selling, and if he does not desire anything the party possesses, he will disengage from conversation.

To keep the flavor of Wutherford, it's a good idea to have him be interested in something that the PCs have, be it a magic ring, weapon, or other item of rarity or value that is visible normally.

Do you have this item?
(This can be a general question about any victim incident, actual or suspected.)

"Sure do. Was left to me by someone who I sadly couldn't figure out a deal with while they were alive. They were kind enough to leave it to me in their will."

Did you have anything to do with this person's death?
(This can be a general question about any victim, actual or suspected.)

"Other than accidentally profiting from it, no."

Did you know that this person was burgled?
(This can be a general question about any victim, actual or suspected.)

"I heard of it, yeah. Shame, especially since they'd just sold something to me. Paid quite a hefty coin for it, I must say; the burglar must've come up on quite a profit as a result."

Attitude Tracker Triggers

Value	Action
<7	Wutherford will send his underlings to assassinate the PCs.
<13	Wutherford will refuse to speak to the PCs, and will consider sending his henchmen to dissuade or murder them.
>18	Wutherford will share his collection—but not his *private* collection!—with the PCs.
>24	Wutherford confides in the PCs and leads them to his basement to show them his true collections.

Organization

Wutherford operates his establishment solo, but hires underlings to go about horrid business when it's necessary. These underlings are typically blades for hire, though some are intrigued enough in his true business to do it for sport.

At any given time, Wutherford has a certain number in his employ. Anywhere in town, he can summon them with a yelp; each round after the first in which he can ask for help, **1d4-1** (minimum 0) henchmen of each type arrive.

Keep track of those summoned; Wutherford cannot summon more help than the total available to him of a given category.

Henchmen, Retainers, and Followers

Trinket-Fixer: **2d4** at any given moment. These are Rogues who often do the dirty work of thievery.

Lens: These are spies who scout ahead and case the joint, design a plan, etc. **1d8** at a given moment.

Lair / Residence

Wutherford's house, collection dungeon, vault, and store are all one and the same building.

Quests & Encounters

Quest: By Hook or By Crook

Summary: Wutherford wants to acquire an item that the PCs own.

Rewards: 2,200 gp / 5,100 gp / 8,000 gp / 14,000 gp; up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Wutherford the Collector, Trinket-Fixers, Lenses.

Kickoff: Wutherford approaches the PCs and asks them to sell one of their items. Which item hardly matters; depending on which way the GM wishes this Quest to go, Wutherford might ask for a beloved magical weapon, or simply a useful *bag of holding*.

It should likely be an item that is irreplaceable, or highly valued: if a weapon, make it the most formidable one the party owns.

Description:

Any scenario in which the PCs discover the true nature of Wutherford's collecting merits **1 Reward Star**.

If by the party's actions Wutherford is prevented from further villany—either because he is slain, or apprehended—they gain another **2 Reward Stars**, which stack with other rewards for this Quest.

If the PCs agree, they will gain 125% of the items' "retail" value by the transaction. They can sell the desired item to Wutherford in addition to any other courses of action.

If the PCs complete the transaction and take no further action, they will be of no further interest to Wutherford, though the Quest will remain active should the PCs venture into his shop at some point.

If the PCs refuse, Wutherford ups the price to 150% of the retail value.

If they still refuse, Wutherford stomps off in disgust, and will send his henchmen after the party to kill them and claim the item. Specifically, he sends **1d4** of each type of henchmen to the task.

Vanquishing the henchmen earns the party nothing above the XP related to the combat, though it will likely attract their attention to investigating Wutherford's shop.

Investigating the shop, they will discover the true nature of Wutherford's collecting hobby. Confronting Wutherford successfully requires a Skill Challenge, as described below.

Alternately, or as a consequence of losing the Challenge, the PCs may fight Wutherford. Although he himself may not pose a significant challenge, his henchmen might.

Going Once, Going Twice

First Check: Diplomacy, opposed by Wutherford's **Bluff**. Failure means Wutherford immediately tries to flee; if cornered, he will summon all available henchmen and fight. Success advances to the Second Check.

Second Check: Intimidate or **Diplomacy**, opposed by Wutherford's **Sense Motive**. Failure reverts to the First Check, which must be repeated; success advances to the Third Check.

Third Check: Intimidate, opposed by Wutherford's Diplomacy. Success convinces Wutherford that his murderous collecting days are over, and he turns himself in to the authorities. Failure reverts to the Second Check; failure by 5 or more points reverts to the First Check.

Wutherford the Collector

CR 5; XP 1,800

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Rogue 5	Rogue 9	Rogue 13	Rogue 17
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	30	53	64	90
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 11 (+0)** **DEX 16 (+6)** **CON 10 (+0)** **INT 16 (+6)** **WIS 13 (+1)** **CHA 11 (+0)**	**STR 11 (+0)** **DEX 18 (+8)** **CON 10 (+0)** **INT 16 (+7)** **WIS 13 (+1)** **CHA 11 (+0)**	**STR 13 (+1)** **DEX 20 (+10)** **CON 10 (+0)** **INT 16 (+8)** **WIS 13 (+1)** **CHA 11 (+0)**	**STR 13 (+1)** **DEX 20 (+11)** **CON 12 (+1)** **INT 16 (+9)** **WIS 13 (+7)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +4 Thieves' Tools	Passive Perception 19 +8 Thieves' Tools	Passive Perception 21 +10 Thieves' Tools	Passive Perception 23 +12 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** Shortsword +6 (1d6+3) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Shortsword (Weapon +1)* +9 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Shortsword (Weapon +2)* +12 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)	**Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Melee** *Shortsword (Weapon +3)* +14 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +11 (1d6+5); 120 ft.': +11 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device	Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thief's Reflexes, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; shortsword; studded leather armor; shortbow; arrows (20x)	Dagger; *+1 shortsword;* *+1 studded leather armor;* shortbow; arrows (20x)	Dagger; *+2 shortsword;* *+2 studded leather armor;* shortbow; arrows (20x)	Dagger; *+3 shortsword;* *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 9d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thief's Reflexes When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the

Table 27: Attitude Modifiers for Wutherford the Collector

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Trinket-Fixer

CR 2; XP 450

LE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	13	38	69	104
Armor Class	14	16	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 8 (-1) DEX 16 (+5) CON 13 (+1) INT 17 (+5) WIS 7 (-2) CHA 9 (-1)	STR 8 (-1) DEX 18 (+7) CON 13 (+1) INT 17 (+6) WIS 7 (-2) CHA 9 (-1)	STR 8 (-1) DEX 20 (+9) CON 15 (+2) INT 17 (+7) WIS 7 (-2) CHA 9 (-1)	STR 10 (+0) DEX 20 (+10) CON 15 (+2) INT 17 (+8) WIS 7 (-2) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Crossbow, Light (Small)) --> 80 ft.': -5 (1d8+3); 320 ft.': -5 (1d8+3)	**Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Ranged** *Crossbow, Light (Weapon +1)* (Small)) --> 80 ft.': -2 (1d8+5); 320 ft.': -2 (1d8+5)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** *Crossbow, Light (Weapon +2)* (Small)) --> 80 ft.': +1 (1d8+7); 320 ft.': +1 (1d8+7)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *Crossbow, Light (Weapon +3)* (Small)) --> 80 ft.': +3 (1d8+8); 320 ft.': +3 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); light crossbow (small); leather armor; crossbow bolts (10x)	Dagger (small); *+1 light crossbow (small);* *+1 leather armor;* crossbow bolts (10x)	Dagger (small); *+2 light crossbow (small);* *+2 leather armor;* crossbow bolts (10x)	Dagger (small); *+3 light crossbow (small);* *+3 leather armor;* crossbow bolts (10x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

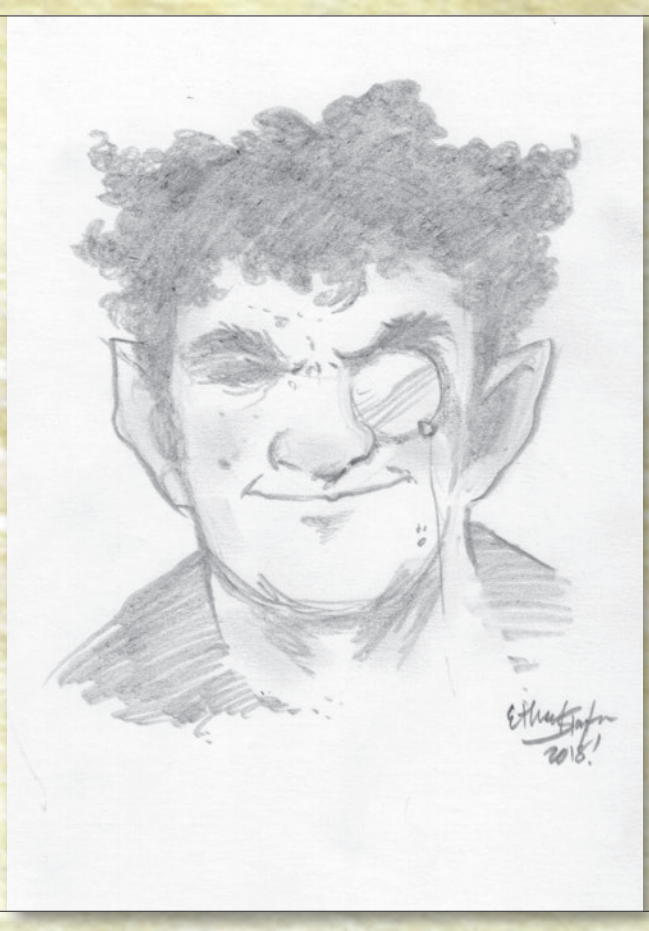
Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Lens



CR 2; XP 450

TN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Size / Aln	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)
HP	14	38	59	98
Armor Class	13	15	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 7 (+0) DEX 13 (+3) CON 13 (+1) INT 14 (+2) WIS 15 (+2) CHA 9 (-1)	STR 7 (+1) DEX 15 (+5) CON 13 (+1) INT 14 (+2) WIS 15 (+2) CHA 9 (-1)	STR 7 (+2) DEX 17 (+7) CON 13 (+1) INT 14 (+2) WIS 15 (+2) CHA 9 (-1)	STR 7 (+3) DEX 19 (+9) CON 13 (+1) INT 14 (+2) WIS 15 (+2) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Dwarvish, Gnomish, Halfling			
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Shortsword (Small) +3 (1d6+1) **Ranged** Longbow (Small)) --> 150 ft.': +5 (1d8+1); 600 ft.': +5 (1d8+1)	**Melee** Shortsword (Small) +5/+5 (1d6+2) **Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** *Longbow (Small/ Weapon +1)*) --> 150 ft.': +8/+8 (1d8+3); 600 ft.': +8/+8 (1d8+3)	**Melee** Shortsword (Small) +7/+7 (1d6+3) **Melee** Dagger (Small) +7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Ranged** *Longbow (Small/ Weapon +2)*) --> 150 ft.': +11/+11 (1d8+5); 600 ft.': +11/+11 (1d8+5)	**Melee** Shortsword (Small) +9/+9 (1d6+4) **Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Ranged** *Longbow (Small/ Weapon +3)*) --> 150 ft.': +14/+14 (1d8+7); 600 ft.': +14/+14 (1d8+7)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Archery, Humanoids, Grassland	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Humanoids, Monstrosities, Grassland, Mountain	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Archery, Humanoids, Monstrosities, Desert, Grassland, Mountain	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Volley, Archery, Giants, Humanoids, Monstrosities, Desert, Grassland, Mountain
Spell-casting	-	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; spike growth* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; protection from energy* **2nd:** *barkskin; spike growth* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *water walk* **3rd:** *nondetection; protection from energy* **2nd:** *barkskin; spike growth* **1st:** *alarm; detect magic; fog cloud; longstrider*

	Low	Moderate	Advanced	Elite
Equipment	Dagger (small); shortsword (small); studded leather armor; longbow (small); arrows (20x)	Dagger (small); shortsword (small); *+1 studded leather armor;* *+1 longbow (small);* arrows (20x)	Dagger (small); shortsword (small); *+2 studded leather armor;* *+2 longbow (small);* arrows (20x)	Dagger (small); shortsword (small); *+3 studded leather armor;* *+3 longbow (small);* arrows (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack At 11th level, you gain one of the following features of your choice.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Giants Advantage on Wisdom (Survival) checks to track Giants, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Behtennie the Beaux

Bethennie the Beaux

Overview

Once a beauty queen, she aspired to heights too lofty: born to impoverished farmers, she tried to parlay her looks to feign nobility.

A spurned scion discovered her secret and scalded her with acid.

Appearance

Most will take a single look at Bethennie, and turn away, revolted. Her face has been scarred horribly, and the wound healed in a way that makes it always look fresh and slightly moist. The scar covers much of her face.

However, those who talk with her for any length of time, or who take a second look, see the infrastructure of a stunning beauty.

She dresses normally, neither seeking to conceal her scar nor to call attention to her former comeliness.

Background

Bethennie was born dirt-poor to a family of farmers who were struggling to keep hold of their land year-to-year. Though impoverished, they took delight in their daughter, and tried to give her every advantage they could manage.

As she grew, it became clear that she was gorgeous in a way that belied her origins. In town, she was often mistaken for royalty, regardless of how she dressed or talked; folk simply assumed that she was noble based on her attractiveness.

Bethennie loved the attention, and her parents encouraged this behavior, seeing a possible escape for their daughter from her humble beginnings.

As she grew, and grew to love the attention her looks garnered, Bethennie started to act out the fantasy more and more. Increasingly, she adopted a noble persona, openly pretending to be the daughter of a wealthy merchant, and getting others to buy her all manner of clothing, jewelry, and trips.

One day, a wealthy scion took notice of this curious, beautiful young woman. He approached her, and she flirted back, but only to the point where she could get something out of him.

After a week of seeing her on and off, the scion was heartbroken to notice her taking a similar approach with another young man.

When confronted with the incident, Bethennie shrugged, and told him that he wasn't special... but she noted that *she* was.

The scion was enraged, embarassed, and humiliated. That it seemed to matter so little to Bethennie, that it was so casual that it did not even merit an apology, particularly rankled him.

He kept watching her, and saw her do the same thing, over and over, to other men, and even some noble women as well. Bethennie seemed to be getting as much of indulgent material value out of her would-be admirers, with zero commitment or respect for their feelings.

Finally, the scion followed Bethennie home... and discovered her true secret, that she was from a poor farming family, with no nobility to speak of.

In the eyes of the scion, this final falsehood was too much to bear.

He hired a black-market underling to throw acid in her face. This succeeded, and Bethennie was on the mend for weeks. Her family summoned the best chirurgeons that money could buy, liquidating all of her accumulated high-class possessions in the process.

Although the poor girl survived, her comeliness did not. Worse still, her family lost their farm in their efforts to revive her. The family was penniless, homeless, and with a horrible disfigurement to show for it all.

For no moment in her painful recovery did Bethennie recognize her own role in what had happened. She blamed the scion, his family, and indeed everyone who was wealthy, haughty, or otherwise took for granted their wealth and benefits.

She vowed revenge.

Demeanor

Bethennie assumes that everyone will waste her time, take her for granted, or take advantage of her. She plays her wound to her advantage where possible, but otherwise uses it as a tool; by default, people will tend to avoid her, pretend as though they don't see her. This lends itself well to theft.

She will treat poorly and coldly any who reek of any sort of wealth.

Combat Tactics

Bethennie is capable in combat, but has a great knack for survival; she will flee if the odds are against her and she can.

She will almost always summon help in the form of her Scalddaughters.

While fighting, she will seek out the most attractive male enemy by default; she herself is unaware of this tendency.

Modus Operandi

Bethennie's only purpose in life is to destroy any wealthy or powerful person who did not come by their benefits through their own hard work, and who do not use them to benefit others.

By this standard, nearly everyone with at least a few gold pieces in their purse qualifies to be a target.

Bethennie will find targets quite easily, typically walking

Bethennie

FlexTable 25: Bethennie the Beaux Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A beauty queen was once scalded with acid.	☑ **Partially True.** Bethennie participated in no formal beauty pageants or competitions, though she likely could have won.
15-29	15-30	15-30	01-30	13	For the supposed crime of spurning a suitor, a gorgeous merchant princess was horribly disfigured.	✅ **True.** Spurning is perhaps a bit harsh; Bethennie had no qualms about what she did, and indeed did it dozens of times.
30-44	31-45	31-45	31-39	14	Bethennie the Beaux was once a beautiful merchant queen, brought low by a jealous lover who hired someone to toss acid in her face.	☑ **Partially True.** Bethennie pretended to the title described, but never actually had it. The person who hired the acid-tosser was no lover, though he wished to be.
45-59	46-60	46-60	40-49	15	A dirt-poor farmer's daughter had aspirations to greatness enabled by her beauty.	✅ **True.** This is how Bethennie's story truly began.
60-74	60-69	60-69	50-59	16	Bethennie and her Scald-Daughters enact revenge against the wealthy and the powerful.	✅ **True.** This is Bethennie's approach to villany.
75-89	70-97	70-94	60-69	11	A goddess brought herself to the Realm in the form of a beautiful half-elf. She was betrayed by a human lover, scalded with acid, and was cursed to roam the mortal realm in that now-disfigured guise	❌ **False.** Bethennie was indeed scalded with acid, but the remainder of the story is entirely false.
90-00	98-00	95-00	70-00	13	A succubus was cursed by a powerful sorcerer to be beautiful, but scarred; she walks the town now, looking for victims but finding none.	❌ **False.** Bethennie is a normal, mortal half-elf, and has no difficulty finding victims!

through a marketplace, or going in disguise to a ball or other gathering. She will pose as a servant, or use a mask at a masquerade ball, to conceal her disfigurement.

Once she has a target in mind—which tends to be a wealthy, powerful, and abusive or otherwise entitled and ignorant person—she will find a way to kill and/or rob them, using her henchmen as makes the most sense.

Notoriety

Stories of Bethennie are told in whispers, but much of it is treated as simple tales. Those who have actually seen her dismiss her as not being there; most literally do not recall ever seeing her, despite her being right in front of them.

This tendency for people's minds to "forget" a disfigured person fascinates Bethennie. She assumes it's a defense mechanism: a wealthy person notes a disfigured person, and ignores them entirely; against the guilt such behavior burgeons, the wealthy person actually makes themself forget that they even saw the disfigured person in the first place.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Useful for high-level or otherwise influential PCs: Bethennie targets the party as her next victim.
- **Plea of the Innocent:** The party is asked to protect a loved one who has been targeted by Bethennie.
- **Competing Goals:** Bethennie has been killing nobles; the PCs, toward a separate, grander goal, have been asking the nobles' help in voting a certain way. If this keeps up, there will be no quorum to make the needed decision.
- **Fringe Notice:** Nobles are relocating out of the city out of fear that they are next on the list of an unknown murderer.
- **Appeal from Authority:** Town militia asks the party's assistance to hunt down a murderer who targets the wealthy and powerful.

- **Faction Quest:** A merchant's guild asks the party's help in protecting their ranks.
- **Disappearing Regular:** A noble, political leader, or other NPC with whom the party regularly interacts disappears, either because they were murdered by Bethennie, or because they are afraid of being murdered by her.

Habits and Logistics

Bethennie is often (**65%** chance) at her home.

The remainder of the time, she is out and about, either enacting revenge missions, or scouting targets for the next one.

Conversation

Bethennie suffers no fools well, and to her, nearly everyone is a fool. Unless she is actively trying to gather information for a subsequent assassination, she will dismiss nearly anyone after a few back-and-forth volleys of talk.

Did you know this murdered person?
(This can be a general question about any victim, actual or suspected.)

"Knew of 'em. Good riddance, you ask me."

Did you have anything to do with the murder?
(This can be a general question about any victim, actual or suspected.)

"So what if I did? They're dead, and for good cause. Justice served, you ask me; that means it don't matter if anyone in particular did it."

Attitude Tracker Triggers

Value	Action
<7	Bethennie will target the PCs immediately for assassination.
<13	Bethennie will avoid the PCs if she sees them; she may consider striking them with her Scalddaughters.
>18	Bethennie will consider the PCs sympathetic to her cause, and will help them if she can.
>24	Bethennie will reveal her villanous habits, and try to enlist the party to aid her.

Organization

Bethennie selects her targets herself. She will occasionally use her hirelings to scout, gather information, or perform assassinations, but she prefers the personal touch of delivering the killing blow herself.

So long as she is in the city and can be heard, she can summon her followers to her with a shout. Each round after she hails them, there is a **55%** chance that **1d4 Scalddaughters** arrive as reinforcements. There is also a **25%** chance that **1d4 Salves** arrive.

Keep track of those reinforcements summoned; Bethennie cannot summon more henchmen than she has in town.

Henchmen, Retainers, and Followers

Scalddaughters: These sorcerer-soldiers must be conventionally attractive when they approach Bethennie to join her ranks. As initiation, each Scalddaughter must receive an acid splash that leaves a mark like their new mistress and reduces CHA by 2 permanently. Bethennie has attracted **2d8** of these henchmen on a given day.

Salves: Naturally high-Charisma men and women who are forced to effect ugliness for the pleasure of their mistress. They are forced to please their mistress as she whims. They are not really intended as combat troops, but their Bardic abilities may come in handy. There are roughly **2d6** of these in town at a given time.

Lair / Residence

Bethennie has a residence in town that servers as a kind of hostel for many of her henchmen.

Quests & Encounters

Quest: Soothe the Pain

Summary: The husband of a wealthy merchant queen asks the party's help in protecting her from a second attack on her life.

Rewards: 850 gp / 3,300 gp / 7,800 gp / 14,000 gp (promised); up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Bethennie the Beaux, Scalddaughters, Salves.

Kickoff: The PCs are approached by the husband, who offers to pay them handsomely for what amounts to guard duty.

Description:

Bethennie did indeed try to kill the noblewoman, and was unsuccessful. She will return tonight to try again.

The PCs can simply act as guards, or they can investigate and track down Bethennie's house and confront her there.

Any situation in which Bethennie is slain or apprehended is worth **2 Reward Stars**, which stack with other rewards for this Quest.

If the PCs simply perform the requested guard duty, Bethennie's forces will attack the first night. On this first night, half of Bethennie's henchmen will show up, with the villain herself leading the charge.

Two nights later, they will return with the full complement of Bethennie's forces.

If they are fought off this second time, Bethennie will retain an interest in slaying the noblewoman, but for the next few weeks, will pursue other targets.

Simply performing the guard duty successfully is worth any XP accumulated for slaying enemies, plus **1 Reward Star**.

Tracking Bethennie down to her house is not difficult. Once there, she may refuse to speak with the PCs; if she does, the PCs will have little choice but to break in.

Inside the house dwell half of the henchmen forces descrbied earlier. Salves will attempt to seduce, charm, or otherwise mystify the party; if that fails, Scalddaughters will attack them.

Fighting the henchmen off successfully merits **1 Reward Star**, which does not stack with the reward for acting as guards for the noblewoman.

Bethennie the Beaux

CR 3; XP 700

NE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	26	48	87	109
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 10 (+0)** **DEX 16 (+5)** **CON 14 (+2)** **INT 14 (+4)** **WIS 15 (+2)** **CHA 17 (+3)**	**STR 10 (+0)** **DEX 18 (+7)** **CON 14 (+2)** **INT 14 (+5)** **WIS 15 (+2)** **CHA 17 (+3)**	**STR 12 (+1)** **DEX 20 (+9)** **CON 14 (+2)** **INT 14 (+6)** **WIS 15 (+2)** **CHA 17 (+3)**	**STR 14 (+2)** **DEX 20 (+10)** **CON 14 (+2)** **INT 14 (+7)** **WIS 15 (+7)** **CHA 17 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 17 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -5 (1d8+3); 320 ft.': -5 (1d8+3) **Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Ranged** Crossbow, Light) --> 80 ft.': -3 (1d8+4); 320 ft.': -3 (1d8+4) **Melee** *Spear (Weapon +1)* +8 (1d6+5) **Ranged** *Spear (Weapon +1/ Thrown)* 20 ft.': +8 (1d6+5); 60 ft.': +8 (1d6+5) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': -1 (1d8+5); 320 ft.': -1 (1d8+5) **Melee** *Spear (Weapon +2)* +11 (1d6+7) **Ranged** *Spear (Weapon +2/Thrown)* 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** Crossbow, Light) --> 80 ft.': +0 (1d8+5); 320 ft.': +0 (1d8+5) **Melee** *Spear (Weapon +3)* +13 (1d6+8) **Ranged** *Spear (Weapon +3/Thrown)* 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light crossbow; crossbow bolts (10x); spear; studded leather armor; dagger	Light crossbow; crossbow bolts (10x); *+1 spear;* *+1 studded leather armor;* dagger	Light crossbow; crossbow bolts (10x); *+2 spear;* *+2 studded leather armor;* dagger	Light crossbow; crossbow bolts (10x); *+3 spear;* *+3 studded leather armor;* dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Table 28: Attitude Modifiers for Bethennie the Beaux

Starting Attitude: 13 (Indifferent)

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Scalddaughter

CR 2; XP 450

CE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Sorcerer 2	Sorcerer 6	Sorcerer 10	Sorcerer 14
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	11	28	44	57
Armor Class	15	15	16	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'; Fly 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 7 (-2) DEX 15 (+2) CON 9 (+1) INT 13 (+1) WIS 9 (-1) CHA 18 (+6)	STR 7 (-2) DEX 15 (+2) CON 9 (+2) INT 13 (+1) WIS 9 (-1) CHA 20 (+8)	STR 7 (-2) DEX 17 (+3) CON 9 (+3) INT 13 (+1) WIS 9 (-1) CHA 20 (+9)	STR 7 (-2) DEX 19 (+4) CON 9 (+4) INT 13 (+1) WIS 9 (-1) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Draconic, Dwarvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** *Crossbow, Light (Weapon +1)*) --> 80 ft.': +0 (1d8+3); 320 ft.': +0 (1d8+3)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *Crossbow, Light (Weapon +2)*) --> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** *Crossbow, Light (Weapon +3)*) --> 80 ft.': +6 (1d8+7); 320 ft.': +6 (1d8+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Languages, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Sorcerous Origin, Sorcery Points	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *charm person; disguise self*	**Save DC 16; Spell Atk +8** **3rd:** *dispel magic; lightning bolt; fireball* **2nd:** *blur; hold person; knock* **1st:** *charm person; disguise self; fog cloud; magic missile*	**Save DC 17; Spell Atk +9** **5th:** *cone of cold; wall of stone* **4th:** *dimension door; greater invisibility; ice storm* **3rd:** *dispel magic; lightning bolt; fireball* **2nd:** *blur; hold person; knock* **1st:** *charm person; disguise self; fog cloud; magic missile*	**Save DC 18; Spell Atk +10** **7th:** *fire storm* **6th:** *chain lightning* **5th:** *cone of cold; wall of stone* **4th:** *dimension door; greater invisibility; ice storm* **3rd:** *dispel magic; lightning bolt; fireball* **2nd:** *blur; hold person; knock* **1st:** *charm person; disguise self; fog cloud; magic missile*
Equipment	Light crossbow; crossbow bolts (10x); dagger	*+1 Light crossbow;* crossbow bolts (10x); dagger	*+2 Light crossbow;* crossbow bolts (10x); dagger	*+3 Light crossbow;* crossbow bolts (10x); dagger

Bethennie

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Blue, Damage Type Lightning. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 14 sorcery points. You can never have more sorcery points than 14 at once. You regain all spent sorcery points when you finish a long rest.

Salve

CR 2; XP 450

TN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Bard 2	Bard 6	Bard 10	Bard 14
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	12	34	49	61
Armor Class	12	13	14	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+0) DEX 13 (+3) CON 10 (+0) INT 13 (+1) WIS 11 (+0) CHA 15 (+4)	STR 10 (+0) DEX 13 (+4) CON 10 (+0) INT 13 (+1) WIS 11 (+0) CHA 17 (+6)	STR 10 (+0) DEX 13 (+5) CON 10 (+0) INT 13 (+1) WIS 11 (+0) CHA 19 (+8)	STR 10 (+0) DEX 14 (+7) CON 10 (+0) INT 13 (+1) WIS 11 (+0) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 +2 Lute, Shawm, Viol	Passive Perception 13 +3 Lute, Shawm, Viol	Passive Perception 14 +4 Lute, Shawm, Viol	Passive Perception 15 +5 Lute, Shawm, Viol
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Hand) --> 30 ft.': -7 (1d6+1); 120 ft.': -7 (1d6+1) **Melee** Rapier +3 (1d8+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Crossbow, Hand) --> 30 ft.': -6 (1d6+1); 120 ft.': -6 (1d6+1) **Melee** *Rapier (Weapon +1)* +5 (1d8+2) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Ranged** Crossbow, Hand) --> 30 ft.': -5 (1d6+1); 120 ft.': -5 (1d6+1) **Melee** *Rapier (Weapon +2)* +7 (1d8+3) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1)	**Ranged** Crossbow, Hand) --> 30 ft.': -3 (1d6+2); 120 ft.': -3 (1d6+2) **Melee** *Rapier (Weapon +3)* +10 (1d8+5) **Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bardic Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *cure wounds; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *dispel magic; major image; stinking cloud* **2nd:** *hold person; invisibility; knock* **1st:** *cure wounds; longstrider; silent image; sleep*	**Save DC 16; Spell Atk +8** **5th:** *geas; mislead* **4th:** *confusion; dimension door; hallucinatory terrain* **3rd:** *dispel magic; major image; stinking cloud* **2nd:** *hold person; invisibility; knock* **1st:** *cure wounds; longstrider; silent image; sleep*	**Save DC 18; Spell Atk +10** **7th:** *mirage arcane* **6th:** *find the path* **5th:** *geas; mislead* **4th:** *confusion; dimension door; hallucinatory terrain* **3rd:** *dispel magic; major image; stinking cloud* **2nd:** *hold person; invisibility; knock* **1st:** *cure wounds; longstrider; silent image; sleep*
Equipment	Hand crossbow; crossbow bolts (10x); rapier; leather armor; dagger	Hand crossbow; crossbow bolts (10x); *+1 rapier;* *+1 leather armor;* dagger	Hand crossbow; crossbow bolts (10x); *+2 rapier;* *+2 leather armor;* dagger	Hand crossbow; crossbow bolts (10x); *+3 rapier;* *+3 leather armor;* dagger

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 14; Spell attack modifier +6

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Iskadelle the Innocent

Iskadelle the Innocent

Overview

A twin, she was sold into slavery as a child mistaken for her vile sister.

She has since made it her life's work to seek revenge, for her own slight as well as for any who enslave.

Iskadelle is something of an anti-heroine. It just so happens that she's an anti-paladin, too.

Appearance

Iskadelle views herself as a noble warrior, a soldier in a larger effort, and dresses the part: heavy armor, greatsword, and a military visage.

Background

Iskadelle and her twin sister Tressedelle were born unwanted to an impoverished single mother in the slums of a large port town. Desperate for coin and knowing she had little ability to feed herself, let alone two newborns, their mother struggled greatly during their infancy.

Tressedelle was an abhorrent sort, always causing trouble and fighting with others. As they grew older, she was apprehended by law enforcement several times: for theft, fighting, and even arson. Their mother worried horribly for Tressedelle, but the comparatively nice and well-behaved Iskadelle was nearly forgotten in all the attention.

One day, Tressedelle sprinted home, winded and bloody. Their mother was out at work for the day; Iskadella started asking her sister if she was okay, and what had happened.

Saying nothing to her siser, she hid under the bed, leaving Iskadelle to stare dumfounded as soldiers burst into their shack.

Finding Iskadelle, the soldiers figured they had their target, and hauled her off, kicking and screaming. Tressedelle stayed hidden, and said nothing at all.

Iskadelle had been captured by slavers, from whom Tressedelle had stolen and stabbed her way into a sizable profit. The slavers claimed Iskadelle as their compensation for these crimes. Though she repeatedly told them she was a twin, and that they had the wrong sister, her pleas were ignored, and she was enslaved almost by accident.

From that point onward, growing up in the slavers' baggage train was abnormal to say the least. Fortunately for Iskadelle, she showed early promise in that she was intelligent and capable. Her captors ruled their lot with an iron fist, but so long as their rules were obeyed, they provided what comforts they could.

Iskadelle may have had a bizarre upbringing, but lacking in many of the worse cruelties that other slavers inflicted.

As she approached puberty, she was well aware of what fate might lay before her: sold to brothels, or simply taken advantage of by their masters or even other slaves. The older girls had told her stories, and she knew her options were limited.

With the help of a very understanding and favored older slave, Iskadelle escaped one day, and never looked back.

From the very moment of her newfound, righteous freedom, Iskadelle vowed to fight slavers no matter the circumstances, and to show them neither mercy nor quarter in her pursuit of justice.

Demeanor

Iskadelle is all business. She views her mission as a kind of holy war against the evil, and has no time for any topics divergent from that purpose.

It is incredibly rare for her to show any warmth, though she is loyal and remembers those who fight on behalf of her cause. She will go out of her way to free the enslaved and to make sure they are well taken care of, redistributing the wealth of the masters to the formerly enslaved when freedom is finally made possible.

Combat Tactics

Iskadelle has trained hard to make herself a formidable warrior, and is well aware of her abilities and limitations. She will engage in combat wherever necessary, and will target the most capable melee enemies first.

She is also an accomplished tactician, who will use her henchmen as any general would: having rangers use ranged attacks against magic-wielding enemies, having fighters fight alongside her in melee, and so on.

Modus Operandi

Iskadelle's mission is very straightforward, and in the Realms, there is no shortage of targets for her to set her sights upon.

Slavery is commonplace throughout the Realm, and therefore she has her choice of missions. Iskadelle will scout things out, learning as much as she can about a slaver camp or brothel, and will even sell a few of her henchmen as slaves in order to get inside information before her attack.

The attack itself is often a head-on onslaught against the slavemasters and their guards. Iskadelle's forces are brutal, ruthless, and total in their destruction of the enemy, though they take great pains to avoid collateral damage to any slaves.

Unfortunately, it's commonplace for slavers to force her to kill slaves. This is generally caused by one of two actions: either forcing slaves to fight as guards, or using slaves as human shields. In either case, Iskadelle will make every effort to talk the slaves into joining her cause and turning on their masters. Sometimes, the slaves take advantage of the

FlexTable 26: Iskadelle the Innocent Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A former slave now fights back against oppressors.	✅ **True.** This is a good summary of Iskadelle's mission.
15-29	15-30	15-30	01-30	13	Unfairly pressed into slavery for the crimes of her twin sister, Iskadelle now fights slavery wherever she finds it.	✅ **True.** This is a perfect summary of Iskadelle's history and present villainy.
30-44	31-45	31-45	31-39	14	Chains that bind Cut deep and cruel. But soon you'll find Sweet freedom's fuel In the form Of Iskadelle Far from the norm Let's give them hell!	✅ **True.** A rhyme chanted softly (lest the masters hear) in many slave quarters the Realm over.
45-59	46-60	46-60	40-49	15	Slaves throughout the Realm should be on the lookout for a human in heavy armor and a greatsword, fighting with dozens of soldiers to set them free.	✅ **True.** This describes Iskadelle and her henchmen.
60-74	60-69	60-69	50-59	16	Those faced with Iskadelle have a choice: side with her, and likely win freedom; or defend the masters, to certain defeat.	✅ **True.** This rumor was started by Iskadelle herself, as a means of forewarning to hopefully sway slave guards to turn their arms on their masters.
75-89	70-97	70-94	60-69	11	Though she purports to set slaves free, Iskadelle is actually a demon who eats the souls of those she "frees".	❌ **False.** This rumor was initiated by slavemasters to combat hope. It is hardly ever believed.
90-00	98-00	95-00	70-00	13	Iskadelle is in fact a slavemaster herself, ever on the lookout to acquire more and to resell them for her own profit.	❌ **False.** This is nearly exactly the opposite of Iskadelle's approach and mindset.

situation, and do turn on their masters.

Often, however, the slaves involved are too confused or conflicted to know what to do, and either stand paralyzed, or fight back against Iskadelle and what they fail to recognize as their impending freedom.

In such scenarios, Iskadelle treats them as the enemy, just as the slavers themselves. She regrets the necessity, but does not dwell on what she is forced to do.

Notoriety

Iskadelle has made quite a name for herself in the past few years, to the point where many slavers are aware of her and some even fear for her attention.

Tales of her acts are sung by slaves the Realm over, though most view them simply as fanciful and wishful tales rather than records of her actual acts.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** If the PCs have any slaves, or deal in any manner with slavers, brothels, castles, or militaries, or any context in which slaves are commonplace, they may well be targeted by Iskadelle and attaked.
- **Plea of the Innocent:** A slave sends a message to the PCs, telling them of Iskadelle and asking their help in getting the antipaladin to help fight to set them free from their current oppression.
- **Competing Goals:** Iskadelle sets a huge lot of slaves free; the PCs had intended to do so themselves!

- **Fringe Notice:** Iskadelle has set hundreds of slaves free in the city; the PCs notice this phenomenon and seek her out to learn more about her motives and goals.
- **Appeal from Authority:** Law enforcement asks the party's help in hunting down this vigilante who has taken freedom into her own hands. This can be a resigned, "they're making me do this" sort of request, or it could be a legitimate, fully-felt plea from an authoritarian regime whose reliance upon slavery to support society and finances are now in jeopardy.
- **Faction Quest:** Any variety of Faction may require slaves to make their way of life possible; any of them might request help wiping out this pest.
- **Faction Impact**: A Faction is brought low from losing their slaves as a result of Iskadelle's incursion.
- **Collateral Damage:** Iskadelle attacks a brothel and slays or wounds one or more NPCs with whom the PCs have a connection. It could be a worker at the brothel—slave or not—or it could really be any character in the city, merely caught literally with their pants down in the attack and mistaken for a slavemaster.
- **Disappearing Regular:** An NPC with whom the party regularly interacts is no longer where they are normally found. It turns out they were a slave, freed by Iskadelle's actions.

Habits and Logistics

Iskadelle keeps no permanent residence; she camps outside of town with her forces as an army would.

70% of the time, she will be in this camp. The remainder of the time, she will be actively attacking, scouting, or otherwise out of camp working toward her mission.

Conversation

Iskadelle is ever focused on her mission, and runs her henchmen like an army. She has no time whatsoever for anyone who is not on board with that direction, and will end discussion immediately if she feels as though her time is being wasted.

Did you have anything to do with this incident?
(This can be a general question about any victim / freeing of slaves, actual or suspected.)

"'Twas a noble deed, that. Whomever accomplished it should be lauded."

Did you murder this slavemaster?

"He was dead to any reasonable, moral person the moment he put shackles on another. That his heart no longer beats is but a formality, and a just one, at that."

Attitude Tracker Triggers

Value	Action
<7	Iskadelle targets the PCs and mobilizes her forces to attack them. She does this even if the PCs have no obvious connection to slavery; she will view them as a fundamental obstacle to her aims.
<13	Iskadelle will maintain a close watch on the party, and will attack them if they seem in any way related to slavery or if they approach a brothel or other establishment that uses slave labor. She will place the PCs or agencies with which they interact at the top of her list if an obvious slavery connection is present.
>18	Iskadelle will always have time for the PCs, and will discuss her aims openly.
>24	Iskadelle will share her next "targets" and even solicit input from the PCs as to how to go about her mission most effectively. She will invite the PCs to join her on the team's next attack.

Organization

Iskadelle has one of the largest, most rigorous, and most militaristic of the retainer forces in all of professional villainy.

This is due to several factors. As a victim, and as an innocent, she is a compelling leader. Her experience as a slave gives her unique perspective on the problem, and has granted her a wisdom of the topic far beyond most sympathetic onlookers.

From a bystander's view, her mission may seem noble, and though some may question her methods and ruthlessness, few can question her ultimate goal, and there are many—Iskadelle herself included—who will claim that the ends justify the means, particularly for this objective.

Slavery may be a societal, workforce, economic, and military necessity in many areas of the Realm... but many are those who wish and hope for a different approach to things.

Her followers are many, and their ranks dispersed. No matter where she is, Iskadelle can summon ranks of those who follow her quest.

Each round following her plea, **1d4** of each kind of henchman will arrive as reinforcements. Keep track of those summoned in this manner; Iskadelle cannot summon more of a particular type of henchman than are present in her retinue.

Henchmen, Retainers, and Followers

Purehearts: There are approximately **2d10** of these Cleric battle priestesses following Iskadelle at a time.

Shades of Grey: Rangers, Fighters, and Rogues acting as foot troops in their mistress' mission. They serve a variety of purposes leading up to, and executing, an attack on a

slavery target. There are typically **2d6** Rangers, **3d12** Fighters, and **2d12** Rogues available to Iskadelle's whim.

Lair / Residence

Iskadelle keeps a battle camp that mobilizes and regroups following each attack she stages.

The camp is a versatile and fluid establishment that is truly no more than a series of tents. Iskadelle is unused to comforts, and does not seek them for herself.

She frowns upon any of her followers who seem to require a permanent residence, though understands how one might become used to such niceties.

Quests & Encounters

Quest: Choose Your Side

Summary: The PCs are speaking with those involved in slavery when Iskadelle attacks. They have a choice: support Iskadelle, or stand with the slavers.

Rewards: 2,500 gp / 6,100 gp / 9,600 gp / 15,000 gp; up to **5 Reward Stars**.

Locations: Any.

Key NPCs: Iskadelle the Innocent, Purehearts, Shade of Grey forces.

Kickoff: To initiate this Quest, the PCs must be talking with someone who is involved in slavery in some manner. This can be quite tangential: it can be a military who takes slaves as part of war, or the PCs might be exiting a brothel which uses sex slaves, or the PCs might be speaking to a political figure whose estate has slaves.

How direct the slavery involvement is, how obvious its nature is to outsiders, and most importantly, the extent to which the PCs themselves are aware of the slavery, are all maleable. Indeed, it can make for a much more memorable action if the PCs are taken by surprise, and if they truly are unaware of the nature of the attack, it can make their decision all the more challenging and interesting.

Description:

The establishment, residence, offices, camp, or other entity involved with slavery the PCs are currently in is besieged by Iskadelle and her forces.

These are comprised of **50%** of Iskadelle's total force (see "***Henchmen, Retainers, and Followers***" above), led by Iskadelle herself.

Although the chaos of battle likely brings a state of total confusion for the PCs, they can fairly quickly appreciate the aims of the attack by their actions: slaying the slavers, and freeing the slaves.

Iskadelle and all of her remaining forces will flee if they are reduced to below 50% of their starting number of people, or if Iskadelle herself is reduced beneath 50% of her maximum hit points.

Almost uniquely among the villains of the Realm, Iskadelle's objectives are actually morally defensible, if perhaps her methods are not.

This makes for a bit of a complication, actually, from the standpoint of rewards: typically, defeating or killing the villain is the main hinge point for the best rewards of a villainy Quest.

However, it is recommended (and described, below) that the best rewards should likely align more with helping ensure Iskadelle's success.

Paladins or Lawful Good characters in particular may have a huge conundrum with Iskadelle and how to deal with her.

Rather than posing a significant challenge or frustration, the GM should encourage the players to appreciate this as an opportunity to indulge in greater roleplaying and character development / depth.

If the PCs back the slavers, whether out of ignorance of Iskadelle's objectives or in opposition to them, the slavers will be hugely grateful, and will grant the PCs the monetary reward listed above. This is the only way in which the PCs can profit monetarily from this Quest.

The extent to which the party's actions merit any **Reward Stars** is a function of their alignment, character, and relationship with the faction and/or NPCs involved in the slavery. Barring any significant justification along these lines, the PCs should receive no such additional reward; extenuating story and/or character reasons may justify no more than **2 Reward Stars**.

If the PCs back Iskadelle's forces in the fight, either immediately or as a result of growing awareness during the battle, they gain **1 Reward Star** the moment they attack any slaver or guards related to them.

If the PCs and Iskadelle are successful in their fight against the slavers, they gain a further **2 Reward Stars**.

If the PCs and Iskadelle are successful in their fight against the slavers, they gain a further **2 Reward Stars**.

The PCs may attempt to back Iskadelle's objectives, but minimize the slaughter; this is the path of the best rewards for this Quest.

Confronting the slavers, and successfully navigating the Skill Challenge below, the party will gain a total of **5 Reward Stars**; these do not stack with other **2 Reward Star** objectives of this Quest.

Use the NPC involved in the establishment; if one is unavailable, use default skill check bonuses of +3 / +6 / +10 / +14 for all opposed skill checks below.

Listen to Reason

First Check: Intimidate, opposed by the slaver's **Intimidate**. With a failure, the PCs may make one further attempt at this level; a second failure means the slaver attacks the PCs. Success either the first or second time advances to the Second Check.

Second Check: Intimidate or **Diplomacy**, opposed by the slaver's **Bluff**. Failure reverts to First Check above; success advances to Third Check. Success by more than 5 points resolves the Skill Challenge succesfully and immediately.

Third Check: Sense Motive, opposed by the slaver's Intimidate. Failure reverts to Second Check; failure by more than 5 points reverts to First Check. Success by any count resolves the challenge successfully.

Any successful resolution of this Skill Check means the slavers concede defeat immediately and lay down their arms. The free their slaves.

Iskadelle the Innocent

CR 3; XP 700

CE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 15
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	23	32	58	80
Armor Class	16	18	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 18 (+6)** **DEX 13 (+1)** **CON 10 (+2)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 17 (+3)**	**STR 18 (+7)** **DEX 15 (+2)** **CON 10 (+3)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 19 (+4)**	**STR 18 (+8)** **DEX 17 (+3)** **CON 10 (+4)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 19 (+4)**	**STR 20 (+10)** **DEX 19 (+4)** **CON 10 (+4)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 19 (+4)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Greatsword +6 (2d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** *+1 Greatsword* +8/+8 (2d6+5) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2)	**Melee** *+2 Greatsword* +11/+11/+11 (2d6+6) **Melee** Dagger +8/+8/+8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8/+8 (1d4+4); 60 ft.': +8/+8/+8 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7/+7 (1d10+3); 400 ft.': +7/+7/+7 (1d10+3)	**Melee** *+3 Greatsword* +13/+13/+13 (2d6+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +9/+9/+9 (1d10+4); 400 ft.': +9/+9/+9 (1d10+4)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Languages, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greatsword; Half-plate armor; heavy crossbow; crossbow bolts (10x); dagger	*+1 Greatsword;* *+1 Half-plate armor;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Greatsword;* *+2 Half-plate armor;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Greatsword;* *+3 Half-plate armor;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Table 29: Attitude Modifiers for Iskadelle the Innocent

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Pureheart

CR 3; XP 700

CE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 10 XP 5,900	CR 15 XP 13,000
Class / HD	Cleric 3	Cleric 7	Cleric 10	Cleric 15
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	18	39	72	97
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 17 (+3) DEX 13 (+1) CON 15 (+2) INT 7 (-2) WIS 15 (+4) CHA 13 (+3)	STR 17 (+3) DEX 13 (+1) CON 15 (+2) INT 7 (-2) WIS 17 (+6) CHA 13 (+4)	STR 17 (+3) DEX 15 (+2) CON 15 (+2) INT 7 (-2) WIS 17 (+7) CHA 13 (+5)	STR 19 (+4) DEX 15 (+2) CON 15 (+2) INT 7 (-2) WIS 17 (+8) CHA 13 (+6)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Elvish			
Attacks	**Melee** Mace +5 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *Mace (Weapon +1)* +7 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** *Mace (Weapon +2)* +9 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+2); 320 ft.': +6 (1d8+2) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Melee** *Mace (Weapon +3)* +12 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+2); 320 ft.': +7 (1d8+2) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Languages, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 12; Spell Atk +4** **2nd:** *aid; hold person* **1st:** *bless; command; detect magic; shield of faith*	**Save DC 14; Spell Atk +6** **4th:** *control water***3rd:** *bestow curse; dispel magic; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bless; command; detect magic; shield of faith*	**Save DC 15; Spell Atk +7** **6th:** *forbiddance* **5th:** *flame strike; geas* **4th:** *control water; divination; freedom of movement* **3rd:** *bestow curse; dispel magic; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bless; command; detect magic; shield of faith*	**Save DC 16; Spell Atk +8** **8th:** *holy aura* **7th:** *fire storm* **6th:** *forbiddance* **5th:** *flame strike; geas* **4th:** *control water; divination; freedom of movement* **3rd:** *bestow curse; dispel magic; protection from energy* **2nd:** *aid; hold person; spiritual weapon* **1st:** *bless; command; detect magic; shield of faith*

	Low	Moderate	Advanced	Elite
Equipment	Mace; chain mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 75. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 15, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Shade of Grey Ranger

CR 2; XP 450

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	15	42	52	74
Armor Class	14	16	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 10 (+2) DEX 17 (+5) CON 9 (-1) INT 13 (+1) WIS 14 (+2) CHA 7 (-2)	STR 10 (+3) DEX 19 (+7) CON 9 (-1) INT 13 (+1) WIS 14 (+2) CHA 7 (-2)	STR 11 (+4) DEX 20 (+9) CON 9 (-1) INT 13 (+1) WIS 14 (+2) CHA 7 (-2)	STR 13 (+6) DEX 20 (+10) CON 9 (-1) INT 13 (+1) WIS 14 (+2) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Draconic, Dwarvish, Orc			
Attacks	**Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3) **Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Ranged** *Longbow (Weapon +1))* --> 150 ft.': +10/+10 (1d8+5); 600 ft.': +10/+10 (1d8+5) **Melee** Spear +7/+7 (1d6+4) **Ranged** Spear (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Ranged** *Longbow (Weapon +2))* --> 150 ft.': +13/+13 (1d8+7); 600 ft.': +13/+13 (1d8+7) **Melee** Spear +9/+9 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Ranged** *Longbow (Weapon +3)*) --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Spear +10/+10 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Languages, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Archery, Beasts, Swamp	Languages, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Aberrations, Beasts, Grassland, Swamp	Languages, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Archery, Aberrations, Beasts, Desert, Grassland, Swamp	Languages, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Whirlwind Attack, Archery, Aberrations, Beasts, Humanoids, Desert, Grassland, Swamp
Spell-casting	-	**Save DC 13; Spell Atk +5** **2nd:** *animal messenger; find traps* **1st:** *alarm; cure wounds; fog cloud; snare*	**Save DC 14; Spell Atk +6** **3rd:** *conjure animals; flame arrows* **2nd:** *animal messenger; find traps; protection from poison* **1st:** *alarm; cure wounds; fog cloud; snare*	**Save DC 15; Spell Atk +7** **4th:** *conjure woodland beings* **3rd:** *conjure animals; flame arrows; plant growth* **2nd:** *animal messenger; find traps; protection from poison* **1st:** *alarm; cure wounds; fog cloud; snare*

	Low	Moderate	Advanced	Elite
Equipment	Longbow; leather armor; arrows (20x); spear	*+1 Longbow;* *+1 leather armor;* arrows (20x); spear	*+2 Longbow;* *+2 leather armor;* arrows (20x); spear	*+3 Longbow;* *+3 leather armor;* arrows (20x); spear

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Shade of Grey Fighter

CR 2; XP 450

CE; Medium Humanoid (Tiefling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	22	49	76	119
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 15 (+4) DEX 17 (+3) CON 13 (+3) INT 9 (-1) WIS 8 (-1) CHA 11 (+0)	STR 19 (+7) DEX 17 (+3) CON 13 (+4) INT 9 (-1) WIS 8 (-1) CHA 11 (+0)	STR 20 (+9) DEX 18 (+4) CON 13 (+5) INT 9 (-1) WIS 8 (-1) CHA 11 (+0)	STR 20 (+10) DEX 20 (+5) CON 15 (+7) INT 9 (-1) WIS 8 (-1) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Greatclub +5 (1d8+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +5 (1d10+3); 400 ft.': +5 (1d10+3) **Melee** Light Hammer +5 (1d4+3) **Ranged** Light Hammer (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Greatclub* +8/+8 (1d8+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+3); 400 ft.': +6/+6 (1d10+3) **Melee** Light Hammer +7/+7 (1d4+4) **Ranged** Light Hammer (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greatclub* +11/+11 (1d8+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8 (1d10+4); 400 ft.': +8/+8 (1d10+4) **Melee** Light Hammer +9/+9 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13/+13/+13 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +10/+10/+10 (1d10+5); 400 ft.': +10/+10/+10 (1d10+5) **Melee** Light Hammer +10/+10/+10 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greatclub; chain mail; heavy crossbow; crossbow bolts (10x); light hammer (4x)	*+1 Greatclub;* *+1 chain mail;* heavy crossbow; crossbow bolts (10x); light hammer (4x)	*+2 Greatclub;* *+2 chain mail;* heavy crossbow; crossbow bolts (10x); light hammer (4x)	*+3 Greatclub;* *+3 chain mail;* heavy crossbow; crossbow bolts (10x); light hammer (4x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 13.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Shade of Grey Rogue

CR 2; XP 450

NE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	13	29	62	84
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 13 (+1) DEX 17 (+5) CON 10 (+0) INT 13 (+3) WIS 7 (-2) CHA 13 (+1)	STR 13 (+1) DEX 19 (+7) CON 10 (+0) INT 13 (+4) WIS 7 (-2) CHA 13 (+1)	STR 15 (+2) DEX 19 (+8) CON 10 (+0) INT 13 (+5) WIS 7 (-2) CHA 13 (+1)	STR 16 (+3) DEX 20 (+10) CON 10 (+0) INT 13 (+6) WIS 7 (-2) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 +4 Thieves' Tools	Passive Perception 8 +6 Thieves' Tools	Passive Perception 8 +8 Thieves' Tools	Passive Perception 8 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Sickle +3 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *Sickle (Weapon +1)* +5 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Sickle (Weapon +2)* +8 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Sickle (Weapon +3)* +11 (1d4+6) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; sickle; studded leather armor; shortbow; arrows (20x)	Dagger; *+1 sickle;* *+1 studded leather armor;* shortbow; arrows (20x)	Dagger; *+2 sickle;* *+2 studded leather armor;* shortbow; arrows (20x)	Dagger; *+3 sickle;* *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each

of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Tressedelle the Mistress

Tressedelle the Mistress

Overview

Sister to **Iskadelle** (p 405), she has made huge profit from slavery, particularly of the kind involved in brothels.

Her continuing strife with her sister, whose villainous mission is in direct opposition to Tressedelle's own life, have caused something of a turf war in recent months.

Things seem likely to escalate to some monumental resolution soon.

Appearance

<>

Background

Tressedelle grew up the wilder of two twin sisters, always getting into trouble with the law. Around age 10, her sister was apprehended for attacks and thievery Tressedelle herself committed, and the guilty sister never spoke up about it.

Tressedelle partly regrets that, but moreso that her sister got caught, not her own role in the events or even her failure to come forward and clear her sister's name. Over time, she has convinced herself that Iskadelle was mostly to blame, in fact, for not having the wits about her to escape the situation.

Since that fateful day, her mother threw her out of the house for her behavior—a circumstance that Tressedelle and her mother had been evolving toward over the previous few years, truth be told.

Now on her own, Tressedelle leaned into her life of crime, becoming known in the criminal underworld as a resourceful and capable miscreant worth watching.

Years passed, and her career blossomed; she adapted skills and forged connections that eventually enabled her to acquire a slaving business.

The irony of having effectively sold her sister into slavery with her silence, and now herself owning a slave trade, occured to Tressedelle for a mere moment before she picked up the whip and literally started cracking.

Since then, Tressedelle has only grown in power and influence. Hers is one of the major slaving intermediaries in the Realm; those who claim slaves in combat or in other circumstances sell their slaves by ones and twos to Tressedelle, who deals in far greater numbers to large entites such as armies, city-states, mining concerns, and sometimes, far more macabre interests such as necromancy and darker arts still.

Demeanor

Tressedelle effects a calm, pleasant demeanor, charming and casual. Just underneath, however, beats a demon's heart, cold and merciless, and focused on profit and traffic.

Combat Tactics

Tressedelle has only survived as long as she has through the combination of being quite capable in combat, and more importantly, being quite capable of avoiding combat wherever possible.

She's a firm believer that no matter how skilled a fighter one is, the odds will simply catch up with you at some point if you seek combat left and right. Tressedelle has seen it all too often in gladiator arenas and in her own guard staff.

Modus Operandi

These days, Tressedelle waits for sellers and buyers to come to her; she's so well-known that she hardly needs to seek these partners out with intent.

A rogue, mercenary, or highwayman will come to her with one or two waifs. Coin is exchanged, and they become Tressedelle's property.

Weeks later, Tressedelle will sign parchment with the leader of a barbarian cult, and unload thirty such waifs into the brutal care of a chieftain.

These scenarios, and others much like them, play out dozens of times a year, regardless of what laws might provisionally govern the acts.

Occasionally, when there is a dry spell in between contracts, or when the mood strikes her, Tressedelle will send her Binders in to an orphanage, or accost innocents on the road in between towns, to rustle up young women and enslave them on the spot. Most will resist, but not to the point of being wounded, at least subconsciously relying upon the law of the land to prohibit what is happening to them.

Tressedelle has learned over the years that no matter what laws man may have put in place, possession is truly nine tenths of the law, whether one is talking about a mule or a slave.

Notoriety

Tressedelle is well-known in the slave trade, and respected, if that's the right term for it.

She's a tough negotiator, but fair once terms have been agreed upon; she has never once reneged on a deal or otherwise altered it, though until quills scrawl signatures, she is cold-blooded and ruthless.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** One of the PCs is captured and enslaved by

FlexTable 27: Tressedelle the Mistress Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Once, a sister watched her twin be taken away to slavery, blamed for crimes she herself committed.	✅ **True.** This is precisely what happened to Iskadelle and Tressedelle.
15-29	15-30	15-30	01-30	13	A human female slaver started from humble beginnings, and escalated in her life of crime to her current position.	✅ **True.** This is a rough cut of how Tressedelle got to be who she is today.
30-44	31-45	31-45	31-39	14	Be careful on the watchman's road Lest Tressedelle round you up! She'll add you to her hefty load And by your sale, come up!	✅ **True.** Tressedelle will absolutely enslave people on the spot if they are alone and defenseless, and there are no other travelers in sight.
45-59	46-60	46-60	40-49	15	Tressedelle the Mistress specializes in rounding up comely young people and selling them to brothels and into harems.	✅ **True.** This is sadly one of Tressedelle's most profitable applications of the slave trade.
60-74	60-69	60-69	50-59	16	Whether legal or outlawed, it matters not: Tressedelle will enslave you if she catches you alone, to be sold to a terrible fate.	✅ **True.** This is cruelly accurate.
75-89	70-97	70-94	60-69	11	Tressedelle is a barbaric, horrid devil in human guise, walking the earth to enslave the weak.	❌ **False.** It might make Tressedelle's behavior somehow less horrific if she were in fact anything but a normal human without sympathy for her fellow man.
90-00	98-00	95-00	70-00	13	Tressedelle is a demon in human form, enslaving people not for resale to armies or brothels, but to serve her interests in a necrotic underworld.	❌ **False.** One might reasonably wonder if this would be worse, or better, than Tressedelle's true nature.

Tressedelle when wandering alone one day.

This is a fairly significant development which should only be entered into with serious storytelling commitment, as it splits the party and makes play that much more challenging until the PCs are all reunited.

- **Plea of the Innocent:** A spouse or child of someone who was abducted by Tressedelle asks the party's help in getting their loved one back.
- **Competing Goals:** Tressedelle stands for slavery. The PCs may have a moral objection to that.
- **Appeal from Authority:** Law enforcement requests that the PCs investigate disappearances of attractive teenagers in the area.
- **Faction Quest:** A church or other establishment asks the party's help in staunching the growth of brothels in the city; it turns out this growth is made possible due to the influx of sex slaves provided by Tressedelle.
- **Disappearing Regular:** One of the more attractive NPCs the party interacts with disappears; rumor is that someone spotted that person in one of the brothels in town.

Habits and Logistics

Tressedelle is ever mobile, leading a giant baggage train and caravan across the Realm.

There is a 75% chance that this "slave train" is "parked" just outside town, as Tressedelle has arrived to do business (both on the supply and demand side of the slave trade) with the city.

The remaining time, Tressedelle is between cities, and the train goes with her.

Conversation

Tressedelle is charming and engaging, until she realizes the PCs may have objections to her trade and practice.

Do you deal in slaves?

"We all deal in slaves, hun. Marriage is slavery. Employment is slavery. Religion is slavery. Hell, all of politics is slavery. Any town, any city, any nation, any kingdom—slavery, all. So yes, I do. But so do you."

Did you abduct this person?
(This can be a general question about any victim, actual or suspected.)

"Maybe. Hard to tell. I prefer not to abduct, really; I prefer to deal with those pre-enslaved. Much easier, that way, you understand."

Attitude Tracker Triggers

Value	Action
<7	Tressedelle will organize an attack on the PCs.
<13	If she sees them, Tressedelle will attack the PCs.
>18	Tressedelle will offer slaves to the PCs at a discount.
>24	Tressedelle will share her penchant for abducting and enslaving new recruits to her stable, and will offer that the PCs join and help her in her next such endeavor.

Organization

Tressedelle has many guards and hirelings, all of whom roughly fit into a similar profile.

She can summon these at any time. Each round after she summons them, **1d4** appear. Keep track of those she summons; more reinfocements cannot arrive than exist in the city.

Henchmen, Retainers, and Followers

Binders: **4d8** available to Tressedelle at a given moment. These are Barbarians, tasked primarily with roping in new slaves, but also used as attackers and guards when needed.

Lair / Residence

Tressedelle's "slave train" serves as her mobile residence, office, and stock of product.

Quests & Encounters

Quest: Not By Choice, Least Not My Own

Summary: The PC s encounter an innocent in a brothel, and are morally compelled to take action.

Rewards: Up to **5 Reward Stars**.

Locations: Any (urban, brothel).

Key NPCs: Tressedelle the Mistress, Binders.

Kickoff: The PCs are in an establishment of ill repute. This need not be a brothel, per se, but it should involve prostitution of some sort. The party might be there to partake of the services offered, or merely to gather information as part of a grander design.

Specifically, the PCs encounter someone on the cusp of adolescence, serving in a menial but nonsexual capacity. If the party questions this person, they learn that s/he is here because they were enslaved while walking on the road near town, and sold to the establishment. The assumption is that once they fully blossom into adolescence, the "investment" will pay off as the innocent will be forced into the true trade of the institution.

Description:

Any situation in which this particular innocent is saved from their current life merits **1 Reward Star**.

Freeing ***all*** innocents at this establishment merits a further **2 Reward Stars**.

2 Reward Stars goes to the party who prevents Tressedelle from further villainous acts in the realm of slavery.

All of these rewards stack with each other.

Each 10 minutes the PCs spend trying to deal with the situation, there is a **20%** chance that Tressedelle and **2d4** Binders arrive on the scene; if they discover the PCs talking to the owner or any slaves, they will attack the party immediately.

If the PCs seek to free this innocent, it will cost them 2,500 gp if dealing directly with the establishment's owner.

There are **2d4** other innocents in similar plight to the one with whom the PCs speak; the party may simply buy out these "contracts" as well and free everyone in the establishment's employ there against their will.

Alternately, they may attempt the Skill Challenge below, which may result in freeing one or more innocents, but involves a "press your luck" sort of risk as well:

Is This Really Worth It?

The PCs gain a **+1 competence bonus** on all checks involved in this Skill Challenge for each innocent who has already been freed as a result of a Third Check success. This bonus applies to all subsequent checks the PCs may be called upon

to make in this challenge; i.e., it does not apply only to the Third Check.

The PCs may voluntarily stop the discussion at any point, and walk away with no further risk or impact. For example, if they manage to free 3 out of 5 innocents, they can walk away, leaving 2 enslaved, but not putting the 3 freed at any further risk.

First Check: Diplomacy, opposed by the owner's Sense **Motive**. The owner has a +3 circumstance bonus to this check, owing to the fact that the line of discussion will be coming somewhat out of nowhere.

Failure means the discussion (and the party's chances for success) are at an end; any innocents "freed" as a result of successes in subsequent steps in this challenge are NOT freed as a result of this failure.

Failure by 5 or more points not only terminates the discussion and "cancels" any freed innocents, but also summons Tressedelle and **2d4** Binders to the scene, who immediately attacks the party.

Success advances to the Second Check.

Second Check: Intimidate or **Diplomacy**, opposed by the owner's **Bluff**. Failure reverts to the First Check; treat failure by 5 or more points as though the PCs had failed at the First Check. Success advances to the Third Check.

Third Check: Intimidate, opposed by the owner's **Intimidate**. Failure reverts to the Second Check.

Success "frees" one innocent from the owner's employ.

So long as there are any innocents remaining enslaved in the owner's employ, the PCs may re-attempt this Third Check repeatedly to free them, as well.

Through whatever combination of factors, the PCs may end up fighting Tressedelle. Remember that regardless of how many henchmen she arrives with, she can summon more.

Tressedelle cannot be reasoned with, and will not cease her attack once it has begun.

Tressedelle the Mistress

CR 3; XP 700

CE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 15
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	27	64	99	151
Armor Class	18	21	23	25
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 17 (+5)** **DEX 13 (+1)** **CON 14 (+4)** **INT 8 (-1)** **WIS 13 (+1)** **CHA 17 (+3)**	**STR 20 (+8)** **DEX 14 (+2)** **CON 14 (+5)** **INT 8 (-1)** **WIS 13 (+1)** **CHA 17 (+3)**	**STR 20 (+9)** **DEX 14 (+2)** **CON 16 (+7)** **INT 8 (-1)** **WIS 13 (+1)** **CHA 17 (+3)**	**STR 20 (+10)** **DEX 16 (+3)** **CON 18 (+9)** **INT 8 (-1)** **WIS 13 (+1)** **CHA 17 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth
Languages	Common, Giant			
Attacks	**Melee** Mace +5 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1) **Melee** Dagger +5 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *Mace (Weapon +1)* +9/+9 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8+2); 320 ft.': +5/+5 (1d8+2) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *Mace (Weapon +2)* +11/+11/+11 (1d6+9) **Ranged** Crossbow, Light) --> 80 ft.': +6/+6/+6 (1d8+2); 320 ft.': +6/+6/+6 (1d8+2) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *Mace (Weapon +3)* +13/+13/+13 (1d6+10) **Ranged** Crossbow, Light) --> 80 ft.': +8/+8/+8 (1d8+3); 320 ft.': +8/+8/+8 (1d8+3) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Languages, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Mace; half-plate armor; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 half-plate armor;* *+1 shield;* light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 half-plate armor;* *+2 shield;* light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 half-plate armor;* *+3 shield;* light crossbow; crossbow bolts (10x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 30: Attitude Modifiers for Tressedelle the Mistress

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Binder

CR 2; XP 450

NE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)
HP	26	60	93	142
Armor Class	17	20	22	24
Speed	Walk 25'	Walk 35'	Walk 35'	Walk 35'
Ability Scores / Saves	**STR 15 (+4)** **DEX 13 (+1)** **CON 14 (+4)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 16 (+6)** **DEX 14 (+2)** **CON 14 (+5)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 18 (+8)** **DEX 14 (+2)** **CON 14 (+6)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 20 (+10)** **DEX 14 (+2)** **CON 14 (+7)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 4	Passive Perception 15
Languages	Common, Dwarvish			
Attacks	**Melee** Battleaxe +4 (1d8+2) **Melee** Handaxe +4 (1d6+2) **Ranged** Handaxe (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** *Battleaxe (Weapon +1)* +7/+7 (1d8+4) **Melee** Handaxe +6/+6 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +6/+6 (1d6+3); 60 ft.': +6/+6 (1d6+3)	**Melee** *Battleaxe (Weapon +2)* +10/+10 (1d8+6) **Melee** Handaxe +8/+8 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8 (1d6+4); 60 ft.': +8/+8 (1d6+4)	**Melee** *Battleaxe (Weapon +3)* +13/+13 (1d8+8) **Melee** Handaxe +10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Battleaxe; breastplate; shield handaxes (2x)	*+1 Battleaxe;* *+1 breastplate;* *+1 shield* handaxes (2x)	*+2 Battleaxe;* *+2 breastplate;* *+2 shield* handaxes (2x)	*+3 Battleaxe;* *+3 breastplate;* *+3 shield* handaxes (2x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Drethe

Drethe

Overview

Drethe is a Sorcerer with a lust for power, no matter the cost.

Appearance

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Background

Drethe comes from middle-class origins; her mother was a sailor and merchant of middling success, and she never knew her father, who she was told was a soldier who died in a famous battle. Through the years growing up, Drethe heard rumors that her father was in fact the first mate of her mother's merchant vessel, who left after a tumultuous liaison with the captain and was never seen again.

In contrast to other villains, Drethe's childhood was unremarkable from the standpoint of tragedies and abuse. She was well-treated and much beloved by the crew of the ship, and on land, she took to managing the finances of the family business. She learned a diversity of skills in so doing, and got to interact with all walks of life.

One day, she was scrubbing the deck, when a shipmate fell from great height. Without thinking, she twisted her hands and yelped in a language she had never understood, and the shipmate was diverted to land in a pile of grain bags.

In the bewildered aftermath of the incident, Drethe's mother told her that she had latent sorcerous powers. Her father, it seemed, was a sorcerer as well, though he kept his powers hidden for fear of superstitious reprisals from ill-informed cultures they encountered in their journies.

Her mother told her that she should study, and hone, these powers, and that they were a gift she should cherish.

Drethe was heartbroken to leave her mother and her shipmates, and the only home she had ever known. But there was no use trying to apprentice on the open seas, and a merchant's daughter could ill afford a private tutor to accompany them.

So she stayed on land, and apprenticed. This turned out to be little more than an indentured servitude, spiced with medicore and halfhearted lessons a few times a week if she was lucky.

When Drethe learned of her mother's death on the seas, of the storm that had claimed that life and those of all aboard, something snapped within her. She realized her current approach was a waste of time, and started to resent her entire existence.

Her nominal master and teacher was not an evil man, but he just happened to react to this change in precisely the worst manner that would have been possible. He considered discipline and focus the panacea to all that distracted one, so he doubled her chores and refused to give any instruction until she stopped "moping about".

Drethe reacted in a violent manner that would change her life forever. With what little powers she had learned of, she attacked her instructor, and slew him.

Alone, driftless, without a rudder or wheel, she wandered through life for a few years, managing a living by helping wherever help was needed.

Then, one day, she was ambushed on the road. Her possessions were meagre, but the highwayman took notice of her spellbooks and other arcane materiel. They questioned her, and, discovering her abilities, offered her a job within their ranks. It turned out that one of their own number was a sorcerer, of high will but low ability, sadly.

The combination was formidable: Drethe would study and absorb everything her new, eager mentor could tell her, and he would delight to see his knowledge used with true aptitude.

Drethe would have happily continued in that pattern for the rest of her life, were it not for a rival group of thieves who sought to claim territory. In the impromptu struggle that ensued, Drethe was the sole survivor: her mentor and all her new compatriots were slain, as were all of the attackers.

Once more adrift, Drethe at least now knew the rudiments of survival: amass allies, take what you wish by force, and keep it with the same.

Demeanor

Drethe is mercurial, owing to the circumstance: jovial at the tavern, ruthless on the battlefield, and cunning when negotiating. Her true self is cold, heartless, and neutral in tone.

Combat Tactics

Drethe is always willing to fight; she views combat as a means to resolve ambiguity. If she wins, any struggle is over; if she loses, then at least she knows. Whatever matter had escalated to that situation is resolved, either way.

Drethe will use her henchmen as pawns, and as tools; she has gathered a fair amount of tactical knowledge in her journeys.

If reduced to fewer than 1/3 her maximum hit points, she will flee if at all possible, though she will "spend" her henchmen as though they were immediately replaceable even when doing so.

Modus Operandi

Drethe wishes power and profit, in any form, and nothing more. In her heart of hearts, she yearns for stability, and routine; the safety and surety of her mother's ship and all that accompanied it is what she would love most of all. In

FlexTable 28: Drethe Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A sorceress who seems to kill for fun will actually only do so for profit.	✅ **True.** Drethe will do anything at all for profit.
15-29	15-30	15-30	01-30	13	A mercenary sorceress attacks spell shops and magic-arms shops, walking in through the front door with fireballs at the ready.	✅ **True.** This described Drethe's approach to villainy.
30-44	31-45	31-45	31-39	14	A murderous sorceress will kill for hire.	☑ **Partially True.** Drethe is no assassin, and does not view herself as such; however, she has been known to take a murder contract for substantial enough profit. Drethe is wise enough, in such circumstances, to murder those who employed her, either before, after, or instead of the murder contract itself.
45-59	46-60	46-60	40-49	15	Drethe the tiefling sorceress will pillage and murder any shop, or any village, no matter what the risk.	✅ **True.** Though she's no fool, and will target the easier marks first.
60-74	60-69	60-69	50-59	16	Drethe the sorceress has fleets of vile henchmen to do her dirty work.	✅ **True.** This is accurate; see "Henchmen" below.
75-89	70-97	70-94	60-69	11	Drethe the mercenary sorceress has led many an adventuring party into an ambush.	❌ **False.** She has never adventured in the conventional sense of the word, but would happily betray the PCs if it was profitable.
90-00	98-00	95-00	70-00	13	A murderous sorceress has a taste for human flesh; that pursuit drives her every whim.	❌ **False.** Drethe is no cannibal.

her most self-aware moments, however, she realizes that she will never again be capable of that, and so makes up for it by gathering as much coin, jewel, and weapon as possible.

Her villany is more fluid, and less discriminatory, than many of her villainous brethren: she will attack, and slay, any one, at any time, if she feels there is profit to be found.

Her favorite targets are shops, particularly those selling magic arms and armor, or magic shops specializing in spellbooks, scrolls, rods, and the like.

Although skilled at planning, much of the time, her "strategy" is blatant: attack through the front door, spells and swords at the ready. More of then than not, the suprirse and audacity of the move will result in a bloodless and profitable encounter.

Notoriety

Drethe's reputation as a thief and murderer has grown in the last few years, to the point where local militia and other groups are actively on the lookout for her and her comrades.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Drethe may simply attack the PCs, if she views it profitable enough. Higher-level PCs bristling with valuables would be attractive targets.
- **Plea of the Innocent:** The wife or child of someone who was murdered in a raid by Drethe asks the party's help to discover the culprit.
- **Fringe Notice:** Drethe is harrying this town with murder after murder, and the PCs walk into one such store in the aftermath.
- **Appeal from Authority:** Town militia asks the party's help in hunting down this robber/murderer.
- **Collateral Damage:** The PCs are in a shop when Drethe attacks.
- **Disappearing Regular:** Any shopkeeper with whom the PCs regularly interact might be targeted by Drethe in her attacks.
- **Dependency Interference:** The PCs are told that something they need can be bought at a local store.

Approaching that store, they see it in ruins, the owner charred to a crisp. Drethe now has the artifact the party seeks.

Habits and Logistics

Drethe moves from place to place quite frequently. It's as likely that she takes a simple room in an inn above a tavern than for her to rent high-class apartments for a few weeks.

Drethe keeps quiet during the day, either drinking in solitude, or sleeping off the previous evening's activities.

There is a **75%** chance she is in an inn room during the daytime. Drethe will be in such quarters sleeping, conducting business, rewarding loyal followers with physical favors, tending to wounds, researching spells, and so on.

The remainder of the time, she is out and about, buying food, recruiting new henchmen, investigating shops in town, and that sort of thing.

At night, there is only a **25%** chance she will be in an inn or tavern. The remaining time, she will be conducitng a robbery, or in the woods outside of town practicing her sorcerous craft and honing her skills.

Conversation

Drethe's primary motivation in any conversation is to ascertain whether the other party has valuables, or if they know where some might be obtained.

Did you know this shopkeeper?
(This can be a general question about any victim, actual or suspected.)

"I don't know; maybe I stopped into his shop on occasion?"

Did you have anything to do with this murder?
(This can be a general question about any victim, actual or suspected.)

"Not that you can prove, or that I would volunteer. Do I look like an idiot? What kind of question is that to ask someone? If you ask an innocent, they'll get flustered and offended; if you ask the person who actually did it, do you really truly think they'd admit it?"

Attitude Tracker Triggers

Value	Action
<7	Drethe will coordinate an intentional, focused attack on the PCs, using her entire force of henchmen.
<13	Drethe will attack the PCs on sight, but will not go out of her way to locate and assault them.
>18	Drethe will greet the PCs in friendly manner, and will even offer acts of mild beneficial sorcery (i.e, cantrips or 1st level spells).
>24	Drethe will confide her purpose to the PCs, and offer that they can join her in her next endeavor for an even split of the profit.

Organization

Drethe has many followers. Most follow her for a share of the profits; typical ratio offered is half for Drethe herself, with the remainder being split evenly among all other henchmen who participate in an attack.

Some follow her out of a sheer delight of chaos, or simple bloodlust. Many of these may take a share of the spoils, but would in truth do their deeds for free if it were necessary.

A few view Drethe as more than a power-hungry sorceress: they are either in love with her, or in love with *the idea* of her, and follow her every will and command. Drethe is more than aware of such devotion, and makes optimal use of it: these are the troops she sends to certain and obvious death to secure escape, or to conduct a suicide assassination.

Anywhere in an urban environment, Drethe may call out to her followers, and they will flock to her aid. Each round after she hails them, **1d3** of each type of follower arrives as reinforcements. Keep track of those who join the battle in such a manner; Drethe may not summon more henchmen than she has in total.

Henchmen, Retainers, and Followers

Rattlers: **3d6** in total at a given time. These are vermin-like gnome Rogues who do dirty work for their mistress.

Veins: Armored fighters who have pledged their lives to their mistress, in exchange for either favors or the promise of a cut of power once she conquers. **2d8** such warriors are available to Drethe on a given day.

Lair / Residence

Drethe has no permanent residence, and will pick up shop and move as the whim or need suits her, particularly when law enforcement gets serious wind of the pattern of her attacks.

Quests & Encounters

Quest: Resist the Raid

Summary: A magic-items shop hires the PCs to prevent a suspected raid attemtp by Drethe and her forces.

Rewards: **50%** discount off one item; unlimited **25%** discount for all others; lifetime **10%** discount for all wares from the shop; up to **3 Reward Stars**.

Locations: Any shop (urban).

Key NPCs: Drethe, Rattlers, Veins.

Kickoff: The PCs can come by this Quest a number of different ways.

They might be shopping, and in conversation, the shopkeep asks them if they might be interested in some defense / security work.

The shopkeep might encounter the PCs in a tavern, and bring the topic up on her own.

The shopkeep might work through an intermediary: if there is an Adventurers' Guild, or other such "job posting" sort of "quest funnel", the party might learn of the shop's need in that manner.

Description:

The PCs are asked to defend the shop at night. The shopkeep claims that the shop hasn't been doing so well, so they can only afford to compensate the PCs with the discounts listed above.

In reality, the shop has been doing quite well, and the shopkeep herself is quite rich; this knowledge is indeed why Drethe seeks to attack the establishment in the first place. The shopkeep knows that her secret of profits has been leaked, and with the swath of recent robberies, she fears for the safety of her coin and comfort.

Each evening after the Quest is brought to the party's attention, there is a **15%** chance that Drethe attacks. So the PCs may tire of the quest long before an assault actually takes place.

When the attack occurs, Drethe herself will lead it, along with half of her total henchmen forces. Remember that once combat is joined, the sorceress can and will call out to her remaining henchmen as reinforcements.

If the attack occurs on the very first evening, the PCs are in luck: only **25%** of Drethe's henchmen will be in attendance, owing to the lack of advance warning the sorceress has had that the shop has hired help.

Talking Drethe out of her attack is fruitless, though if it is judged to be in keeping with the party's alignment and character, it is worth **1 Reward Star** to suffer a round of attack from the sorceress while trying to talk her down.

Fighting Drethe is really the only option here, whether the PCs like it or not. Any scenario in which Drethe withdraws is worth **1 Reward Star** (this does not stack with the reward below for killing Drethe).

If Drethe herself is slain, all remaining henchmen will scatter immediately, and the party gains **2 Reward Stars**.

Both combat rewards stack with the "trying to talk her out of it" reward listed above, so the best-case scenario is a total of **3 Reward Stars** for trying communications, and then slaying the villainous sorceress.

Drethe

CR 5; XP 1,800

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	31	54	80	99
Armor Class	14	14	15	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'; Fly 30'
Ability Scores / Saves	**STR 12 (+1)** **DEX 13 (+1)** **CON 13 (+4)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 17 (+6)**	**STR 12 (+1)** **DEX 13 (+1)** **CON 13 (+5)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 19 (+8)**	**STR 12 (+1)** **DEX 14 (+2)** **CON 13 (+6)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 20 (+10)**	**STR 12 (+1)** **DEX 16 (+3)** **CON 13 (+7)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 20 (+11)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Draconic, Infernal			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+1); 320 ft.': -2 (1d8+1) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Ranged** Crossbow, Light) --> 80 ft.': -1 (1d8+1); 320 ft.': -1 (1d8+1) **Melee** *Dagger (Weapon +1)* +6 (1d4+2) **Ranged** *Dagger (Weapon +1/* Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Ranged** Crossbow, Light) --> 80 ft.': +1 (1d8+2); 320 ft.': +1 (1d8+2) **Melee** *Dagger (Weapon +2)* +9 (1d4+4) **Ranged** **Dagger (Weapon +2/*Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+3); 320 ft.': +3 (1d8+3) **Melee** *Dagger (Weapon +3)* +12 (1d4+6) **Ranged** *Dagger (Weapon +3/*Thrown) 20 ft.': +12 (1d4+6); 60 ft.': +12 (1d4+6)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell
Spell-casting	**Save DC 14; Spell Atk +6** **3rd:** *blink; fireball* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; feather fall; fog cloud*	**Save DC 16; Spell Atk +8** **5th:** *dominate person* **4th:** *confusion; dimension door; dominate beast* **3rd:** *blink; fear; fireball* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; feather fall; fog cloud*	**Save DC 18; Spell Atk +10** **7th:** *teleport* **6th:** *sunbeam* **5th:** *dominate person; wall of stone* **4th:** *confusion; dimension door; dominate beast* **3rd:** *blink; fear; fireball* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; feather fall; fog cloud*	**Save DC 19; Spell Atk +11** **9th:** *meteor swarm* **8th:** *incendiary cloud* **7th:** *teleport* **6th:** *sunbeam* **5th:** *dominate person; wall of stone* **4th:** *confusion; dimension door; dominate beast* **3rd:** *blink; fear; fireball* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; feather fall; fog cloud*
Equipment	Light crossbow; crossbow bolts (10x); dagger	Light crossbow; crossbow bolts (10x); *+1 dagger*	Light crossbow; crossbow bolts (10x); *+2 dagger*	Light crossbow; crossbow bolts (10x); *+3 dagger*

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 19.

Languages You can speak, read, and write Common and Infernal.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 5. A chosen creature automatically succeeds on its saving throw against the spell.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Distant Spell When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Black, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points You have 17 sorcery points. You can never have more sorcery points than 17 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Table 31: Attitude Modifiers for Drethe

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Rattler

CR 2; XP 450

NE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	17	44	61	82
Armor Class	13	15	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 13 (+1)** **DEX 15 (+4)** **CON 13 (+1)** **INT 12 (+3)** **WIS 6 (-2)** **CHA 7 (-2)**	**STR 13 (+1)** **DEX 17 (+6)** **CON 13 (+1)** **INT 12 (+4)** **WIS 6 (-2)** **CHA 7 (-2)**	**STR 14 (+2)** **DEX 20 (+9)** **CON 13 (+1)** **INT 12 (+5)** **WIS 6 (-2)** **CHA 7 (-2)**	**STR 16 (+3)** **DEX 20 (+10)** **CON 13 (+1)** **INT 12 (+6)** **WIS 6 (-2)** **CHA 7 (-2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 +4 Thieves' Tools	Passive Perception 8 +6 Thieves' Tools	Passive Perception 8 +8 Thieves' Tools	Passive Perception 8 +10 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Mace (Small) +3 (1d6+1) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Shortbow (Small)) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger (Small) +6 (1d4+3) **Ranged** nged Dagger (Small/ Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *Mace (Weapon +1)* (Small) +5 (1d6+2) **Ranged** Shortbow (Small)) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *Mace (Weapon +2)* (Small) +8 (1d6+4) **Ranged** Shortbow (Small)) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Mace (Weapon +3)* (Small) +11 (1d6+6) **Ranged** Shortbow (Small)) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Mace (small); dagger (small); leather armor; shortbow (small); arrows (20x)	*+1 Mace (small);* dagger (small); *+1 leather armor;* shortbow (small); arrows (20x)	*+2 Mace (small);* dagger (small); *+2 leather armor;* shortbow (small); arrows (20x)	*+3 Mace (small);* dagger (small); *+3 leather armor;* shortbow (small); arrows (20x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see

hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Vein

CR 2; XP 450

CE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)	Medium CE Dwarf (Hill)
HP	19	48	92	154
Armor Class	17	18	19	20
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 17 (+5)** **DEX 15 (+2)** **CON 15 (+4)** **INT 5 (-3)** **WIS 11 (+0)** **CHA 11 (+0)**	**STR 20 (+8)** **DEX 15 (+2)** **CON 16 (+6)** **INT 5 (-3)** **WIS 11 (+0)** **CHA 11 (+0)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 18 (+8)** **INT 5 (-3)** **WIS 11 (+0)** **CHA 11 (+0)**	**STR 20 (+10)** **DEX 17 (+3)** **CON 20 (+10)** **INT 5 (-3)** **WIS 11 (+0)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Halberd +5 (1d10+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +4 (1d10+2); 400 ft.': +4 (1d10+2)	**Melee** *+1 Halberd* +9/+9 (1d10+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2)	**Melee** *+2 Halberd* +11/+11 (1d10+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2)	**Melee** *+3 Halberd* +13/+13/+13 (1d10+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Halberd; half plate armor; dagger; heavy crossbow; crossbow bolts (10x)	*+1 Halberd;* *+1 half plate armor;* dagger; heavy crossbow; crossbow bolts (10x)	*+2 Halberd;* *+2 half plate armor;* dagger; heavy crossbow; crossbow bolts (10x)	*+3 Halberd;* *+3 half plate armor;* dagger; heavy crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Nocturnne

Nocturnne

Overview

An assassin who works for barter: a life for a life. Her payment is that her client must either kill someone she wishes slain, or themselves offer a death in payment.

Appearance

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Background

Nocturnne, born Alicia, comes from humble, though safe, origins, the daughter of workers in a fish-gutting factory. Although not mistreated, she was malcontent, and ran away from home not long after adolescence.

She attempted a life of crime, and grew in skill rapidly. Within a few years, she had become a formdiable member of underworld society, her talents respected and in much demand.

However, Alicia grew bored of that life, as well. Thieving was too easy for her, and although she appreciated what coin could buy, something deep within her urged for something greater, something more visceral than theft could provide.

Adopting her new name of Nocturnne, she became an assassin. Overnight, it seemed, the thief Alicia effectively vanished, and in her place was a mysterious and potent murderer for hire.

By that point, Nocturnne had amassed enough of a small fortune to live comfortably and anonymously.

Demeanor

Nocturnne has little interest in others; she is independent, and used to being alone. She has what we would today call social anxiety, and in fact resents any open situation that finds her in loose proximity to many other people.

She would much rather drink a flash of spirits alone under a tree than chug a mug of ale in a tavern, surrounded by dolts.

Her conversation therefore tends to be standoffish, suspicious, and almost shy, in shocking contrast to the boldness of the deeds of which she is capable.

This demeanor changes completely when she is conducting business: one-on-one with either a client or a go-between, she is a formidable, fierce fury, cold and bold in equal measure toward the execution of her aims.

Combat Tactics

Nocturnne is an assassin, but a calculating one. She will strike only when her mission is a surety, and will withhold action until that is the case.

She favors no particular method, and is flexible in service to the nature of a specific job. In preparation for a deed, she will spend hours, days, or even weeks researching, waiting, and watching, establishing the right plan for the target.

Her preference is to get in to the house, establishment, building, or other location of her target; do the deed; and get out. On rare occasion, this quiet and secure approach is either not possible, or is ruined because of unforeseen circumstances—a guard dog she had failed to account for, for example.

In these rare cases, she will enlist the aid of henchmen to the task, either to assist in accomplishment of the deed itself, or to enable her own escape afterwards

Nocturnne is no stranger to pain and damage, but knows the wisdom of fighting another day: if reduced to fewer than half her maximum hit points, she will withdraw, using henchmen to cover her escape.

Modus Operandi

Given her independent means, assassination was to be Nocturnne's hobby, her passion, and her obsession.

For her terms were set abnormally to others in her trade: neither coin nor jewel was sufficient to merit her services. Instead, death must follow death: the client making the request must commit a murder, either of another, or of themselves. The death made in payment need not have anything to do with the one that had been asked for; indeed, it could be completely indiscriminate.

Fully half of Nocturnne's work in this vein was around verifying who the ultimate, true client really was. It was a universal truth that most in need of, and with the means to pay for, an assassination used go-betweens. Rare was the sailing magnate, political powerhouse, or military chieftain who showed up to her alley themselves to secure her services.

So when she was handed a name, written in blood, on a scroll, as was her requirement, her first task was to research the situation. Who had hired this underling, as surely underling they were? Why? To what end? What did this person, or their organization, stand to gain?

Once she knew the true client, she executed the deed, and then showed up to the client in person, and made plain her terms. Nearly all tried to elude her payment, or to try and pay her off in coin, treasure, or favors. These she all declined.

Clients typically had one week from the death they had commissioned to make payment. The penalty for failing to do this was severe: Nocturnne would slay not only the client, but all direct blood relatives thereof.

A surprising number of clients, when faced with the horrid reality of what they had commissioned, take what Nocturnne considered the easy way out: they kill themselves.

FlexTable 29: Nocturnne Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Assassins are not uncommon in the city.	☑ **Partially True.** Competent ones are still rare.
15-29	15-30	15-30	01-30	13	Murder for hire is quite illegal, but it's accepted by law enforcement as an unavoidable certainty.	☑ **Partially True.** City militia would still prefer it not happen, but their abilities to prevent it are far outstripped by the planning of someone like Nocturnne.
30-44	31-45	31-45	31-39	14	If you've the coin, She'll slit their throats From neck to loin, Or flayed on a post. Nocturnne, she'll sing A bladed dance For your escape, You've not a chance.	✓ **True.** Half schoolyard jingle, half murderous foreboding, this rhyme is repeated in many circles, often in jest but always with an undercurrent of fear.
45-59	46-60	46-60	40-49	15	Nocturnne is a trained assassin who demands a terrible price for her skills.	✓ **True.** This refers to the method of payment she requires.
60-74	60-69	60-69	50-59	16	Nocturnne's murder for hire skills are a certainty. She requires payment in the form of another death, however: her clients must murder someone else, or themselves, to achieve her talents.	✓ **True.** This is exactly what Nocturnne demands; however, it leaves out the horrible consequence she enacts if such payment is not rendered.
75-89	70-97	70-94	60-69	11	There is no assassin named "Nocturnne"; she is a fanciful congolmeration of tales and threats.	✗ **False.** Nocturnne is very much real and alive, though she would be tickled to hear this rendition of her mythology.
90-00	98-00	95-00	70-00	13	Nocturnne is not a single individual, but rather a guild of trained rogues who can perform a diversity of deeds, including assassination.	✗ **False.** Not only does Nocturnne prefer to work alone, she is limited exclusively to assassination.

Notoriety

Nocturnne is very well-known, either as a legend, a threat, or as a business partner, throughout the Realm.

Even cities far-flung from where she operates have heard wind of the bizarre payment method she extracts from her clients.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Nocturnne targets one or more of the PCs for assassination. This hook works best if the PCs are high level, and even better if they have some sort of established enmity with a powerful person or institution. Indeed, surviving the assassination itself might simply be prelude to the real adventure of discovering who was behind it!
- **Plea of the Innocent:** One of Nocturnne's targets left behind a loved one, who asks the party's help in seeking vengeance.
- **Competing Goals:** Nocturnne's pattern of murder interferes with the party's own approach to such villainy, and they view her as a fierce competitor. (This works only to the extent to which the party is evil, or contains one or more assassins.)
- **Fringe Notice:** In conversation with others, the PCs come to realize that a dozen different people fear for their lives, and assume that they are powerful enough to have contracts put out on their lives.
- **Appeal from Authority:** City militia asks the party's help in finding the assassin.
- **Faction Quest:** A church asks the party's help in

removing this menace. Or, even better, a Thieves' Guild or Assassin Guild asks the party's help in putting down an unsanctioned competitor.

- **Faction Impact**: An Assassin Guild or Thieves' Guild with which the party has a relationship views Nocturnne's successful business as a major competitor... one that must be dealt with swiftly.
- **Collateral Damage:** Nocturnne summons her henchmen to help her escape a successful assassination; those henchmen attack the PCs as part of that escape, confusing them with guards.
- **Disappearing Regular:** A powerful NPC with whom the party interacts is either killed, or an attempt on their live is survived.
- **Dark Rumor:** The party hears Rumors & Lore of Nocturnne and her deeds.

Habits and Logistics

Nocturnne is frequently (**65%** chance) in her lower-class residence, training or sleeping or reading.

The remainder of the time, she is either researching an assassination, or committing one.

Conversation

Nocturnne hates other people, not personally, but as an interference with her solitude. As a result, unless she is discussing a contract, she will act shy and reluctant to the prospect of talking at all.

Did you know this murdered person?
(This can be a general question about any victim, actual or suspected.)

"No. I mean, maybe. They ran a business, I think?"
(Replace with whatever line of work or position is appropriate for the victim(s) involved in the query.)

Did you have anything to do with this person's murder?

"No. Go away. What a mean question."

Attitude Tracker Triggers

Value	Action
<7	Nocturnne will mark the party for her next target. This time there is no client; she simply needs to murder the PCs.
<13	Nocturnne will fight the PCs if she encounters them, and will avoid them if possible.
>18	Nocturnne will smile a little when she sees the party, and will willingly talk to them if they engage.
>24	Nocturnne will confide in the PCs as to her true purpose, and offer as to whether the party has any need of a murder for hire. (Due to her payment methods, she certainly can't give them a discount in the traditional sense.)

Organization

Nocturnne works largely alone, and prefers it that way.

That said, she has a number of followers and henchpeople. All of them follow her either out of a sense of devotion, or as a means to acquire skill, almost like an apprenticeship.

While in the city in which she operates, Nocturnne can call to these henchmen in aid. Each round after she calls to them, there is a **40%** chance that **1d2** of each type of henchman arrives as reinforcements. Roll this probability separately for each henchman type.

Keep track of those who arrive in this manner; Nocturnne cannot summon more retainers than exist in the city.

Henchmen, Retainers, and Followers

Crescent Moon: **2d4** at a given time. These are Nocturnne's apprentices, assassins in training. They "graduate" from this service once they fulfill their first contract and extract payment on behalf of their mistress.

Sabres: Formidable warriors tasked with making contact, accepting payment... and ensuring compliance with the somewhat unorthodox contract. Nocturnne can call upon **3d6** of these fighters at a time.

Lair / Residence

Nocturnne has a very humble apartment in the lower-class district of whatever town she operates in.

Quests & Encounters

Quest: Prevent the Professional

Summary: Prevent an assassination.

Rewards: 1,600 gp / 4,200 gp / 8,900 gp / 14,500 gp; up to **4 Reward Stars**.

Locations: Any (urban).

Key NPCs: Nocturnne, Crescent Moons, Sabres.

Kickoff: The PCs can engage with this Quest in a number of ways, depending in part upon their existing relationship with the assassination target.

The target himself might ask the party directly, if there is

an existing connection.

He might send an intermediary to solicit the party's services, or simply to invite them to his estate to set up the request.

Law enforcement might ask the party's assistance in protecting the man, as they have but rumor to go on, and their own forces are stretched thin.

Finally, the target's other bodyguards and security forces might "subcontract" to the party to augment their own ranks.

Description:

A prominent businessman turned political leader has reason to suspect he is next on the list of targets of Nocturnne's assassinations.

The hit is to be executed any night now, and he would prefer that the PCs start their defense immediately.

The attack itself comes that very evening, and consists of Nocturnne acting alone, though as noted earlier, she may summon reinforcements at any time.

Nocturnne will approach the man with a plan to simply slit his throat as he sleeps; she is not expecting the PCs, and they will therefore have ample opportunity to intervene.

It turns out that the man himself contracted with Nocturnne. He has a terminal disease that will end his life anyway within the year; he would prefer to go in glory rahter than waste away.

Plus, if he were to perish normally, his detractors would decry it weakness; if assassinated, his followers would grow in number.

Best of all, the contract is self-paying: the man's death is both the request of, and the payment to, Nocturnne.

Any scenario in which the PCs prevent the assassination is worth **1 Reward Star**.

Killing Nocturnne is worth **2 Reward Stars**, independent of whether she first fulfills the murder she was contracted for.

Discussing the matter in detail with the political leader reveals that he is somewhat shaky about the scenario, and it is clear that he is hiding something. A **Sense Motive** check, opposed by the man's **Bluff** skill, suggests that he knows more about the assassination than he is describing.

The PCs can probe further if they wish, resulting in the following Skill Challenge (which can only start once the party has successfully accomplished the above skill check):

Death Comes to Us All

First Check: Sense Motive, opposed by the politician's **Diplomacy**. Failure concludes the Skill Challenge in failure, though the party may re-initiate it after re-doing the skill check noted above. Success advances to Second Check; success by more than 6 points concludes the entire Skill Challenge in the party's favor immediately.

Second Check: Diplomacy, opposed by the politician's **Bluff**. Failure reverts to the First Check; success advances.

Third Check: Intimidate or **Diplomacy**, opposed by the politician's Diplomacy. Failure reverts to the Second Check; success concludes the challenge in the party's favor.

Successful navigation of this Skill Challenge means that the politician admits to the truth of the scenario.

The party then has a decision to make: protect him, turn him in, or something else. The man's intent is noble, though his methods may be illegal.

Allowing the man's death, knowing full well the true nature of the contract, is worth **1 Reward Star**, which stacks with other rewards in this Quest. Thus the most fruitful scenario is one in which the party discovers the truth, allows the assassination anyway, and then slays Nocturnne, almost using the politician's contract as bait to be able to put further assassinations to a stop.

Nocturnne

CR 6; XP 2,300

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500	CR 18 XP 20,000
Class / HD	Rogue 6	Rogue 10	Rogue 14	Rogue 18
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	27	54	75	95
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 13 (+1)** **DEX 20 (+8)** **CON 8 (-1)** **INT 19 (+7)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 15 (+2)** **DEX 20 (+9)** **CON 10 (+0)** **INT 19 (+8)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 17 (+3)** **DEX 20 (+10)** **CON 10 (+0)** **INT 19 (+9)** **WIS 7 (-2)** **CHA 10 (+0)**	**STR 19 (+4)** **DEX 20 (+11)** **CON 10 (+0)** **INT 19 (+10)** **WIS 7 (+4)** **CHA 10 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** Longsword +4 (1d8+1) **Ranged** Longbow) --> 150 ft.': +8 (1d8+5); 600 ft.': +8 (1d8+5)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *Longsword (Weapon +1)* +7 (1d8+3) **Ranged** Longbow) --> 150 ft.': +9 (1d8+5); 600 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Longsword (Weapon +2)* +10 (1d8+5) **Ranged** Longbow) --> 150 ft.': +10 (1d8+5); 600 ft.': +10 (1d8+5)	**Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Melee** *Longsword (Weapon +3)* +13 (1d8+7) **Ranged** Longbow) --> 150 ft.': +11 (1d8+5); 600 ft.': +11 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device ,	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Elusive, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thief's Reflexes, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Longsword; studded leather armor; daggers (4x); longbow; arrows (20x)	*+1 Longsword;* *+1 studded leather armor;* daggers (4x); longbow; arrows (20x)	*+2 Longsword;* *+2 studded leather armor;* daggers (4x); longbow; arrows (20x)	*+3 Longsword;* *+3 studded leather armor;* daggers (4x); longbow; arrows (20x)

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 18; Spell attack modifier +10

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Elusive Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 9d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient

ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thief's Reflexes When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Table 32: Attitude Modifiers for Nocturnne

Starting Attitude: **13 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Crescent Moon

CR 2; XP 450

LE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	9	30	64	100
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 13 (+1)** **DEX 18 (+6)** **CON 11 (+0)** **INT 13 (+3)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 13 (+1)** **DEX 20 (+8)** **CON 11 (+0)** **INT 13 (+4)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 15 (+2)** **DEX 20 (+9)** **CON 11 (+0)** **INT 13 (+5)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 15 (+2)** **DEX 20 (+10)** **CON 15 (+2)** **INT 13 (+6)** **WIS 8 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Rapier +6 (1d8+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *Rapier (Weapon +1)* +9 (1d8+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+5); 120 ft.': +8 (1d6+5)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *Rapier (Weapon +2)* +11 (1d8+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Rapier (Weapon +3)* +13 (1d8+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; rapier; leather armor; shortbow; arrows (20x)	Dagger; *+1 rapier;* *+1 leather armor;* shortbow; arrows (20x)	Dagger; *+2 rapier;* *+2 leather armor;* shortbow; arrows (20x)	Dagger; *+3 rapier;* *+3 leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Sabre

CR 3; XP 700

LE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 14
Size / Aln	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling
HP	12	31	4	75
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+4)** **DEX 15 (+2)** **CON 10 (+2)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 9 (-1)**	**STR 15 (+5)** **DEX 19 (+4)** **CON 10 (+3)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 9 (-1)**	**STR 16 (+7)** **DEX 20 (+5)** **CON 10 (+4)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 9 (-1)**	**STR 20 (+10)** **DEX 20 (+5)** **CON 10 (+5)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 9 (-1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Infernal			
Attacks	**Melee** Greatsword +4 (2d6+2) **Ranged** Crossbow, Heavy) --> 100 ft.': +4 (1d10+2); 400 ft.': +4 (1d10+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Greatsword* +8/+8 (2d6+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7 (1d10+4); 400 ft.': +7/+7 (1d10+4) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greatsword* +11/+11/+11 (2d6+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +9/+9/+9 (1d10+5); 400 ft.': +9/+9/+9 (1d10+5) **Melee** Dagger +9/+9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Greatsword* +13/+13/+13 (2d6+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +10/+10/+10 (1d10+5); 400 ft.': +10/+10/+10 (1d10+5) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greatsword; breastplate; heavy crossbow; crossbow bolts (10x); dagger	*+1 Greatsword;* *+1 breastplate;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Greatsword;* *+2 breastplate;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Greatsword;* *+3 breastplate;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Zonnue

Zonnue

Overview

Dedicated monk who lost everything because she was cloistered; she walks life now making those pay who take life for granted.

Appearance

<>

Background

Zonnue was orphaned into a monastery at an early age by improverished and disinterested parents whom she never really knew. Her entire childhood and adolescence was spent learning, serving, and surviving; as it was all she ever knew, she never truly learned to resent it apart from typical childhood growing pains.

Her entire life was sculpted around serving the church, and preparing to be an ardent defender of it.

One day toward her adulthood, the monastery was attacked. Her training came into focus immediately, and without thinking, she slew dozens of the foe as they laid waste to the buildings and temples.

There was chaos, death, and misery, and amidst it all, Zonnue was tranquil, intent, and formidable.

In the end, there was but a single survivor. The young woman, barely an adult, stood alone in the carnage, the battle frenzy draining from her in equal proportion to her growing awareness of what had transpired.

Zonnue's entire life, itself a fabrication to fill in for a real family she had been denied, had been obliterated in a night of violence.

Her life over the following years was difficult. Having never set foot outside the monastery compound, she found dealing with others challenging, and although she had plenty of wealth scavenged from the remnants of the monastery, she had no real feel for money and its value.

A sort of second childhood then transpired, wherein she gained all of the worldly, day-to-day knowledge about how to navigate the real world with real people.

A decade after the catastrophe at the monastery, Zonnue ran afoul of a gang of thieves. No stranger in her intervening years to ruffians and cutpurses, Zonnue defended herself adeptly, and the thieves relented, preferring instead to talk with their would-be victim.

Zonnue learned that this group was no simple band of toughs. They viewed themselves as on a mission to take from those in power and give to those without it. In theory, they admitted, it sounded a great deal more glorious than the day-to-day practice, which amounted to little more than stealing to sustain themselves, with little left over for anyone else.

Zonnue recognized immediately what the group lacked: leadership and training. She took it upon herself to grant both skills; that band of thieves became her first group of henchmen in her pursuit of enacting the mission they had no nobly put forth.

Demeanor

Zonnue is cold and reserved, but will occasionally explode with laughter or other emotion, seemingly out of nowhere. This conflicting presentation is a result of her comparatively serene upbringing, and her more animated and jovial recent life.

Quiet for so much of her young life, and alone for a decade thereafter, she will now gladly talk with anyone, particularly as it may lead to furthering her cause.

Combat Tactics

Zonnue is an accomplished single combatant, but has only recently started to appreciate the utility of comrades in melee. She will spend her forces sprodadically, and will sometimes forget to call for reinforcements.

She will withdraw when her hit points dip below 1/3 of her maximum, or if her surviving comrades' numbers dip below 1/2 of their total count.

Modus Operandi

Zonnue will attack anyone with money, plain and simple. She will rob merchants, shopkeeps, politicians, military leaders, bankers, caravans, and even churches, with equal disdain for those who take their power, luxury, and comfort for granted.

Half of any monetary gain, she keeps for herself, and to share amongst her followers.

She will try and redistribute the other half to those in need, but in truth, her efforts in this vein are not always successful. Zonnue has learned that it can be quite challenging to enact generosity successfully!

Notoriety

Zonnue has made a name for herself in the last few years. She is feared by the rich and powerful somewhat universally: those who came by their luxury through hard work worry that the vigilante monk will take it, and those who inherited or stole their riches worry that she will target them specifically for these origins.

FlexTable 30: Zonnue Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A vigilante monk seeks to steal from the rich and powerful.	✅ **True.** These comprise her targets, yes.
15-29	15-30	15-30	01-30	13	Those who have something to hide as to how they acquired their wealth would do well to be on the lookout for a vigilante monk who seeks to steal it from them.	☑ **Partially True.** Zonnue does particularly enjoy stealing from those who came by their wealth through no act or hard work of their own, but she will just as easily steal from another whose hard work has resulted in a lax assumption as to the prevalence of their profits.
30-44	31-45	31-45	31-39	14	Guard your gems, Guard your coin It's Zonnue will oft purloin That which gives Those in power Reason much to hide and cower	✅ **True.** As far as it goes, the rhyme seems to be accurate.
45-59	46-60	46-60	40-49	15	Zonnue is a monk who lost everything in a monestary attack that destroyed her home.	✅ **True.** This is her origin in a nutshell.
60-74	60-69	60-69	50-59	16	Abandoned as a baby, Zonnue now seeks to steal from those who take their riches and power for granted.	✅ **True.** This is a very concise rendition of her life to date.
75-89	70-97	70-94	60-69	11	A whirlwind force of the gods, Zonnue was sent to make evildoers repent for their ill-gotten wealth.	❌ **False.** Zonnue wishes no repentance, only the removal of profit from those who take it for granted.
90-00	98-00	95-00	70-00	13	Zonnue seeks to upheave society and civilization by forced redistribution of wealth to the lower classes!	❌ **False.** Zonnue has no such aims for society as a whole; she merely wishes to punish those who take power for granted, and benefit those in need.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Zonnue may simply target the PCs, particularly if they are very accomplished and/or high level, or hold prominent influence in the city.
- **Plea of the Innocent:** A family member or other loved one of someone who has been targeted, robbed, and/or slain by Zonnue and her forces pleads with the party to make things right.
- **Appeal from Authority:** City law enforcement asks the party's help in hunting down a repeat offender. This approach is all the more likely if Zonnue has stolen sensitive information or other blackmail material from those she has attacked; in such an event, official channels may not be favorable given the potential for misuse.
- **Faction Quest:** A major faction in the city has not yet been struck by Zonnue's attacks, but is fearful of such an event. Proactively, they are setting out to solve the problem, nominally on behalf of others, but in reality to prevent a future attack on themselves.
- **Faction Impact**: One of the Factions with which the party has a connection has been struck by Zonnue and her forces; this Faction reaches out to the party to request their help in recovering monies or resources.
- **Collateral Damage:** Zonnue attacks a prominent target while that target is dealing with the PCs; they become embroiled in the attack.
- **Disappearing Regular:** A regular NPC with whom the party interacts vanishes; in reality this is because they have lost everything to Zonnue and her forces, and the NPC feels disgraced.

Habits and Logistics

Zonnue keeps humble quarters wherever she operates.

There is a **45%** chance she is in those quarters, which typically amount to a lower-class apartment she rents in town.

The remainder of the time, she will be out and about: attacking, planning, or scavenging.

Conversation

Zonnue will seem jovial much of the time, but also occasionally reserved. It is an odd effect, talking with her: she does not seem unwilling to talk, but she does seem awkward much of the time.

Do you know what happened to this person?
(This can be a general question about any victim, actual or suspected.)

"Got what they deserved, perhaps. Do you know more than I do?"

How do you make your living?

"On my own blood, sweat, and tears, as all should do."

Attitude Tracker Triggers

Value	Action
<7	Zonnue will target and attack the PCs as her next target, regardless of their wealth or stature.
<13	Zonnue will attack the PCs on sight if she encounters them, but will not actively seek them out.
>18	Zonnue will speak with the party candidly about those in society most deserving of vindictive attack, but will stop short of revealing her own role in such attacks.
>24	Zonnue will share her true nature with the party, and offer them to join her in her noble endeavors.

Organization

Zonnue is used to, and comfortable with, operating alone.

However, she has accumulated followers in her journeys. These typically are adherents to Zonnue's goals, and share a desire to punish those who take what they have for granted.

Zonnue may summon her followers to her with an audible cry anywhere in town. **1d4** rounds after making such a request, henchmen start to arrive: **1d4-1** (minimum 0) of each type of henchman arrives each round thereafter.

Keep track of those summoned in this manner; Zonnue may not call to her more henchmen than she has in total in the city (see below).

Henchmen, Retainers, and Followers

Habblesax: **2d4** in town at any given moment. These are Rangers who scout ahead to the next city to assemble a roster of possible targets.

Fillipute: **1d4** in the city at a time. These illusionists and charm wizards are typically tasked with Hold- and Charm-ing targets during an attack.

Lair / Residence

Zonnue's residence is a humble abode as described above. Her forces are all casual in adherence, and the group as a whole has no base of operations to speak of.

Quests & Encounters

Quest: Monastic Defense

Summary: The PCs must defend the nuns and monks who live in the cloister whom Zonnue has decided to slap sense into.

Rewards: 250 gp / 1,200 gp / 3,400 gp / 6,100 gp; up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Zonnue, Habblesax, Fillipute.

Kickoff: The PCs are approached by a representative of the church asking for their involvement and assistance.

Description:

This Quest is somewhat straightforward in mechanics, but may provide a great deal of emotional and roleplaying conflict for the right party (e.g., one consisting of at least one Paladin or other Lawful Good character).

The party must defend the cloister from attack by Zonnue and her full suite of henchmen. The cloister suspects this will occur the very evening the party is hired, and they are correct in this timing. (They based this hunch on an overheard conversation in a tavern.)

The conflict is this: while it is of course noble to defend a religious enclave, leadership of the corresponding church has been embezzling money for a decade, and spending it on all manner of inappropriate indulgence. The nuns and monks in the cloister itself—those most threatened by an attack and most likely to be injured—are unaware of this behavior, but Zonnue assumes that they are not only aware, but complicit, in the activities.

Zonnue will withdraw if she loses more than half her forces, or if she herself suffers damage that reduces her to a quarter her maximum hit points.

Successfully defending the cloister against Zonnue—either slaying her, or forcing her to withdraw—is worth the listed reward money and **2 Reward Stars**.

Zonnue will not repeat her attack, and will instead look

elsewhere for her next target.

- If the party tries, but is ultimately defeated or forced to themselves flee, the mere noble attempt is worth **1 Reward Star**, but of course no reward money.

- The "best case scenario" is one in which the PCs are able to piece together the truth: that the illegalities are true, but the clerical lay staff is unaware of the practice. Realistically, the party would likely not have sufficient time merely in the context of the Quest to gather this information; if they have an existing relationship with chruch leadership, or the GM wishes to give them more time to speak with church representatives and gather information, they may attempt to share it with Zonnue.

  In combat, Zonnue will pause for a round, allowing the PCs to tell their story. Mechanically, this amounts to a **Diplomacy** check for the party, opposed by Zonnue's **Sense Motive** skill.

  If the PCs have evidence that supports their story, or have one or more lay staff with them who attest to their innocence in the matter, the PCs gain a **+5 circumstance bonus** to this check.

  Success means Zonnue is convinced enough to halt the attack, and to learn more; assuming that the PCs are not merely making their story up, Zonnue will agree with the PCs, halt her attack, and will even team up with the party to go after the real villains involved. No matter how that subsequent component plays out, the party will benefit from **3 Reward Stars**, and the cloister will still pay the reward money.

Zonnue

CR 5; XP 1,800

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Monk 5	Monk 9	Monk 13	Monk 17
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	19	37	52	75
Armor Class	17	19	20	20
Speed	Walk 40'	Walk 45'	Walk 50'	Walk 55'
Ability Scores / Saves	**STR 13 (+4)** **DEX 17 (+6)** **CON 10 (+0)** **INT 13 (+1)** **WIS 19 (+4)** **CHA 9 (-1)**	**STR 13 (+5)** **DEX 18 (+8)** **CON 10 (+0)** **INT 13 (+1)** **WIS 20 (+5)** **CHA 9 (-1)**	**STR 13 (+6)** **DEX 20 (+10)** **CON 10 (+0)** **INT 13 (+1)** **WIS 20 (+5)** **CHA 9 (-1)**	**STR 15 (+8)** **DEX 20 (+11)** **CON 10 (+6)** **INT 13 (+7)** **WIS 20 (+11)** **CHA 9 (-1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 17 +3 Flute	Passive Perception 19 +4 Flute	Passive Perception 20 +5 Flute	Passive Perception 21 +6 Flute
Languages	Common, Dwarvish, Elvish		Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon	
Attacks	**Melee** Unarmed Attack +3/+3 (1d6 20/x2; 5 ft.) **Melee** Spear +6/+6 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +6/+6 (1d6+3); 60 ft.': +6/+6 (1d6+3)	**Melee** Unarmed Attack +4/+4 (1d6 20/x2; 5 ft.) **Melee** *Spear (Weapon +1)* +9/+9 (1d6+5) **Ranged** *Spear (Weapon +1/*Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Melee** Unarmed Attack +5/+5 (1d8 20/x2; 5 ft.) **Melee** *Spear (Weapon +2)* +12/+12 (1d6+7) **Ranged** *Spear (Weapon +2/* Thrown) 20 ft.': +12/+12 (1d6+7); 60 ft.': +12/+12 (1d6+7)	**Melee** Unarmed Attack +6/+6 (1d10 20/x2; 5 ft.) **Melee** *Spear (Weapon +3)* +14/+14 (1d6+8) **Ranged** *Spear (Weapon +3/* Thrown) 20 ft.': +14/+14 (1d6+8); 60 ft.': +14/+14 (1d6+8)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Unarmed Strike (Monk)			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Extra Attack, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Quivering Palm, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Spear	*+1 Spear*	*+2 Spear*	*+3 Spear*

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 15; Spell attack modifier +7

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 22. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Diamond Soul Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Evasion At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 17 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

Ki-Empowered Strikes Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d10 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Purity of Body At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Quivering Palm At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to 17. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 85.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stillness of Mind Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Timeless Body At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Tongue of the Sun and Moon Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tranquility Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 19.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Wholeness of Body At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 51. You must finish a long rest before you can use this feature again.

Table 33: Attitude Modifiers for Zonnue

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Fabblesax

CR 2; XP 450

LE; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Size / Aln	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)
HP	10	28	54	72
Armor Class	16	18	19	21
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 10 (+2)** **DEX 15 (+4)** **CON 9 (-1)** **INT 15 (+2)** **WIS 16 (+3)** **CHA 9 (-1)**	**STR 10 (+3)** **DEX 17 (+6)** **CON 9 (-1)** **INT 15 (+2)** **WIS 16 (+3)** **CHA 9 (-1)**	**STR 12 (+5)** **DEX 17 (+7)** **CON 9 (-1)** **INT 15 (+2)** **WIS 16 (+3)** **CHA 9 (-1)**	**STR 12 (+6)** **DEX 19 (+9)** **CON 9 (-1)** **INT 15 (+2)** **WIS 16 (+3)** **CHA 9 (-1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15	Passive Perception 16	Passive Perception 17	Passive Perception 18
Languages	Common, Elvish, Halfling	Common, Elvish, Halfling, Draconic	Common, Elvish, Halfling, Draconic	Common, Elvish, Halfling, Draconic, Giant
Attacks	**Melee** Shortsword (Small) +4 (1d6+4) **Ranged** Longbow (Small)) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2) **Melee** Dagger (Small) +4 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *Shortsword (Small/ Weapon +1)* +7/+7 (1d6+6) **Ranged** Longbow (Small)) --> 150 ft.': +6/+6 (1d8+3); 600 ft.': +6/+6 (1d8+3) **Melee** Dagger (Small) +6/+6 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *Shortsword (Small/ Weapon +2)* +9/+9 (1d6+7) **Ranged** Longbow (Small)) --> 150 ft.': +7/+7 (1d8+3); 600 ft.': +7/+7 (1d8+3) **Melee** Dagger (Small) +7/+7 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3)	**Melee** *Shortsword (Small/ Weapon +3)* +12/+12 (1d6+9) **Ranged** Longbow (Small)) --> 150 ft.': +9/+9 (1d8+4); 600 ft.': +9/+9 (1d8+4) **Melee** Dagger (Small) +9/+9 (1d4+6) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Dueling, Monstrosities, Forest	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Elementals, Monstrosities, Forest, Swamp	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Elementals, Monstrosities, Forest, Grassland, Swamp	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Whirlwind Attack, Dueling, Elementals, Humanoids, Monstrosities, Forest, Grassland, Swamp
Spell-casting	-	**Save DC 14; Spell Atk +6** **2nd:** *barkskin; find traps* **1st:** *alarm; cure wounds; fog cloud; jump*	**Save DC 15; Spell Atk +7** **3rd:** *daylight; flame arrows* **2nd:** *barkskin; find traps; locate object* **1st:** *alarm; cure wounds; fog cloud; jump*	**Save DC 16; Spell Atk +8** **4th:** *grasping vine* **3rd:** *daylight; flame arrows; speak with plants* **2nd:** *barkskin; find traps; locate object* **1st:** *alarm; cure wounds; fog cloud; jump*
Equipment	Shortsword (small); studded leather armor; shield; longbow (small); arrows (20x); dagger (small)	*+1 Shortsword (small);* *+1 studded leather armor;* shield; longbow (small); arrows (20x); dagger (small)	*+2 Shortsword (small);* *+2 studded leather armor;* shield; longbow (small); arrows (20x); dagger (small)	*+3 Shortsword (small);* *+3 studded leather armor;* shield; longbow (small); arrows (20x); dagger (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you

walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Elementals Advantage on Wisdom (Survival) checks to track Elementals, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Filliputte

CR 2; XP 450

NE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Sorcerer 2	Sorcerer 6	Sorcerer 10	Sorcerer 14
Size / Aln	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	12	35	54	71
Armor Class	12	12	13	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'; Fly 30'
Ability Scores / Saves	**STR 10 (+0)** **DEX 8 (-1)** **CON 10 (+2)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 18 (+6)**	**STR 10 (+0)** **DEX 8 (-1)** **CON 10 (+3)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+8)**	**STR 10 (+0)** **DEX 10 (+0)** **CON 10 (+4)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+9)**	**STR 10 (+0)** **DEX 12 (+1)** **CON 10 (+5)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Draconic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +2 (1d4) **Ranged** Dagger (Thrown) 20 ft.': +2 (1d4); 60 ft.': +2 (1d4) **Ranged** Shortbow) --> 30 ft.': -9 (1d6-1); 120 ft.': -9 (1d6-1)	**Melee** *Dagger (Weapon +1)* +4 (1d4+1) **Melee** *Dagger (Weapon +1/* Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Ranged** Shortbow) --> 30 ft.': -8 (1d6-1); 120 ft.': -8 (1d6-1)	**Melee** *Dagger (Weapon +2)* +6 (1d4+2) **Ranged** *Dagger (Weapon +2/*Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Shortbow) --> 30 ft.': -6 (1d6); 120 ft.': -6 (1d6)	**Melee** *Dagger (Weapon +3)* +9 (1d4+4) **Ranged** *Dagger (Weapon +3/* Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** Shortbow) --> 30 ft.': -4 (1d6+1); 120 ft.': -4 (1d6+1)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Sorcerous Origin, Sorcery Points, Spell Casting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *charm person; feather fall; fog cloud*	**Save DC 16; Spell Atk +8** **3rd:** *fireball; gaseous form; haste* **2nd:** *alter self; hold person; invisibility* **1st:** *charm person; feather fall; fog cloud; sleep*	**Save DC 17; Spell Atk +9** **5th:** *cone of cold; hold monster* **4th:** *confusion; dimension door; ice storm* **3rd:** *fireball; gaseous form; haste* **2nd:** *alter self; hold person; invisibility* **1st:** *charm person; feather fall; fog cloud; sleep*	**Save DC 18; Spell Atk +10** **7th:** *finger of death* **6th:** *globe of invulnerability* **5th:** *cone of cold; hold monster* **4th:** *confusion; dimension door; ice storm* **3rd:** *fireball; gaseous form; haste* **2nd:** *alter self; hold person; invisibility* **1st:** *charm person; feather fall; fog cloud; sleep*
Equipment	Dagger; shortbow; arrows (20x)	*+1 Dagger;* shortbow; arrows (20x)	*+2 Dagger;* shortbow; arrows (20x)	*+3 Dagger;* shortbow; arrows (20x)

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 16; Spell attack modifier +8

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Red, Damage Type Fire. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current

speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Heightened Spell When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 14 sorcery points. You can never have more sorcery points than 14 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Lillie the Lame

Lillie the Lame

Overview

Hobbled as a sex slave to prevent flight, this half-elven monk now takes out her latent anger on betrayers and enslaves of all kinds.

Appearance

Beautiful in her youth, her visage has been aged prematurely, a phenomenon brought on by seeing, feeling, and doing too much beyond the realm of the everyday.

Background

Lillie remembers very little of her childhood. Her earliest true memory is of begging for a piece of bread, and being taken in by a seemingly kindly older woman, who fed and cared for her for a few years before turning her toward the true craft of her profession.

Horrified, Lillie saw little other choice, particularly given the woman's kindliness outside of this demand. For years she worked as best she was able, but grew increasingly hateful of the entire arrangement.

As she grew older, her madame and surrogate mother-figure turned her affections toward younger, newer recruits, and Lillie's simmering rage grew.

One day, she declined a particular request of a client. That client was furious, and demanded either a refund or the service desired. The madame backed the client, and Lillie tried to flee, sprinting away barefoot and barely dressed down the city streets.

Knowing little of the city and having no resources about her, Lillie was quickly captured and put back to work. To prevent further such elopement, she was hobbled.

A year later, she found a client who sympathized with her plight, and offered to buy her freedom. Shocked and jealous, the madame demanded an exorbitant sum. The man knew this offer for what it was: a tacit refusal.

Secretly, the man snuck in tools and weapons and gave them to Lillie, to enable her escape. He hired men to meet her in the alley behind the brothel in which she was kept, with a coach and horses ready to take her away.

While the escape itself was successful, the subsequent flight was cursed: on the road back to the client's estate, the stagecoach was beset by a band of brigands, who knew nothing of Lillie or the escape attempt in process, but who saw a well-to-do coach when they saw one.

The hirelings fought back, and in the ensuing battle and chaos, Lillie found herself on her back, fighting for her life against a robber; she grabbed for a sword, and struck back.

That moment, that singular moment of haphazard success, redefined her instantly.

For she was no longer the disadvantaged sex slave with no options. She was now a warrior... de facto, perhaps, but a warrior nevertheless.

Over the last decade, she has completed this transformation: from weakling to warrior, and from slave to savior.

She fights now on behalf of those who have not yet had the fortune she did, to raise them up from their shackles.

Demeanor

Lillie can be charming and engaging, but mercenary in doing so: she has aims and goals, and she will speak with others, particularly men, only in pursuit of these goals.

Outside of a particular objective that she herself has established, she is cold and dismissive.

Combat Tactics

Lillie is ruthless, and has grown a bit of bloodlust; once she strikes back against someone she conceives of as an oppressor, she will not cease until there is death.

Before this, or in careful advance planning, she is a competent tactician, and is mindful of "spending" her forces in an effective and efficient manner. She will not send someone willingly to their death unless that demise saves more innocents.

Modus Operandi

Fortunately for Lillie, it's often easy enough to establish a wide range of potential targets for her liberating villany: slavery, in various forms and with varying degrees of explicitness, is well and truly alive in the Realm, from the enforcement of unfair indentured servant contracts to the outright conquest of entire populations as a consequence of war.

Lillie will typically focus on more private enterprises as targets for her attacks. Brothels in particular are prime targets, given her background and experience in this zone.

Lillie prefers to select a target that is largely unsuspecting, and will be caught by surprise. Entrenched establishments, fearing little in the way of reprecussions from their routine and casual enslavement of innocents, are Lillie's favorite objectives.

Once selected, a target will be under surveillance from Lillie and her henchmen for a period ranging from a few days to several months. During this time, Lillie's forces gather information about the building's habits, its staff, and operations, so they can identify weaknesses.

Lillie will strike when it is most advantageous to do so: often at night, during a shift change, or during a delivery or other time when "regular chaos" causes a natural distration she can take advantage of.

In the attack itself, Lillie will seek to kill outright those most

FlexTable 31: Lillie the Lame Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A hobbled sex slave seeks revenge against any who enslave.	✅ **True.** This is as concise a description of Lillie and her aims as is possible
15-29	15-30	15-30	01-30	13	Once a brothel worker, Lillie the Lame now seeks to free the oppressed in all of their forms.	✅ **True.** This expands a bit upon her approach: it is not merely those forced into the sex trade that Lillie seeks to liberate.
30-44	31-45	31-45	31-39	14	Day and night, We work without hope. Toil and fight, It's bed or the rope. Keep hopes up, For Lillie arrives; Drink from the cup Of freedom and sigh	✅ **True.** Lillie's efforts have gathered fame, and her victories are sung cautiously by those still oppressed.
45-59	46-60	46-60	40-49	15	Though seeking to free those enslaved, Lillie will destroy countless dozens in this objective.	✅ **True.** Those responsible for the oppression of others deserve no quarter, in her mind.
60-74	60-69	60-69	50-59	16	From the lowliest worker paid unfair wages, to the entire country shackled in war, all may hope for freedom in the form of Lillie the Lame and her band of liberators.	✅ **True.** They may hope, indeed, but ultimately, Lillie's targets are picked by Lillie herself, and she rarely responds to outright requests or pleas.
75-89	70-97	70-94	60-69	11	Lillie the Lame once fought for freedom, but now seeks to steal slaves for her own army.	❌ **False.** Likely a rumor spread by those seeking to discredit her, this is blatantly untrue.
90-00	98-00	95-00	70-00	13	Lillie the Lame is in fact a mercenary, open to the highest bidder, and willing to destroy brothels and slave rings to prevent competition. Her aims, while seemingly noble, are paid for in coin by those up to far worse deeds than those she attacks.	❌ **False.** Because Lillie's selection of targets is so random and haphazard, it's easy to conclude that she has ulterior motives in picking who to attack. But she has never accepted compensation for her operations.

responsible for oppression, offering them little opportunity to redeem or defend themselves. Those enslaved, she sets free. Everyone in between is treated according to how they react: those who fight back on behalf of the oppressors are typically slain; those who remain neutral or aid the attackers are offered amnesty and even a share of the spoils.

Although such endeavors are often quite profitable, Lillie seeks no monetary reward for her liberations, preferring instead that any monies seized are used to grant a new life to those newly freed.

Notoriety

Lillie the Lame has made quite a name for herself in recent years. Far and wide, tales of her exploits are told: to enslavers, as a warning and a heads-up; to those oppressed, as a means of offering hope and solace.

It would be rare indeed for a sex worker or a brothel owner in a major city to have not heard anything at all about Lillie and her band, though most who have no firsthand exposure to her deeds dismiss the rumors as stories only.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Lillie attacks the PCs themselves. This approach only really works well if the PCs employ slaves, frequently enjoy the company and/or services of slaves, or habitually support those who use slaves.
- **Plea of the Innocent:** Someone whose life or loved ones have been ruined by slavery emplore the PCs for their

assistance.

- **Fringe Notice:** Many establishments in town have been rendered inoperable by Lillie's exploits and destruction. The party notices, and investigates.
- **Appeal from Authority:** Town militia asks the party's help in seeking the culprit. They may be paid for by a conglomerate of interested parties.
- **Faction Quest:** One or more Factions, perhaps in league, ask the party's help in preventing further attacks. This works especially well if it is a military whose might is based on the backs of slaves.
- **Faction Impact**: A slave-using Faction has been dealt a heavy blow by Lillie's crew, and asks the party's help in staving off further attacks.
- **Collateral Damage:** Perhaps the party is indulging in the services of a brothel when Lillie and her henchmen attack the establishment. Knowing little of the woman or her motives, the PCs will be hard-pressed to make an informed split-section decision as to how to react appropriately.
- **Disappearing Regular:** In the course of one of her attacks, Lillie kills one of the NPCs with whom the party regularly interacts. This could be because that NPC themselves owned slaves, or because they happened to be in the wrong place at the wrong time.

Habits and Logistics

Lillie and her cohorts are loosely organized. They typically take shelter in woods or mountains surrounding the city in which they currently operate; under dire environmental circumstances this might be in a swamp.

There is only a **25%** chance Lillie is present at this makeshift facility at any time of day. The remainder of the time, she is in town, gathering research or merely shopping or hobnobbing with the populace so as to better understand the situation.

Conversation

Lillie was taught to be charming, influential, and seductive from an early age. Though she feels she has little natural talent for these skills, she knows how to employ them well enough, and will do so especially well if it is toward her ultimate aims.

Aside from furthering the plight of the innocent, Lillie has no true interest in conversation, having long ago learned that most talk is idle, even if fervent.

Do you know what happened to this person (and/or establishment)?
(This can be a general question about any victim, actual or suspected.)

"You mean the slave-abusers who got what was coming to them? Yes, I know that happened, if that's what you mean. Not sad or sorry that it did; nor should anyone else be."

What of your past?

"It's past. Leave it at that. None have cause or purpose to know more than that."

Did you know this person?
(This can be a general question about any victim, actual or suspected.)

"Not beyond their reputation. Ask instead if I know the innocents they abused."

Attitude Tracker Triggers

Value	Action
<7	The PCs become Lillie's next target of attack, regardless of their stance toward or actions regarding slavery.
<13	Lillie will attack the PCs on sight, or flee from them if circumstances would dictate odds against her or would prevent an attack entirely.
>18	Lillie will be quite candid in her feelings toward her targets, and the victims of these recent attacks.
>24	Lillie will admit to her villainous behavior, and offer to engage the party's help in her next attack.

Organization

Lillie has never sought retainers, but has amassed quite a following. This is a combination of two factors.

First, many sympathize with, or have a personal connection to, her cause. Former slaves, those who briefly had run-ins or close calls with "pseudo-slavery", or those still in the struggle will almost universally laud Lillie's aims, if not her methods. For some, this is enough for them to commit fully to help support Lillie, even if only for a brief time or a single attack against their former "employer".

Second, those she frees often have little choice as to where else to go. Lillie's little army may not be a path to long-term objectives, but it's safe and secure and different from the former life of many... particularly those who have known nothing but the slavemaster's whip their entire lives.

No matter where she is—in town or outside—Lillie can call to her followers, who will arrive **1d4** rounds after she calls to them. Each round thereafter, **1d4** of each type of henchman will show up as reinforcements.

Keep track of those summoned in this manner; Lillie cannot bring forth more henchmen of a particular type than she has in total in the city (see below).

Henchmen, Retainers, and Followers

Palanquin Bearer: **3d6** at a given time. These sturdy dwarves are tasked with carrying their mistress' litter, and defending it by any means necessary.

Quorral: These Paladins are in the midst of a moral

conundrum. For though they quite agree with Lillie's goals, her methods certainly run counter to the Quorrals' own pursuits and beliefs. In addition to being good viziers who whispers in Lillie's ear in an attempt to steer her toward the righteous path, Quorrals also act as intermediaries for her. There are generally **2d8** of these warriors available to Lillie at a time.

From a roleplaying standpoint, any Paladin who follows Lillie as a Quorral for more than a month risks losing their faith and Lawful Good alignment, as Lillie's approach to her cause is best described judiciously as Chaotic Good.

Lair / Residence

Lillie the Lame keeps camp outside of town, typically with about half of her total followers alongside her. This "camp" is usually a makeshift arrangement, consisting of a loosely-organized cluster of camps and bedrolls and firepits that form an impromptu sort of village in the forest, mountain, or swamps outside of the city that is their focus.

Quests & Encounters

Quest: Taking Sides

Summary: The PCs must choose whether to help defend against, or to participate in, a raid of Lillie the Lame against an abusive brothel.

Rewards: 1,800 gp / 4,200 gp / 9,700 gp / 15,000 gp; up to **4 Reward Stars**.

Locations: Any (urban).

Key NPCs: Lillie the Lame, Palanquin Bearers, Quorrals.

Kickoff: This Quest may be introduced in a variety of ways, in service to the PCs, their relationship to brothels, their stance toward slavery in general, established relationships to NPCs who may have a role in the brothel, and other factors in your gaming environment.

The simplest and most easily-inserted introduction is that the PCs are in the brothel when the attack occurs. They have precious little time in which to establish the true nature of the attack, Lillie's motives, and to make an actual informed decision as to their reaction. Most likely, regardless of their alignment or possible sympathies with Lillie's cause, they will feel forced to react into defending the brothel.

Alternately, perhaps a worker in the brothel with inside information mentions an impending "liberation" to the party. She describes Lillie as a saint, and explains her purpose in these attacks. That way, when the attack comes, it's viewed in a more complex, positive context, and the PCs are more forced to make a decision rather than simply reacting to violence.

Finally, depending on the party's alignment, connections, and other factors, it might make sense for Lillie to approach the PCs directly, and tell them of her intent, and ask their assistance in the fight.

Although arguably the decision the PCs face remains identical in these scenarios, the amount of context and information they have in advance and during the event makes their decision progressively more complex, particularly as a reaction to how it matches with their alignment.

Description:

Lillie brings with her her entire entourage of henchmen, which she herself leads.

She will call off her forces, and will herself withdraw, if her numbers are reduced to fewer than one-third of their original quantity, or if she herself is reduced to fewer than one-quarter her maximum hit points.

Ultimately, although the decision may be complex to varying degrees, the PCs have a simple decision in terms of outcome: they can help Lillie and the attackers liberate slaves, or they can defend the institution which is being attacked.

Rewards described below assume a typical adventuring party composed of generally Good characters; the GM is encouraged to adjust rewards in service to the roleplaying of the composition of your particular party.

Any scenario in which Lillie is defeated (that is, either she is slain, or withdraws under the conditions described above) merits **2 Reward Stars**.

Backing Lillie and her forces is worth **1 Reward Star**, or **2 Reward Stars** if the PCs undertake this backing out of sympathy for her cause rather than simply being opportunistic and sensing the chaos of the situation.

The "best case scenario" is one in which the PCs have foreknowledge of the attack, but are able to use their noncombat talents to avoid violence and collateral damage. Convincing the establishment owner to free slaves without a direct, obvious threat of violence is tricky: this requires three successful skill checks in a row, with no failures.

Each matches the **Diplomacy** or **Intimidate** of the party against the **Bluff** or **Diplomacy** of the owner.

Success means the owner agrees to Lillie's terms without a fight; this is worth **4 Reward Stars** and avoids the attack entirely.

Failure in any of the three checks means that the attack proceeds as planned; the owner either doesn't believe the party's story, or believes it, but doesn't appreciate the severity of Lillie's assault.

Failure on the very first check will not only ensure the attack proceeds as planned, but will get the party banned from the establishment for life.

In either "failure" scenario above, the party remains free to join Lillie or back the brothel, with the rewards those approaches entail as described earlier.

Lillie the Lame

CR 5; XP 200

NE; Medium Humanoid (Gnome)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Monk 5	Monk 9	Monk 13	Monk 17
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	32	52	70	96
Armor Class	16	17	18	19
Speed	Walk 40'	Walk 45'	Walk 50'	Walk 55'
Ability Scores / Saves	**STR 10 (+3)** **DEX 13 (+4)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+5)** **CHA 17 (+3)**	**STR 10 (+4)** **DEX 15 (+6)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+5)** **CHA 17 (+3)**	**STR 10 (+5)** **DEX 17 (+8)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+5)** **CHA 17 (+3)**	**STR 10 (+6)** **DEX 19 (+10)** **CON 10 (+6)** **INT 10 (+6)** **WIS 20 (+11)** **CHA 17 (+9)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +3 Viol	Passive Perception 15 +4 Viol	Passive Perception 15 +5 Viol	Passive Perception 15 +6 Viol
Languages	Common, Dwarvish, Elvish		Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon	
Attacks	**Melee** Unarmed Attack +3/+3 (1d6 20/x2; 5 ft.) **Ranged** Crossbow, Light) --> 80 ft.': -2/-2 (1d8+1); 320 ft.': -2/-2 (1d8+1) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1)	**Melee** Unarmed Attack +4/+4 (1d6 20/x2; 5 ft.) **Ranged** Crossbow, Light) --> 80 ft.': +0/+0 (1d8+2); 320 ft.': +0/+0 (1d8+2) **Melee** *Dagger (Weapon +1)* +7 (1d4+3) **Ranged** *Dagger (Weapon +1*/Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3)	**Melee** Unarmed Attack +5/+5 (1d8 20/x2; 5 ft.) **Ranged** Crossbow, Light) --> 80 ft.': +2/+2 (1d8+3); 320 ft.': +2/+2 (1d8+3) **Melee** *Dagger (Weapon +2)* +10 (1d4+5) **Ranged** *Dagger (Weapon +2*/Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)	**Melee** Unarmed Attack +6/+6 (1d10 20/x2; 5 ft.) **Ranged** Crossbow, Light) --> 80 ft.': +4/+4 (1d8+4); 320 ft.': +4/+4 (1d8+4) **Melee** *Dagger (Weapon +3)* +13 (1d4+7) **Ranged** *Dagger (Weapon +3/* Thrown) 20 ft.': +13/+13 (1d4+7); 60 ft.': +13/+13 (1d4+7)

	Low	Moderate	Advanced	Elite
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Unarmed Strike (Monk)			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Extra Attack, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Quivering Palm, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Light crossbow; crossbow bolts (10x); dagger	Light crossbow; crossbow bolts (10x); *+1 dagger*	Light crossbow; crossbow bolts (10x); *+2 dagger*	Light crossbow; crossbow bolts (10x); *+3 dagger*

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 21. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Diamond Soul Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Evasion At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 17 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

Ki-Empowered Strikes Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d10 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected

by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Purity of Body At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Quivering Palm At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to 17. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 85.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stillness of Mind Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Timeless Body At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Tongue of the Sun and Moon Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tranquility Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 19.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Wholeness of Body At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 51. You must finish a long rest before you can use this feature again.

Table 34: Attitude Modifiers for Lillie the Lame

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Palanquin Bearer

CR 2; XP 450

NE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)
HP	22	74	120	186
Armor Class	16	16	17	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 18 (+6)** **DEX 7 (-2)** **CON 16 (+5)** **INT 9 (-1)** **WIS 12 (+1)** **CHA 9 (-1)**	**STR 20 (+8)** **DEX 7 (-2)** **CON 18 (+7)** **INT 9 (-1)** **WIS 12 (+1)** **CHA 9 (-1)**	**STR 20 (+9)** **DEX 9 (-1)** **CON 18 (+8)** **INT 9 (-1)** **WIS 12 (+1)** **CHA 9 (-1)**	**STR 20 (+10)** **DEX 11 (+0)** **CON 20 (+10)** **INT 9 (-1)** **WIS 12 (+1)** **CHA 9 (-1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Scimitar +6 (1d6+4)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** *Scimitar (Weapon +1)* +9/+9 (1d6+6)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** *Scimitar (Weapon +2)* +11/+11 (1d6+7)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Melee** *Scimitar (Weapon +3)* +13/+13/+13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Action Surge, Fighting Style, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Scimitar; dagger; dwarven plate	*+1 Scimitar;* dagger; dwarven plate	*+2 Scimitar;* dagger; dwarven plate	*+3 Scimitar;* dagger; dwarven plate

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Quorral

CR 2; XP 450

LG; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Paladin 2	Paladin 6	Paladin 10	Paladin 14
Size / Aln	Medium LG Human	Medium LG Human	Medium LG Human	Medium LG Human
HP	15	44	63	88
Armor Class	17	18	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+2)** **DEX 9 (-1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 13 (+3)** **CHA 17 (+5)**	**STR 17 (+3)** **DEX 9 (-1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 13 (+4)** **CHA 17 (+6)**	**STR 17 (+3)** **DEX 11 (+0)** **CON 10 (+0)** **INT 10 (+0)** **WIS 13 (+5)** **CHA 17 (+7)**	**STR 19 (+4)** **DEX 11 (+0)** **CON 10 (+0)** **INT 10 (+0)** **WIS 13 (+6)** **CHA 17 (+8)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth
Languages	Common, Elvish			
Attacks	**Melee** Longsword +4 (1d8+4) **Ranged** Longbow) --> 150 ft.': +1 (1d8-1); 600 ft.': +1 (1d8-1)	**Melee** Longsword +6/+6 (1d8+5) **Ranged** *Longbow (Weapon +1))* --> 150 ft.': +3/+3 (1d8); 600 ft.': +3/+3 (1d8)	**Melee** *Longsword (Weapon +2)* +9/+9 (1d8+7) **Ranged** *Longbow (Weapon +1))* --> 150 ft.': +5/+5 (1d8+1); 600 ft.': +5/+5 (1d8+1)	**Melee** *Longsword (Weapon +3)* +12/+12 (1d8+9) **Ranged** *Longbow (Weapon +1))* --> 150 ft.': +6/+6 (1d8+1); 600 ft.': +6/+6 (1d8+1)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Spellcasting, Spellcasting Focus, Dueling	Languages, Ability Score Improvement, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *bless; command*	**Save DC 14; Spell Atk +6** **2nd:** *aid; lesser restoration* **1st:** *bless; command; cure wounds; heroism*	**Save DC 15; Spell Atk +7** **3rd:** *daylight; dispel magic* **2nd:** *aid; lesser restoration; magic weapon* **1st:** *bless; command; cure wounds; heroism*	**Save DC 16; Spell Atk +8** **4th:** *locate creature* **3rd:** *daylight; dispel magic; magic circle* **2nd:** *aid; lesser restoration; magic weapon* **1st:** *bless; command; cure wounds; heroism*
Equipment	Longsword; chain mail; longbow; arrows (20x); shield	Longsword; *+1 chain mail; +1 longbow;* arrows (20x); shield	*+2 Longsword; +2 chain mail; +1 longbow;* arrows (20x); shield	*+3 Longsword; +3 chain mail; +1 longbow;* arrows (20x); shield

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 3. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 3 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 4 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 70. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater

good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Oath Spells Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day. If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Sacred Oath When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +3 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Spellcasting By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 for the paladin spell list. Spell save DC 16; Spell attack modifier +8; Number of spells to prepare 10.

Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Vollanthe

Vollanthe

Overview

This serene Druid wishes only for quiet, and will kill any who disrupt it.

Appearance

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Background

Vollanthe was raised by Bards in the upper slums of a well-to-do city. As their talents grew, so did their living conditions, and by his adolescence, Vollanthe was used to dressing in silks and traveling in style with his parents as they performed commissions in various cities far and wide.

One day, amidst an otherwise successful and well-received performance in a throne room / banquet hall, there was a coup: the leader of that city's military forces stormed into the celebration, and demanded that the duke—his parents' patron, for this performance—step down and cede all powers to the warcaptain.

Drunk and completely unaware of the gravity of the situation, the poor duke approached his warcaptain, made to toast in his honor, and then spat wine in his face.

The resulting chaos and bloodshed traumatized Vollanthe and shaped the remainder of his life.

His parents bizarrely continued to play throughout the carnage, until the warcaptain approached them and slit their throats as they played. At the time, Vollanthe—who hid shamelessly and terrorized, under a table—could not understand why they did not flee, or gather him to safety.

Over the years, Vollanthe has concluded that his parents kept playing for a mixture of reasons. They may have figured that playing might underscore their somewhat neutral role in the scenario, and suggest that performers should be immune from the murder that proceeded. They may instead have been trying to curry favor with the warcaptain, by setting his victory to music.

Or, much more likely than all of the other possible motivations: they may simply have been terrified, and, at a complete loss for what else to do, they simply did the only thing that they knew they should be doing: performing.

The warbled, frenzied reek of the strings on his parent's lute and harp as they played their last notes ever haunts Vollanthe. It is a tone that seems ever about to play, just beyond the moment, as though an otherworldly symphony was tuning in anticipation of executing it.

Any music or noise whatosever startles Vollanthe to the point of terror; a nearly animal hatred soon follows as he grows enraged at whomever just forced him to relive that terrible moment.

Demeanor

Vollanthe speaks in quiet tones, and is generally reserved. He seems always as though just roused gently from meditation, and as well that we would prefer to return back to that endeavor rather than talk, or eat, or whatever else he is seen doing.

His movements are graceful, and there is music in his voice as he speaks, be it ever a whisper or mumble; he can hardly escape his lineage, and his parents were quite the talents in their day.

Combat Tactics

Vollanthe is a Druid, a serene elf who wishes only to remain alone and focus on thought. He will never seek combat for its own purposes or other aims.

That said, once battle is joined, his quiet demeanor falls away, and he reveals himself to be a formidable, focused warrior, with clear mind and able purpose.

In combat he will direct his followers to best purpose, and will flee alongside them if his forces are reduced to fewer than half their original headcount, and/or he himself is reduced to fewer than one-third his maxmium.

Modus Operandi

Unlike many other villains who scheme and plan and select targets according to some metric of perhaps-delusional right and wrong, Vollanthe is mainly reactionary in his purpose: anything that makes noise, must be stopped.

Thus, his "targets" are varied, and usually immediate: the vagrant who starts singing a tune to herself; the street performer who picks up a lute; the bard who is escorting a street parade; the lover who is singing outside his intended's window to attract her attention.

Though most of Vollanthe's targets are individuals, some are groups: the militia who practice swordplay in the courtyard; the orchestra who gives a public performance; or the caravan with the squeaky wheels.

From a GM's perspective, this is a rich opportunity, as nearly any person or place or group has a tendency to make noise, intended or planned or otherwise.

Once he has picked a target, Vollanthe will simply attack. There is no planning, no advance notice, no request to abstain from whatever behavior has been deemed unwelcome. He simply marshals his forces, and assaults the person, place, or thing that has offended him.

He has on occasion been imprisoned for his rash and overreactionary assaults, but also sometimes acquitted when the letter of a particular civil noise ordinance was pointed out.

FlexTable 32: Vollanthe Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A haunted bard seeks to destroy all who disturb the peace.	☑ **Partially True.** Vollanthe may be figuratively haunted by the memories of his parents' murder, but he is not a bard, and it's not peace, it is quiet, that triggers his rage.
15-29	15-30	15-30	01-30	13	Vollanthe is a druid who seeks to maintain peace and quiet... even if it means through violent methods.	✅ **True.** This is Vollanthe's approach to villainy in a nutshell.
30-44	31-45	31-45	31-39	14	Quiet, now; Or else he'll hear And come to murder All held dear Celebrate later, No unrest Peace for now, Silence is best.	✅ **True.** A rhyme taught recently to children in an effort to keep them silent under threat of Vollanthe. Most who chant it or teach it don't truly believe in the rumors of the murderous Druid, but will embrace any opportunity or excuse to get their kids to shush!
45-59	46-60	46-60	40-49	15	Enraged by even the slightest sound, Vollanthe will murder anyone who makes loud music or noise.	✅ **True.** Vollanthe would not phrase it that way, of course, but in practice, this is precisely what he does.
60-74	60-69	60-69	50-59	16	Haunted by the murder of his parents set to music, Vollanthe is a sad druid who seeks peace and quiet, even at the expense of the lives of the innocent.	✅ **True.** Vollanthe cares little for others and in fact sees himself a hero, someone who keeps things quiet for perhaps selfish reasons at the core, but to the benefit of all.
75-89	70-97	70-94	60-69	11	Vollanthe is a bardic druid demon whose true name is a certain sequence of musical notes. Against the possibility of someone even accidentally triggering mastery over him, he will slay anyone who makes music in his presence.	☑ **Partially True.** Vollanthe is of course neither demon nor bard, and has no true name or mastery trigger, but will indeed slay those making music.
90-00	98-00	95-00	70-00	13	A vengeful spirit given physical form, Vollanthe suffers pain and damage from harmony, and seeks to prevent music as a result.	❌ **False.** This is not Vollanthe's nature or approach.

Notoriety

Vollanthe has been practicing this violent approach to keeping peace and quiet for a number of years. It's only in the past year or so, however, that his tolerance has decreased to the point where anything above a conversation will trigger his rage.

As a result, rumors of his nature and deeds have begun to spread a great deal more rapidly and broadly than before. Many have heard of him, but very few believe much of what they hear.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** If the PCs are causing a ruckus, Vollanthe overhears, and attacks them.
- **Plea of the Innocent:** The loved one of a slain bard or entertainer begs the party to enact revenge against Vollanthe, the murderer.
- **Fringe Notice:** The party cannot help but notice that the town is quiet as they walk into town—too quiet. Some quick inquiries make the cause plain, prompting further investigation and action.
- **Appeal from Authority:** Town militia has been unable to

track Vollanthe down, and may not even credit the rumors that ascribe recent murders to his name. They ask the PCs to investigate on their own.

- **Faction Quest:** A Faction dedicated to making noise—for example, an entertainer's guild or bardic congregation—asks the party to put a stop to the killings that have not only reduced their membership, but also requests for their services.
- **Collateral Damage:** Vollanthe attacks a noisy drunk. The party might call out to the pair to see what is happening, and Vollanthe might misinterpret this as noise, worthy of attack.
- **Disappearing Regular:** A performer who frequented a tavern at which the party was known to stop disappears, slain by Vollanthe one night.

Habits and Logistics

Vollanthe keeps low-class quarters, where he keeps to himself nearly all of the (**85%** chance) time.

The remainder of the time, he will be out and about, making necessary purchases or simply strolling about aimlessly.

Conversation

Vollanthe speaks in quiet tones, and seems meditative. Generally speaking, he is uninterested in conversation, as it rarely serves his needs, and has a tendency in his experience to escalate to a level where it triggers his rage.

Each minute of conversation, there is a chance that Vollanthe interprets the mere act of talking to be unacceptably loud, and he will attack whomever is speaking with him. This chance begins at **5%**; it increases by **5%** for each minute of conversation. Add **20%** if the PCs are being loud, though this call is subjective on the part of the GM and should be based on the type of questions they are asking him, and whether they are taking any precautions in making sure their speech is quiet.

Check at the start of each minute of chatting. This means that the PCs could literally greet the man, and he might attack them on sight merely for speaking to him at all!

Did you know this murdered person?
(This can be a general question about any victim, actual or suspected.)

"Perhaps. I don't know many folk, nor do I wish to. Were they unruly?"

Why do you hate sound so much?

"Why do you not hate it? Making noise... it's a violent attack on everyone who can hear it. Unwanted, and nothing you can do if you hear it."

Attitude Tracker Triggers

Value	Action
<7	Vollanthe seeks out the party and attacks them, to the death.
<13	Vollanthe will attack the party on sight, but will not actively try to locate them.
>18	Vollanthe greets the party warmly when he sees them... which amounts to nothing more than a smile and a nod.
>24	Vollanthe will willingly talk to the party if they wish to do so.

Organization

Vollanthe has no wish for others, knowing that this would require talking, and nosie.

However, his approach to life has not gone unnoticed, and he is not unique in his preference. Others have joined him in his quest.

Vollanthe discourages all followers, but does not actively turn folk away who have the same motivations as he, particularly if they do not bother him and make no noise.

Unlike most other villains with followers, Vollanthe will not call out to his henchmen for help. Therefore, if he is involved in combat, there is only a **10%** chance each round that **1d4** of each henchman type will arrive on the scene to reinforce his efforts. Keep track of henchmen summoned in this manner; more cannot arrive to the scene than are physically in the city at maximum (see below).

Vollanthe will cease an attack only in death, or if physically prevented from pursuing his enemies. Any followers who have arrived will vanish back into the city's underbelly after combat ends, with not so much as a word to the man they had just fought for.

Henchmen, Retainers, and Followers

Quieter: **2d4** of these Rogues of all races follow Vollanthe. They have made themselves mute by choice, in solidarity with Vollanthe's cause; he has requested this of none of them.

Broken Strings: These former Bards are now Fighters, having abandoned their instruments and gifts in service to the peace which they believe Vollanthe brings. **2d6** of these warriors specialize in slaying entertainers of all kinds.

Lair / Residence

Vollanthe keeps modest quarters in town; his henchmen have their own lives. The attacks Vollanthe largely instigates are usually not premeditated. Whether Vollanthe initiates an assault, or one of his followers, each incident has the same chances described above of attracting other followers of the Druid.

Quests & Encounters

Quest: Bring the Noise

Summary: A minstrel troupe hires the PCs to defend them from Vollanthe and his followers as they perform.

Rewards: 250 gp / 1,400 gp / 3,800 gp / 6,900 gp; up to **2 Reward Stars**.

Locations: Any.

Key NPCs: Vollanthe, Broken Strings, Quieters.

Kickoff: The PCs are approached by a representative of the band. They describe Vollanthe and the threat; feel free to explicitly relate **1d3** of **Rumors and Lore** as part of this interaction.

The commission (and fee listed above) is for one evening's performance; at the GM's discretion, this contract could extend longer.

Description:

Each night the troupe performs, there is a **40%** chance Vollanthe attacks the group, together with half his total henchman following (determined above).

The party receives the listed reward on a nightly basis, whether or not Vollanthe attacks. The only circumstance under which the party is not compensated is if Vollanthe attacks, **and** the party flees during the fight.

Any scenario in which the villainous Druid is slain merits **2 Reward Stars**.

Vollanthe cannot be reasoned with; attempting any manner of skill check with him simply invites a surprise round of combat against the party.

Vollanthe

CR 5; XP 1,800

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Druid 5	Druid 9	Druid 13	Druid 17
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	25	44	65	91
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 13 (+1)** **DEX 16 (+3)** **CON 10 (+0)** **INT 13 (+4)** **WIS 18 (+7)** **CHA 12 (+1)**	**STR 13 (+1)** **DEX 18 (+4)** **CON 10 (+0)** **INT 13 (+5)** **WIS 18 (+8)** **CHA 12 (+1)**	**STR 15 (+2)** **DEX 18 (+4)** **CON 10 (+0)** **INT 13 (+6)** **WIS 18 (+9)** **CHA 12 (+1)**	**STR 15 (+2)** **DEX 20 (+5)** **CON 10 (+0)** **INT 13 (+7)** **WIS 18 (+10)** **CHA 12 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 17 +3 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 19 +5 Herbalism Kit	Passive Perception 20 +6 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** Scimitar +6 (1d6+3) **Ranged** Longbow) --> 150 ft.': +6 (1d8+3); 600 ft.': +6 (1d8+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Scimitar (Weapon +1)* +9 (1d6+5) **Ranged** Longbow) --> 150 ft.': +8 (1d8+4); 600 ft.': +8 (1d8+4)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *Scimitar (Weapon +2)* +11 (1d6+6) **Ranged** Longbow) --> 150 ft.': +9 (1d8+4); 600 ft.': +9 (1d8+4)	**Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5) **Melee** *Scimitar (Weapon +3)* +14 (1d6+8) **Ranged** Longbow) --> 150 ft.': +11 (1d8+5); 600 ft.': +11 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; meld into stone* **2nd:** *barkskin; hold person; pass without trace* **1st:** *charm person; faerie fire; goodberry; thunderwave*	**Save DC 16; Spell Atk +8** **5th:** *contagion* **4th:** *confusion; control weater; dominate beast* **3rd:** *dispel magic; meld into stone; sleet storm* **2nd:** *barkskin; hold person; pass without trace* **1st:** *charm person; faerie fire; goodberry; thunderwave*	**Save DC 17; Spell Atk +9** **7th:** *mirage arcane* **6th:** *transport via plants* **5th:** *contagion; mass cure wounds* **4th:** *confusion; control weater; dominate beast* **3rd:** *dispel magic; meld into stone; sleet storm* **2nd:** *barkskin; hold person; pass without trace* **1st:** *charm person; faerie fire; goodberry; thunderwave*	**Save DC 18; Spell Atk +10** **9th:** *foresight* **8th:** *feeblemind* **7th:** *mirage arcane* **6th:** *transport via plants* **5th:** *contagion; mass cure wounds* **4th:** *confusion; control weater; dominate beast* **3rd:** *dispel magic; meld into stone; sleet storm* **2nd:** *barkskin; hold person; pass without trace* **1st:** *charm person; faerie fire; goodberry; thunderwave*
Equipment	Dagger; scimitar; chain shirt; longbow; arrows (20x)	Dagger; *+1 scimitar;* *+1 chain shirt;* longbow; arrows (20x)	Dagger; *+2 scimitar;* *+2 chain shirt;* longbow; arrows (20x)	Dagger; *+3 scimitar;* *+3 chain shirt;* longbow; arrows (20x)

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 15; Spell attack modifier +7

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On

a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Table 35: Attitude Modifiers for Vollanthe

Starting Attitude: **12 (Unfriendly)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Quieter

CR 2; XP 450

LE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling
HP	20	46	81	117
Armor Class	13	15	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+2)** **DEX 13 (+3)** **CON 16 (+3)** **INT 9 (+1)** **WIS 10 (+0)** **CHA 8 (-1)**	**STR 15 (+2)** **DEX 15 (+5)** **CON 16 (+3)** **INT 9 (+2)** **WIS 10 (+0)** **CHA 8 (-1)**	**STR 16 (+3)** **DEX 16 (+7)** **CON 16 (+4)** **INT 9 (+3)** **WIS 10 (+0)** **CHA 8 (-1)**	**STR 18 (+4)** **DEX 16 (+8)** **CON 16 (+4)** **INT 9 (+4)** **WIS 10 (+0)** **CHA 8 (-1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 +4 Thieves' Tools	Passive Perception 16 +6 Thieves' Tools	Passive Perception 18 +8 Thieves' Tools	Passive Perception 20 +10 Thieves' Tools
Languages	Common, Infernal			
Attacks	**Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Crossbow, Hand) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *Spear (Weapon +1)* +6 (1d6+3) **Ranged** *Spear (Weapon +1/* Thrown) 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3) **Ranged** Crossbow, Hand) --> 30 ft.': +5 (1d6+2); 120 ft.': +5 (1d6+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *Spear (Weapon +2)* +9 (1d6+5) **Melee** *Spear (Weapon +2/*Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Ranged** Crossbow, Hand) --> 30 ft.': +7 (1d6+3); 120 ft.': +7 (1d6+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *Spear (Weapon +3)* +12 (1d6+7) **Ranged** *Spear (Weapon +3/*Thrown) 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7) **Ranged** Crossbow, Hand) --> 30 ft.': +8 (1d6+3); 120 ft.': +8 (1d6+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; spear; studded leather armor; hand crossbow; crossbow bolts (10x)	Dagger; *+1 spear;* *+1 studded leather armor;* hand crossbow; crossbow bolts (10x)	Dagger; *+2 spear;* *+2 studded leather armor;* hand crossbow; crossbow bolts (10x)	Dagger; *+3 spear;* *+3 studded leather armor;* hand crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Languages You can speak, read, and write Common and Infernal.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 3.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Broken String

CR 2; XP 450

NE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Bard 2	Bard 6	Bard 10	Bard 14
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	10	23	43	59
Armor Class	14	16	18	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+2)** **DEX 15 (+4)** **CON 9 (-1)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 17 (+5)**	**STR 15 (+2)** **DEX 17 (+6)** **CON 9 (-1)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 17 (+6)**	**STR 15 (+2)** **DEX 19 (+8)** **CON 9 (-1)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 17 (+7)**	**STR 15 (+2)** **DEX 20 (+10)** **CON 9 (-1)** **INT 13 (+1)** **WIS 9 (-1)** **CHA 18 (+9)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +2 Drum, Flute, Lyre	Passive Perception 12 +3 Drum, Flute, Lyre	Passive Perception 17 +4 Drum, Flute, Lyre	Passive Perception 19 +5 Drum, Flute, Lyre
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *Mace (Weapon +1)* +6 (1d6+3) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Mace (Weapon +2)* +8 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Mace (Weapon +3)* +10 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Bardic Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *charm person; disguise self; silent image*	**Save DC 14; Spell Atk +6** **3rd:** *bestow curse; clairvoyance; dispel magic* **2nd:** *blindness/deafness/ enthrall; hold person* **1st:** *charm person; disguise self; longstrider; silent image*	**Save DC 15; Spell Atk +7** **5th:** *animate objects; dream* **4th:** *compulsion; confusion; dimension door* **3rd:** *bestow curse; clairvoyance; dispel magic* **2nd:** *blindness/deafness/ enthrall; hold person* **1st:** *charm person; disguise self; longstrider; silent image*	**Save DC 17; Spell Atk +9** **7th:** *regenerate* **6th:** *eyebite* **5th:** *animate objects; dream* **4th:** *compulsion; confusion; dimension door* **3rd:** *bestow curse; clairvoyance; dispel magic* **2nd:** *blindness/deafness/ enthrall; hold person* **1st:** *charm person; disguise self; longstrider; silent image*
Equipment	Mace; dagger; studded leather armor; shortbow; arrows (20x)	*+1 Mace;* dagger; *+1 studded leather armor;* shortbow; arrows (20x)	*+2 Mace;* dagger; *+2 studded leather armor;* shortbow; arrows (20x)	*+3 Mace;* dagger; *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 4. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long

rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Chalyce, the Blood Maiden

Chalyce, the Blood Maiden

Overview

A cult leader with aspirations to sainthood, Chaylce demands sacrifice to fuel miracles.

Her cult is churchlike in its devotion, but all flows through her, very little is delegated or credited to a divine power.

Appearance

Chalyce is striking, if not beautiful; her gaze is forceful and intense, and leaves most feeling quite uncomfortable to suffer for more than a second or two.

She dresses in high-quality, though not ostentatious, robes and vestments, often covering her hair and neck, though she requires no such formalities from her flock.

Chalyce takes her surname from her tendency to leave her vestments—typically ivory or parchment in hue—spattered with blood from sacrifices and ceremonies, making for a striking if macabre effect.

Background

Chalyce grew up the only child of a preacher in a small church on the outskirts of a small village.

She saw firsthand the hold that her mother had over her flock, and the way that (from a young Chalyce's perspective) she manipulated others to be better people, or to donate. Her father had passed away when she was but an infant, so she grew particularly close to her mother, who was the only family she knew.

Dedicated and severe, Chalyce served her family and its church without hesitation and seemingly without limit. Her selflessness became the stuff of story in the whisperings of the church; many was the suitor who sought her hand. She turned them all away, preferring instead, she claimed, to be married to the church itself.

One day, following a bad fall that left her leg broken, her mother spoke to her with gravity. Chalyce's mother encouraged the young lady to go out, travel about the Realm, and become more worldly.

In truth, Chalyce's mother had grown concerned that her daughter had too sheltered, to cloistered, a life, and that she had become too dedicated to the church and its people. She worried about the possibility of the faithful scattering, of a larger church absorbing theirs, or any number of other possibilities.

Chalyce was inexperienced in any life outside of what she had known from birth, and therefore woefully unprepared for any of these eventualities.

The young woman recoiled at the thought of leaving home, even for a few weeks. Why, she reasoned, would she ever venture forth, when she has everything she could possibly want here?

It was then that Chalyce revealed to her horrified mother her long-term plan: to take over the church from her mother once she could no longer perform the requisite services, and to turn it to her will, demanding more and more of the faithful and adopting ever-more-elaborate rituals to gather more to the flock. In her experience, ritual and spectacle were what most grew the congregation; she would turn what her family had started into a cult... and an enormous one at that.

Chalyce's mother was outraged and terrified that her seemingly innocent, simple daughter could even conceive of the vicious mockery that had been described. In a testament to the magnitude of her reaction, that Chalyce herself did not even believe in the god they worshipped ranked low on the list of horrors that she had witnessed.

She forbid Chalyce from any further part in the church, and demanded that she set out on her own and learn about true human nature. Chalyce's mother was convinced that once she saw a bit of life outside the church, her daughter would return a reformed, penitent soul.

Chalyce smiled grimly, nodded, and left without a word.

A year later, Chalyce returned to her family home, leading a new congregation of a hundred followers. Chanting bizarre cants, armed with torches and swords, they set ablaze the entire village, and slew the entire town. To a person, all were slain.

The very last to die was Chalyce's mother. The prodigal offspring captured her early in the killings, and forced her mother to watch as her "new family" set ablaze and skewered all whom the woman held dear. Once all other life in her former home had been quenched, did Chalyce slit the throat of her own mother.

Chalyce's birth name has been lost to all save herself, though some suspect even she has forgotten it in favor of the moniker she granted herself upon the formation of her cult.

Demeanor

Chalyce is intense and severe, and fervent in her apparent beliefs.

She has convinced herself that she is a deity, a god who walks among the people, and that everything she does, therefore, is by default in service to godly aims.

Delusional or not, Chalyce has amassed a sizable following, and a not-insignificant amount of worldly power and influence. In addition, her actual talents as a cleric are formidable.

So whether her godliness is a fabrication of her mind or not, her words are very much backed up by her power... mortal though she may be.

Combat Tactics

Chalyce considers herself a god, and thus immortal... but

FlexTable 33: Chalyce, the Blood Maiden Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	The Blood Maiden demands sacrifice and commitment, and will slay any who do not serve her.	✅ **True.** This is her faith distilled to its essence.
15-29	15-30	15-30	01-30	13	Chalyce, a preacher who thinks herself a god, has a huge following.	✅ **True.** Hundreds serve the Blood Maiden, though only dozens fight for her outright.
30-44	31-45	31-45	31-39	14	Join along, or face the malice Of the faithful who serve Chalyce Fight 'longside, eternal palace	☑ **Partially True.** The options of those facing Chalyce's forces are to convert, or die; that much is accurate. Eternal palace in the afterlife is what the Blood Maiden often promises, but it is a matter of faith whether this has any accuracy.
45-59	46-60	46-60	40-49	15	Those who fail to convert to Chalyce the Blood Maiden are destined to die by her knife.	☑ **Partially True.** This is certainly what Chalyce preaches, and during an attack, these options are wholly accurate. However, Chalyce's influence is limited to attacking small churches and cults and villages at this point. Though she does aspire to greater conquest.
60-74	60-69	60-69	50-59	16	Chalyce the Blood Maiden has been a church and community leader her entire life.	✅ **True.** Born the daughter of a preacher, she has always held a place of religious focus in her community.
75-89	70-97	70-94	60-69	11	Chalyce the Blood Maiden gains power from having intimiate relations with corpses.	❌ **False.** Likely a combination of her nickname with observed rituals involving blood, this is a macabre and false conclusion.
90-00	98-00	95-00	70-00	13	The Blood Maiden sucks the souls of the unfaithful and uses them to fuel her rampages.	❌ **False.** Though her power and influence do seem to grow following each successful attack, this is due mostly to scavenged equipment and bolstered confidence, not some necromantic conversion of life force.

some part of her holds to self-preservation, and is concerned about what might happen if she is wrong.

She will attack with gusto, and great violence, until reduced to fewer than half her maxmium hit points. At this point, she will have a moment of clarity, will coldly assess the odds and the situation, and will regroup, offering herself the possibility to flee if required.

Her henchmen and followers she will "spend" without hesitation; their devotion to her is their reward, and there are always more followers beyond what is immediately available to her. She will gladly send dozens to their deaths if it saves her own hide, or furthers her aims.

Modus Operandi

Chalyce is delusional, power-hungry, and murderous. Aside from growing her flock of faithful, growing in power, and growing in influence and wealth, she has no true long-term or greater motives, though her sermons are filled with claims to the contrary.

Everything she does and leads her flock to, she justifies to them through religious purpose. Ultimately, though, all "missions" she embarks upon are toward selfish growth.

Common targets of a "mission" are to slay or convert the faithful of a competing church or cult, taking money from the powerful (and keeping it, so as to herself grow in power), or "rescuing" slaves from a war camp or other establishment (with the understanding that the slaves will join the cult and serve it just as mindlessly as they had served their slavemasters).

On such missions, there are but two distinctions in the minds of Chalyce and her flock: Us and Them. Those not adherent to Chalyce and her faith are to be slain; the only way to avoid this is to convert on the spot, and swear loyalty to the Blood Maiden.

Ceremony demands that any converts be covered in the blood

of the battlefield; this can be any mixture of slain faithful and heathen alike. The blood must completely coat the convert, that they may be born again into the true faith of Chalyce.

This grisly baptism can be performed on the battlefield, or soon after the fighting ends.

Notoriety

Chalyce's gruesome and ruthless approach to rule and faith has garnered a great deal of attention.

Smaller churches fear her attack, so much so that entire congregations have been known to disband completely if they hear of an attack nearby.

Larger institutions use stories of the Blood Maiden to bolster their own forces and secure donations as a protective measure.

Though thus far, Chalyce's attacks seem focused primarily on competing religions, cities and other factions keep their ears to the ground as to the Blood Maiden's behavior, and will conscript additional security forces as a precaution if they hear of her approach.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Chalyce attacks the party directly. This is only feasible if the party have prominent positions in some sort of religious Faction.
- **Plea of the Innocent:** Someone whose life has been ruined by a previous attack, or has lost a loved one in such an attack, pleads with the party to bring an end to the strikes.
- **Competing Goals:** The party learns that Chalyce plans to strike at a church that the PCs have business with... for example, a larger-scale plot requires them to venture into the church's undercroft.
- **Fringe Notice:** It's hard not to notice the burnt churches as the party ambles into town. Naturally, they will want to ask some questions!
- **Appeal from Authority:** Legal authority of a small town is ill-equipped to interfere with zealous, bloodthirsty cultists. That sounds like a job much better situated with adventurers out to make a name for themselves!
- **Faction Quest:** A church or religious faction asks the party's help in defense of their building and people. This is the most straightforward adventure hook, and in no way requires that the PCs have any prior connections established with the church in question.
- **Collateral Damage:** Innocents merely attending services are slain, threatened, or forced to flee in the wake of a Chalyce onslaught.
- **Disappearing Regular:** A regularly-seen NPC disappears, slain in the fervorous assault of their church.
- **Dependency Interference:** In the course of their wanton destruction, Chalyce and her followers steal or destroy a religious artifact that the PCs either desired or required toward a larger goal.

Habits and Logistics

Chalyce and her henchmen inhabit upscale apartments, or take over a gutted church, in towns in which they operate. There is an **80%** chance that Chalyce is there at any given moment, surrounded by half of her henchmen (see below).

The remainder of the time, she will be planing or executing an attack.

Conversation

Chalyce is stunning in her devotion to her ideals, and as noted, most feel uncomfortable talking with her one-on-one for very long.

The Blood Maiden's entire affect, demeneaor, tone, and volume of voice all seem custom-constructed for a sermon or pulpit; she seems to have no ability to scale these down to a more intimiate conversation or setting. The result seems inappropriate and awkward at best, or threatening and dreadful at worst.

It would be difficult to envision a conversation with Chalyce that did not also have present at least a handful of her followers. This has a further unsettling effect, in that at the conclusion of nearly everything the woman says, her faithful will intone "amen" or something similar, as though her every word were read from godly scripture.

Though this behavior seems a mere slavish obedience, one must give Chalyce and her followers credit for at least being consistent: they all truly do believe that Chalyce is a god on earth, so her word may as well truly be scripture.

Do you know what happened to this church and its officiants?
(This can be a general question about any victim, actual or suspected.)

"I know not what becometh of others, save that they obtain that which they are most owed according to their actions in this life, that they may be better prepared for the next."

Did you or your followers murder these innocent people?
(This can be a general question about any victims, actual or suspected.)

"Whatsoever I doeth in this life, 'tis in service to the gods, and the power they have bequeathed me in this life to see wisdom where others see folly, service where others see chaos, and to ever seek a true path forward where others amble aimlessly. All we do, we do in service to these aims. Noble, indeed, are such actions in support of pure objectives, be they viewed by mortals as uncouth: for it is not for mortals to judge the divinely ordained."

Attitude Tracker Triggers

Value	Action
<7	Chalyce makes the party her next target, and will stop at nothing short of death to secure their destruction.
<13	Chalyce will have her followers attack the party on sight, but will not actively seek them out.
>18	Chalyce welcomes the party into her flock, and assumes their devotion and obedience.
>24	Chalyce shares her plans with the PCs and includes them in the next attack.

Organization

The Blood Maiden has a massive, and growing, following, ranging in the hundreds when the PCs come upon her. Although numerous, many are ill, decrepit, too young to hold a weapon, cowardly, or otherwise effectively noncombatants.

Those who remain still number in the high dozens.

Anywhere in town, Chalyce may call to her followers; a mere round later, **2d4** of each type of henchman show up to join her side.

Thereafter, and until she tells them to stop, each round sees a **40%** chance of **1d4** of each type of henchman will arrive on the scene as reinforcements to her cause, and will start fighting immediately, staying to the death or until their leader calls a stop to the violence. Roll for probability as well as quantity separately for each type of henchman.

Unlike with most other villains, you need **not** keep track of how many followers arrive on the scene: violence ennobles her cause, and brings followers to the fore; as any fight involving her wages on, additional followers will join the fray.

Henchmen, Retainers, and Followers

Bloodguard: **4d8** of these typically half-orc Barbarians are available to support Chalyce.

Chalicebearers: **2d8** of these highly-trained dwarven Cleric ritual aides will serve the Blood Maiden's will on a given day.

Bloodguard Elite: Blending in to any crowd, these elven monks are a formidable force, comprising **2d6** in town at a time.

Sanguinary Veterans: Her propensity for bloodshed means that Chlayce loses much of her warrior faithful each time she attacks. Those who survive from encounter to encounter, and town to town, advance in her esteem; these Fighters represent such warriors, of which roughly **2d4** are at their leader's call.

Lair / Residence

Chalyce and her warriors will take up station in any large structure in town: they will rent apartments or an estate, but prefer to simply squat and take over any church they lay waste to.

Chalyce and half the forces numbered above will be in residence in these quarters at any given time.

Quests & Encounters

Quest: Save the Sanctity

Summary: This quest is straightforward: protect the church and its inhabitants..

Rewards: 750 gp / 3,000 gp / 7,500 gp / 13,000 gp; up to **5 Reward Stars**.

Locations: Any (urban).

Key NPCs: Chalyce, the Blood Maiden; Bloodguard; Chalicebearers; Bloodguard Elite; Sanguinary Veterans.

Kickoff: At least two possible introductions are feasible to this Quest.

The PCs can be explicitly asked to help, by either the city authorities, or by the chruch itself.

Alternately, the PCs can simply be in the church for some unrelated reason when the attack occurs.

Description:

Chalyce and half of her forces attack a small church, containing **4d12** congregants and **3d4** officiants.

The Blood Maiden's objective is simple: destroy or convert all life, and ransack the place. They already have a larger, nicer church in town in which to camp, so they need not leave this one in one piece when they are through.

The PCs may flee, help defend, or (for evil-aligned parties) help Chalyce destroy the innocents and join her cause.

Chalyce will fight until she is reduced to fewer than one-quarter her maximum hit points, at which point she will flee if possible, ordering her followers to cover her escape with their lives.

Ten rounds after battle commences, whether she has withdrawn or not, the remainder of Chalyce's forces arrive as reinforcements.

All henchmen will fight to the death if their mistress is still on the scene.

If Chalyce is slain, there is a **50%** chance per henchman type that all henchmen of that type will flee immediately. Thereafter, check each round for their morale; after the initial shock of their leader having fallen, the chance reduces to **15%** per henchman type.

If Chalyce flees, check for morale and flight as above, but the chances are reduced to **20%** initially, and **5%** ongoing.

Any scenario in which Chalyce is forced to flee or slain

merits **2 Reward Stars** simply for her defeat. This stacks with other rewards for this Quest.

- Any scenario in which at least one church officiant remains alive grants the party **1 Reward Star** and the monetary reward listed. This stacks with other rewards for this Quest.

- Successfully defending the church requires that Chalyce is slain or flees, and that all of her followers are slain or flee. This scenario merits **2 Reward Star** for the party, which stacks with other rewards; this means that in the best-case scenario in which the party keeps some churchgoers alive, defeats the Blood Maiden, and defeats her forces, they receive a grand total of **5 Reward Stars** and the money.

Chalyce, the Blood Maiden

CR 5; XP 1,800

CE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 7
Size / Aln	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	36	65	97	140
Armor Class	18	21	23	25
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 18 (+7)** **DEX 13 (+1)** **CON 13 (+4)** **INT 12 (+1)** **WIS 6 (-2)** **CHA 16 (+3)**	**STR 20 (+9)** **DEX 15 (+2)** **CON 13 (+5)** **INT 12 (+1)** **WIS 6 (-2)** **CHA 16 (+3)**	**STR 20 (+10)** **DEX 17 (+3)** **CON 13 (+6)** **INT 12 (+1)** **WIS 6 (-2)** **CHA 16 (+3)**	**STR 20 (+10)** **DEX 19 (+4)** **CON 13 (+8)** **INT 12 (+1)** **WIS 6 (-2)** **CHA 16 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Longsword +7/+7 (1d8+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1) **Melee** Dagger +7/+7 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *Longsword (Weapon +1)* +10/+10 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *Longsword (Weapon +2)* +12/+12/+12 (1d8+9) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)	**Melee** *Longsword (Weapon +3)* +14/+14/+14 (1d8+10) **Ranged** Crossbow, Heavy) --> 100 ft.': +10/+10/+10 (1d10+4); 400 ft.': +10/+10/+10 (1d10+4) **Melee** Dagger +11/+11/+11 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Longsword; half-plate armor; shield; heavy crossbow; crossbow bolts (20x); dagger	*+1 Longsword;* *+1 half-plate armor;* *+1 shield;* heavy crossbow; crossbow bolts (20x); dagger	*+2 Longsword;* *+2 half-plate armor;* *+2 shield;* heavy crossbow; crossbow bolts (20x); dagger	*+3 Longsword;* *+3 half-plate armor;* *+3 shield;* heavy crossbow; crossbow bolts (20x); dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 17.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table 36: Attitude Modifiers for Chalyce, the Blood Maiden

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Bloodguard

CR 3; XP 700

CE; Medium Humanoid (Human, Orc)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Barbarian 3	Barbarian 7	Barbarian 11	Barbarian 15
Size / Aln	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	30	52	93	131
Armor Class	15	16	17	19
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR 18 (+6)** **DEX 13 (+1)** **CON 15 (+4)** **INT 7 (-2)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+8)** **DEX 13 (+1)** **CON 15 (+5)** **INT 7 (-2)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+9)** **DEX 13 (+1)** **CON 17 (+7)** **INT 7 (-2)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 20 (+10)** **DEX 15 (+2)** **CON 17 (+8)** **INT 7 (-2)** **WIS 8 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Orc			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Flail +6 (1d8+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** *Flail (Weapon +1)* +9/+9 (1d8+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** *Flail (Weapon +2)* +11/+11 (1d8+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+1); 400 ft.': +5/+5 (1d10+1)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Melee** *Flail (Weapon +3)* +13/+13 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7 (1d10+2); 400 ft.': +7/+7 (1d10+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Flail; dagger; breastplate; heavy crossbow; crossbow bolts (10x)	*+1 Flail;* dagger; *+1 breastplate;* heavy crossbow; crossbow bolts (10x)	*+2 Flail;* dagger; *+2 breastplate;* heavy crossbow; crossbow bolts (10x)	*+3 Flail;* dagger; *+3 breastplate;* heavy crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Chalicebearer

CR 2; XP 450

NE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Cleric 2	Cleric 6	Cleric 10	Cleric 14
Size / Aln	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)
HP	18	38	68	96
Armor Class	17	18	19	21
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 15 (+2)** **DEX 9 (-1)** **CON 12 (+1)** **INT 9 (-1)** **WIS 20 (+7)** **CHA 8 (+1)**	**STR 17 (+3)** **DEX 9 (-1)** **CON 12 (+1)** **INT 9 (-1)** **WIS 20 (+8)** **CHA 8 (+2)**	**STR 19 (+4)** **DEX 9 (-1)** **CON 12 (+1)** **INT 9 (-1)** **WIS 20 (+9)** **CHA 8 (+3)**	**STR 20 (+5)** **DEX 10 (+0)** **CON 12 (+1)** **INT 9 (-1)** **WIS 20 (+10)** **CHA 8 (+4)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Mace +4 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +1 (1d8-1); 320 ft.': +1 (1d8-1) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *Mace (Weapon +1)* +7 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +2 (1d8-1); 320 ft.': +2 (1d8-1) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** *Mace (Weapon +2)* +10 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8-1); 320 ft.': +3 (1d8-1) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Melee** *Mace (Weapon +3)* +13 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8); 320 ft.': +5 (1d8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 15; Spell Atk +7** **1st:** *bless; cure wounds; inflict wounds*	**Save DC 16; Spell Atk +8** **3rd:** *beacon of hope; glyph of warding; remove curse* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; cure wounds; inflict wounds*	**Save DC 17; Spell Atk +9** **5th:** *geas; greater restoration* **4th:** *control water; death ward; freedom of movemant* **3rd:** *beacon of hope; glyph of warding; remove curse* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; cure wounds; inflict wounds*	**Save DC 18; Spell Atk +10** **7th:** *divine word* **6th:** *forbiddance* **5th:** *geas; greater restoration* **4th:** *control water; death ward; freedom of movemant* **3rd:** *beacon of hope; glyph of warding; remove curse* **2nd:** *aid; hold person; lesser restoration* **1st:** *bless; command; cure wounds; inflict wounds*
Equipment	Mace; chain mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you

regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Bloodguard Elite

CR 4; XP 1,100

LE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Monk 4	Monk 8Monk 4	Monk 12	Monk 16
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	25	42	56	79
Armor Class	18	19	20	20
Speed	Walk 40'	Walk 45'	Walk 50'	Walk 55'
Ability Scores / Saves	STR 10 (+2) DEX 18 (+6) CON 10 (+0) INT 14 (+2) WIS 18 (+4) CHA 9 (-1)	STR 10 (+3) DEX 20 (+8) CON 10 (+0) INT 14 (+2) WIS 18 (+4) CHA 9 (-1)	STR 10 (+4) DEX 20 (+9) CON 10 (+0) INT 14 (+2) WIS 20 (+5) CHA 9 (-1)	STR 12 (+6) DEX 20 (+10) CON 10 (+5) INT 14 (+7) WIS 20 (+10) CHA 9 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 16 +2 Drum	Passive Perception 17 +3 Drum	Passive Perception 17 +3 Drum	Passive Perception 19 +4 Drum
Languages	Common, Dwarvish, Elvish	Common, Dwarvish, Elvish	Common, Dwarvish, Elvish	Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': +0 (1d8+4); 320 ft.': +0 (1d8+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +2/+2 (1d8+5); 320 ft.': +2/+2 (1d8+5) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Ranged** Crossbow, Light) --> 80 ft.': +3/+3 (1d8+5); 320 ft.': +3/+3 (1d8+5) **Melee** Dagger +9 (1d4+5) **Melee** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Ranged** Crossbow, Light) --> 80 ft.': +4/+4 (1d8+5); 320 ft.': +4/+4 (1d8+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Unarmed Strike (Monk)			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Light crossbow; dagger; crossbow bolts (10x)	Light crossbow; dagger; crossbow bolts (10x)	Light crossbow; dagger; crossbow bolts (10x)	Light crossbow; dagger; crossbow bolts (10x)

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 15; Spell attack modifier +7

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 21. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Diamond Soul Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Evasion At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make

a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 16 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 18

Ki-Empowered Strikes Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d8 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Monastic Tradition When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Purity of Body At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 80.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stillness of Mind Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Timeless Body At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Tongue of the Sun and Moon Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tranquility Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 18.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Wholeness of Body At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 48. You must finish a long rest before you can use this feature again.

Sanguinary Veterans

CR 4; XP 1,100

CE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)
HP	25	57	76	112
Armor Class	17	18	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 10 (+2)** **DEX 20 (+5)** **CON 10 (+2)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 12 (+4)** **DEX 20 (+5)** **CON 10 (+4)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 14 (+6)** **DEX 20 (+5)** **CON 10 (+5)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 13 (+1)**	**STR 16 (+8)** **DEX 20 (+5)** **CON 10 (+7)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Elvish, Dwarvish			
Attacks	**Melee** Shortsword +7 (1d6+5) **Melee** Sickle +2 (1d4) **Ranged** Longbow) --> 150 ft.': +7 (1d8+5); 600 ft.': +7 (1d8+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** Sickle +4 (1d4+1) **Melee** *Shortsword (Weapon +1)* +9/+9 (1d6+6) **Ranged** Longbow) --> 150 ft.': +8/+8 (1d8+5); 600 ft.': +8/+8 (1d8+5) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** Sickle +6 (1d4+2) **Melee** *Shortsword (Weapon +2)* +11/+11/+11 (1d6+7) **Ranged** Longbow) --> 150 ft.': +9/+9/+9 (1d8+5); 600 ft.': +9/+9/+9 (1d8+5) **Melee** Dagger +9/+9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** Sickle +8 (1d4+3) **Melee** *Shortsword (Weapon +3)* +13/+13/+13 (1d6+8) **Ranged** Longbow) --> 150 ft.': +10/+10/+10 (1d8+5); 600 ft.': +10/+10/+10 (1d8+5) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Shortsword; sickle; studded leather armor; longbow; arrows (20x); dagger	*+1 Shortsword;* sickle; *+1 studded leather armor;* longbow; arrows (20x); dagger	*+2 Shortsword;* sickle; *+2 studded leather armor;* longbow; arrows (20x); dagger	*+3 Shortsword;* sickle; *+3 studded leather armor;* longbow; arrows (20x); dagger

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 15; Spell attack modifier +7

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +3.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Kryssenthe, the Immortal Veneer

Kryssenthe, the Immortal Veneer

Overview

Granted godlike power by a raiment of Artifacts, Kryssenthe is now convinced she is a goddess, and rules her church and followers accordingly.

Interestingly, she can grant divine spell powers and has formidable clerical powers... so there's actually a legitimate question as to whether she actually might count as a bit of a minor deity depending on how one looks at it!

Appearance

Kryssenthe dresses ornately, often with elaborate robes and neckpieces that accentuate her stature, which is already tall for a half-elf.

She will always attempt to sit, but in an elevated position, such that she looks down (physically as well as psychologically) upon those with whom she speaks.

Background

Kryssenthe was born into a middle-class merchant family. One day, her family was in transit between cities in a caravan, transporting their wares to another town. Their wagson were waylaid by brigands, and in the resulting fight, her parents were slain before her eyes.

As luck would have it, the blood and gore and noise attracted a clutch of wyverns who roosted nearby. They joined the fray, and the carnage turned truly horrid.

Kryssenthe hid in the muck and mire underneath one of the wagons, and watched in horror as the wyverns slew everyone who remained. Trying desperately not to sob, the girl saw the beasts take their feast from the corpses, and had to wait there until they fell asleep. The next morning, when Kryssenthe awakened, the wyverns had departed.

The lone survivor of this horrid act, Kryssenthe took what valuables she could from the corpses and wagons, and, not knowing what else to do, continued on to the town the group had intended to venture to anyway.

New in town, she sold some gemstones in order to get spendable cash. Her first night, she secured lodging in an inn; her terrified demeanor and obvious desperation caught the eye of not one but two cutpurses and would-be rapists, who snuck up to her room later that night while she slept.

One of the thieves broke into her room, and she awoke, startled at the noise. As he advanced, the second miscreant entered the room. There followed an almost comically awkward pause, where the two men sized one another up.

Then, in an instant, they attacked each other. Kryssenthe lost track of what happened exactly, still rubbing sleep from her eyes, but one wounded the other, and then suffered a mortal blow themselves. Staggering and losing blood rapidly, the "winner" of the conflict turned his attention at last toward the young woman he had sought to rob—and collapsed, dead himself.

There followed weeks, then months, of similar mishaps and tragedies, as Kryssenthe made her way in the world. Something horrible would happen, but she herself would be unharmed. Others would perish, or suffer, but Kryssenthe was somehow unmarked from it all.

After almost a year, she had sold through all of the possessions she had scavenged from her family's wagon so long ago. Kryssenthe grew very conscious of two things.

First: that she was blessed, protected, or otherwise exceedingly fortunate in avoiding fates far worse than what she had found.

Second: fortunate or not, she needed some gainful employment if she were to survive.

As her luck would have it, a local church was in need of lay staff to help administer things. As soon as she set foot in the building, Kryssenthe knew it was the right place for her; a decade later, she was effectively running the place, and when the archpriest stepped down from her leadership to retire in peace, Kryssenthe was only too happy to take up the miter.

Years passed, and Kryssenthe grew bored with the day-to-day goings-on of the church. As she reflected upon her bizarre life, she grew more and more convinced that she was not merely fortunate, but blessed. Eventually, she realized that she was not merely blessed... but divine. Immortal. Indestructible. After all, if this were not true, how could she ever have made it this far, with all of the adversity that life had thrown her way?

Kryssenthe's perspective evolved, and she gradually transformed her church into a kind of frenzied cult, at least from the perspective of outsiders. Rituals remained the same, but the tone of sermons started to use language that deified the preacher, not the gods they nominally served.

This approach was only bolstered by the fact that the congregation accepted, and even seemed to embrace and prefer, this stance to their spiritual life. If anything, they prefered the in-person, accessible aspect of the target of their worship, rather than a nebulous figure that was presumed to exist and guide from on high.

There was also the tangible advantage of Kryssenthe's abilities: a formidable cleric by any measure, she was able to put action to her lessons, and physically enact much of what she purported to be in store... both in forms of reward, and punishment.

These days, Kryssenthe uses her power and devoted population to serve her will. Typically, this takes the form of accumlating ever-increasing donations to the church,

FlexTable 34: Kryssenthe, the Immortal Veneer Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A priest took over a local church years ago, and has in recent years turned it into something of a cult which worships her, not a god.	✅ **True.** This is Kryssenthe's recent history in a nutshell.
15-29	15-30	15-30	01-30	13	A cult of parishoners worships the mortal preacher they revere as a god on earth.	✅ **True.** Although they would disagree with the wording, even the parishoners would agree with the core of this statement.
30-44	31-45	31-45	31-39	14	Though she walks among us, in truth she is not of this Realm; For to see her true nature, us mortals she would o'erwhelm Guid us, o Kryssenthe, to fates much better Your will we shall follow, in action to the letter	✅ **True.** A chant created by her followers, Kryssenthe adores it for its simplicity in conveying her flock's willingness to acede to her wishes.
45-59	46-60	46-60	40-49	15	Kryssenthe the preacher is an immortal who walks this earth in search of riches.	☑ **Partially True.** She certainly does seek riches, and although revered as a god by some, and recognzied as powerful indeed by all, she is but a mortal.
60-74	60-69	60-69	50-59	16	Kryssenthe does good deeds, but also hoards much of the gold contributed to her cause.	✅ **True.** This is very much true. The exact percentage is a matter of speculation, as Kryssenthe is loathe to reveal any details about donations or their use.
75-89	70-97	70-94	60-69	11	A demon in half-elven form, Kryssenthe has enslaved or magically charmed dozens in her quest to dominate life in this Realm.	❌ **False.** She is no demon, and though powerful in divine magicks, she has never needed magic to force others to serve her will.
90-00	98-00	95-00	70-00	13	Kryssenthe is in actuality a half-elven preacher who was possessed by a wayward devil some years ago.	❌ **False.** Kryssenthe is self-abosrbed, delusional, and opportunistic, but she has ever been consistent and true to her image of self-importance, needing no devil or other outside force to be so.

nominally to increase their ability to perform beneficial outreach. In reality, much of what is contributed goes directly to Kryssenthe's coffers.

Demeanor

Kryssenthe is severe, cold, and distant, rarely making eye contact and always seeming as though she is distracted, looking into the far-off distance above and behind the heads of those she speaks with.

To be fair, this attitude is not entirely out of place with someone who thinks themselves a god; mere mortals would indeed be typically beneath her full attention.

At times, she will seem quite stentorian; at other times, she will seem peaceful, placating, as though speaking to a favored child.

Combat Tactics

Kryssenthe thinks herself immortal, but has no wish to participate in bloodshed directly if she can avoid it. If battle is necessary to achieve her aims, she will first prefer to delegate the combat to those more capable. To this end, she makes certain to have many of her flock battle-ready in service to her need.

She will gladly send her entire congregation their certain deaths if it means safety for herself.

Modus Operandi

Kryssenthe prefers to deal in threats and demands, and appeals to her divinity, than to murder outright.

She will approach wealthy and influential individuals and organizations in person and through intermediaries, and will demand tribute.

Kryssenthe's ultimate goal is to convert all of her target's resources to serve her. She tends to favor a multi-stage approach, which seems to begin innocently and nobly enough, but ends in the complete destruction of the target she is dealing with, one way or the other.

At first, the demands will be in support of noble causes—outreach, rebuilding burned-down farms, that sort of thing. In truth, only a portion of any such donations will be used for such endeavors.

Regardless of whether these initial forays into tribute are successful, Kryssenthe will then ramp up her demands so that they materially impact the person or enterprise of whom she is demanding money. The cause cited at this stage will be a bit more advanced, and less obviously noble: helping fund a major expansion of Kryssenthe's temple, refitting her warriors with better equipment.

In the final stage of her "attack" on her target, she will demand that whatever resources remain at that point be turned over to her control, and absorbed. Money, servants, estates, lands, equipment, horses, livestock, and so on are to be given wholly to Kryssenthe and her church.

If at any point in this three-stage approach, the target balks, refuses, or cites her self-delusion at professing to be immortal, Kryssenthe will turn immediately to "cautious violence", planning a physical assault on the person, estate, or institution who has offended her. She will typically send the militant aspects of her flock in to attack; in a particularly challenging scenario or against a hardened target, she herself will lead the siege.

Notoriety

Kryssenthe has dealt with enough "targets" in the above manner to have accumulated a reputation, particularly in those regions close to cities in which she operates.

It is to the point where even upon an initial foray into the above approach, a wealthy merchant or small-time jeweler will immeidately hand over deeds, gems, and monies, recognizing what they are likely in for if they refuse, or draw things out.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Kryssenthe, or her emissary, approaches the PCs as a target, and demands tribute. This hook works best for high-level, and/or influential or wealthy PCs.
- **Plea of the Innocent:** Someone who Kryssenthe has victimized, or a loved one of some such, approaches the party and asks their help in recovering funds or lands.
- **Fringe Notice:** As the PCs roll into town, they notice that one structure dominates all others: Kryssenthe's church, an enormous complex with three expansions apparently in process of construction.
- **Appeal from Authority:** Kryssenthe's influence and the magnitude of her following have grown to the point where even the city's militia feel threatened. Paralyzed, they ask the party to intervene, and solve the problem without harming those who follow the self-professed immortal.
- **Faction Quest:** A rival church senses an imminent attack from, or discussion with, Kryssenthe, or has already been solicited for tribute in the first stage of her approach to such things. Desperate and afraid, they ask the party's help.
- **Faction Impact**: A Faction with which the PCs have regular dealings is closing up shop entirely, having ceded their power and resources to Kryssenthe entirely under threat of assault.
- **Collateral Damage / Disappearing Regular:** One of the NPC with whom the PCs interact is slain, killed in defense of their small shop that Kryssenthe wished to take over.
- **Dependency Interference:** An artifact that the PCs need, or a weapon they have been saving up to buy, goes missing; it has been given to or stolen by Kryssenthe as tribute demanded.

Habits and Logistics

Kryssenthe tends to have an elaborate and extensive church in town. Roughly a quarter of the space is dedicated to her apartments. There is a 75% chance she will be in the church somewhere; 50% of this time, she will be in her quarters. The remainder of the time, Kryssenthe will be out and about in town, recruiting warriors, purchasing wares or food, and so on.

Conversation

Kryssenthe considers herself an immortal and a god, and views pretty much any other source of power or money as a threat to be taken over. Unless the PCs are of particularly low station and power, it won't be long before Kryssenthe appreciates the talents and wealth of the party, and views them as a possible target.

Did you have anything to do with the death of this shopkeeper?
(This can be a general question about any victim, actual or suspected.)

"Whatosever fate befell this poor man, I've no doubt it was given to him to suffer, perhaps in recompense for his deeds thus far in life. I wish ill on no man, but ill befalls those who grant ill to others; by this mechanism are many saved from sin and granted redemption."

Isn't your church a cult? You're not actually a god, or immortal, you know.

"I live yet, though fate has heaped much tragedy upon me. Three score times have I narrowly escaped death, certain would it be for any other.

By rights, I should be dead these many times over. What other definition do you ascribe to immortality, that I

have not proven out?

If indeed then our difference of opinion on the matter merely semantic, I would urge you to couch your words in more cautious terms, lest the ire of my following take up the matter with you in more direct manner."

Attitude Tracker Triggers

Value	Action
<7	Kryssenthe immediately attacks the PCs as her next target.
<13	Kryssenthe will plan an attack against the PCs over the next week or so, but may attack other targets first.
>18	Kryssenthe will welcome the PCs into her flock, and will share some of what she intends.
>24	Kryssenthe will fully share the nature and timing of her next target, and will offer that the PCs should join her in the battle.

Organization

Her religious followers number in the hundreds, but those sworn to her military service are still several dozen in number.

Some of these armed henchmen have taken up arms on their own initiative; others she has picked and trained and equipped.

In any urban situation, she may call upon their aid; a mere 2 rounds after she calls to them, **1d4** of each henchman type will arrive as reinforcements.

Keep track of those summoned in this manner; Kryssenthe cannot call to her aid more henchmen of a type than exist in the city.

Henchmen, Retainers, and Followers

Preachers: **3d6** of these exist in the city. Typically called in to substitute for, or introduce, her, these followers are charismatic warriors in battle.

Zealots: **1d4** of these Sorcerers can be called upon at a time to fight by Kryssenthe's side.

Dread Parisohners: These gnomish Rogues are delirious and vacant, a combination of insane, haunted, post-traumatic, and fervent. They seem as zombies, but no necromancy is at play here: disease of the mind paired with religious zeal have taken their course. **3d12** of these followers can come to their mistress' side.

Immortal Guard: The elite and best-equipped of her flock, Immortal Guard are typically dwarven Fighters who relish in righteous bloodshed. **2d8** of these elite warriors are present.

Lair / Residence

Kryssenthe's residence is also her church, in which she keeps extensive apartments. The church is typically attended, and guarded, by roughly half her total congregation.

Quests & Encounters

Quest: Captive Audience

Summary: The PCs attend a service at Kryssenthe's church, are captured, hopefully escape, and have the option of freeing other captives in so doing.

Rewards: 800 gp / 3,300 gp / 6,500 gp / 11,000 gp (per captive); up to **4 Reward Stars** plus **1 Reward Star** per captive.

Locations: Any (urban).

Key NPCs: Kryssenthe, the Immortal Veneer; Preachers; Zealots; Dread Parishoners; Immortal Guards.

Kickoff: The PCs enter church and attend a sermon.

Why they do so is the real hook: They may simply be new in town, and this church may have been suggested by a tavern keeper who is also an adherent to Kryssenthe's faith.

Alternately, the PCs may end up here as part of information-gathering, at the behest and heads-up of another NPC (see Hooks, earlier, for options and inspiration).

Regardless of why they are present, the PCs are taken hostage. As the service draws to an end, armed henchmen appear and take the party to locked rooms in the undercroft, where they will wait until their mistress deems it proper to execute or ransom them, as options dictate.

Description:

Any scenario in which the PCs are free merits **1 Reward Star**, which stacks with other rewards for this Quest.

Any situation in which Kryssenthe is made to bleed—that is, she suffers at least 1 point of damage—the PCs receive **1 Reward Star**, which stacks with other rewards for this Quest.

Finally, killing Kryssenthe (and, perhaps obviously, proving that she is not immortal) is worth **1 Reward Star**, which stacks with other rewards for this Quest.

Thus, escaping, wounding, and then slaying Kryssenthe is worth **3 Reward Stars**.

Any fighting that happens in the church has a chance of attracting the Immortal Veneer herself. Each round of combat in which at least one attack occurs (this can be the party, and/or enemies), roll to determine if Kryssenthe shows up the very next round to bolster her forces. This chance has a baseline of **10%**. Reduce this to **5%** if only **Sneak Attacks** were used, a Surprise Round of combat, or similar circumstances. Add **5%** for each spell cast in

combat, or combat Feat taken advantage of (e.g., **Stunning Fist**). Add **5%** for each creature who dies that round (i.e., is reduced to 0 or fewer hit points). Add **10%** for each creature summoned that round.

- If the PCs fight back immediately upon being accosted in the church, they may secure their freedom quickly, but gain no further reward and have no real opportunity to save the other captives.

- If they are imprisoned, and then escape, it is worth an additional **1 Reward Star**, which stacks with the others for being free.

  At the GM's discretion, escaping can be the simple function of a **Disable Device** check, with DC equal to 15 / 19 / 24 / 28; this can be combined with the need to fight off at least **1d4 Immortal Guards** and **1d4 Dread Parishoners** on the way out.

- Even before they attempt escape, the PCs will notice they are not alone: **1d6** other congregants have been imprisoned in cells alongside them. They have been chained because they disobeyed, or are suspected of being traitors to the church. Their spirits are broken: as their faith remains strong, they conclude that they must have done something evil to merit such punishment.

  Freeing them requires a **Disable Device** check of the same DC as the party's own cell (see above). Each attempt takes 5 minutes; whether a given attempt succeeds or not, there is a chance that the commotion and delay will attract the attention of guards. The chance of guards arriving and attacking the PCs immediately is **15%,** plus **5%** for each point that an attempt is failed by (there is no reduction in chance if an attempt succeeds).

  If guards are triggered, the attack consists of **1d6 Dread Parishoners** and **1d4-1** (minimum 0) **Immortal Guards**.

  Successfully freeing other prisoners grants the party **1 Reward Star** per freed innocent; they will also pay the party a thankful sum of gold as noted above.

Kryssenthe, the Immortal Veneer

CR 8; XP 3,900

LE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000	CR 20 XP 25,000
Class / HD	Cleric 8	Cleric 12	Cleric 16	Cleric 20
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	41	57	71	92
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+8)** **CHA 15 (+5)**	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+9)** **CHA 17 (+7)**	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+10)** **CHA 19 (+9)**	**STR 16 (+3)** **DEX 13 (+1)** **CON 10 (+0)** **INT 10 (+0)** **WIS 20 (+11)** **CHA 19 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 18	Passive Perception 19	Passive Perception 20	Passive Perception 21
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +5 (1d6+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *Mace (Weapon +1)* +7 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Melee** *Mace (Weapon +2)* +9 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)	**Melee** Dagger +9 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+3); 60 ft.': +9 (1d4+3) **Melee** *Mace (Weapon +3)* +12 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+1); 320 ft.': +7 (1d8+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 5), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing
Spell-casting	**Save DC 16; Spell Atk +8** **4th:** *death ward; divination* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; calm emotions; hold person* **1st:** *bless; command; healing word; shield of faith*	**Save DC 17; Spell Atk +9** **6th:** *true seeing* **5th:** *geas; legend lore; scrying* **4th:** *death ward; divination; locate creature* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; calm emotions; hold person* **1st:** *bless; command; healing word; shield of faith*	**Save DC 18; Spell Atk +10** **8th:** *holy aura* **7th:** *divine word* **6th:** *true seeing* **5th:** *geas; legend lore; scrying* **4th:** *death ward; divination; locate creature* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; calm emotions; hold person* **1st:** *bless; command; healing word; shield of faith*	**Save DC 19; Spell Atk +11** **9th:** *true ressurection* **8th:** *holy aura* **7th:** *divine word; regenerate* **6th:** *blade barrier; true seeing* **5th:** *geas; legend lore; scrying* **4th:** *death ward; divination; locate creature* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; calm emotions; hold person* **1st:** *bless; command; healing word; shield of faith*
Equipment	Mace; breastplate; dagger; light crossbow; crossbow bolts (10x)	*+1 Mace;* *+1 breastplate;* dagger; light crossbow; crossbow bolts (10x)	*+2 Mace;* *+2 breastplate;* dagger; light crossbow; crossbow bolts (10x)	*+3 Mace;* *+3 breastplate;* dagger; light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Cantrips At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 3 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 100. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 5) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more

effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Table 37: Attitude Modifiers for Kryssenthe, the Immortal Veneer

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Preacher

CR 2; XP 450

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Bard 2	Bard 6	Bard 10	Bard 14
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	11	23	39	55
Armor Class	14	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 10 (+0)** **DEX 15 (+4)** **CON 9 (-1)** **INT 15 (+2)** **WIS 8 (-1)** **CHA 17 (+5)**	**STR 10 (+0)** **DEX 15 (+5)** **CON 9 (-1)** **INT 15 (+2)** **WIS 8 (-1)** **CHA 19 (+7)**	**STR 10 (+0)** **DEX 16 (+7)** **CON 9 (-1)** **INT 15 (+2)** **WIS 8 (-1)** **CHA 20 (+9)**	**STR 10 (+0)** **DEX 18 (+9)** **CON 9 (-1)** **INT 15 (+2)** **WIS 8 (-1)** **CHA 20 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +2 Flute, Lyre, Shawm	Passive Perception 9 +3 Flute, Lyre, Shawm	Passive Perception 9 +4 Flute, Lyre, Shawm	Passive Perception 9 +5 Flute, Lyre, Shawm
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Rapier +4 (1d8+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *Rapier (Weapon +1)* +6 (1d8+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+2); 120 ft.': +5 (1d6+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *Rapier (Weapon +2)* +9 (1d8+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+3); 120 ft.': +7 (1d6+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *Rapier (Weapon +3)* +12 (1d8+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Bardic Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *charm person; disguise self; hideous laughter*	**Save DC 15; Spell Atk +7** **3rd:** *fear; hypnotic pattern; tongues* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; hideous laughter; sleep*	**Save DC 17; Spell Atk +9** **5th:** *dominate person; geas* **4th:** *compulsion; confusion; hallucinatory terrain* **3rd:** *fear; hypnotic pattern; tongues* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; hideous laughter; sleep*	**Save DC 18; Spell Atk +10** **7th:** *project image* **6th:** *irresistible dance* **5th:** *dominate person; geas* **4th:** *compulsion; confusion; hallucinatory terrain* **3rd:** *fear; hypnotic pattern; tongues* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; hideous laughter; sleep*
Equipment	Rapier; dagger; studded leather armor; shortbow; arrows (20x)	*+1 Rapier;* dagger; *+1 studded leather armor;* shortbow; arrows (20x)	*+2 Rapier;* dagger; *+2 studded leather armor;* shortbow; arrows (20x)	*+3 Rapier;* dagger; *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Bard College At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

Cantrips You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack

roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Zealot

CR 3; XP 700

CE; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Sorcerer 3	Sorcerer 7	Sorcerer 11	Sorcerer 15
Size / Aln	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)
HP	12	26	43	54
Armor Class	14	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'; Fly 25'
Ability Scores / Saves	**STR 9 (-1)** **DEX 12 (+1)** **CON 9 (+1)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 20 (+7)**	**STR 9 (-1)** **DEX 14 (+2)** **CON 9 (+2)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 20 (+8)**	**STR 9 (-1)** **DEX 16 (+3)** **CON 9 (+2)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 20 (+9)**	**STR 9 (-1)** **DEX 18 (+4)** **CON 9 (+4)** **INT 14 (+2)** **WIS 7 (-2)** **CHA 20 (+10)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
Languages	Common, Draconic, Halfling			
Attacks	**Ranged** Crossbow, Light (Small)) --> 80 ft.': -3 (1d8+1); 320 ft.': -3 (1d8+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** *Crossbow, Light (Small/Weapon +1)*) --> 80 ft.': +0 (1d8+3); 320 ft.': +0 (1d8+3)	**Melee** Dagger (Small) +7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *Crossbow, Light (Small/Weapon +2)*) --> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5)	**Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** *Crossbow, Light (Small/Weapon +3)*) --> 80 ft.': +6 (1d8+7); 320 ft.': +6 (1d8+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell, Twinned Spell	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell, Twinned Spell
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *hold person; invisibility* **1st:** *charm person; expeditious retreat; mage armor; magic missile*	**Save DC 16; Spell Atk +8** **4th:** *dimension door* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blur; hold person; invisibility* **1st:** *charm person; expeditious retreat; mage armor; magic missile*	**Save DC 17; Spell Atk +9** **6th:** *disintegrate* **5th:** *cloudkill; dominate person* **4th:** *dimension door; ice storm; stoneskin* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blur; hold person; invisibility* **1st:** *charm person; expeditious retreat; mage armor; magic missile*	**Save DC 18; Spell Atk +10** **8th:** *power word stun* **7th:** *finger of death* **6th:** *disintegrate* **5th:** *cloudkill; dominate person* **4th:** *dimension door; ice storm; stoneskin* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blur; hold person; invisibility* **1st:** *charm person; expeditious retreat; mage armor; magic missile*
Equipment	Light crossbow (small); dagger (small); crossbow bolts (10x)	*+1 Light crossbow* (small); dagger (small); crossbow bolts (10x)	*+2 Light crossbow* (small); dagger (small); crossbow bolts (10x)	*+3 Light crossbow* (small); dagger (small); crossbow bolts (10x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Cantrips At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 5. A chosen creature automatically succeeds on its saving throw against the spell.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Black, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of

dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points You have 15 sorcery points. You can never have more sorcery points than 15 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Dread Parishoner

CR 1; XP 200

NE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	10	27	46	62
Armor Class	11	12	13	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 9 (-1)** **DEX 13 (+3)** **CON 14 (+2)** **INT 8 (+1)** **WIS 12 (+1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 13 (+3)** **CON 14 (+2)** **INT 8 (+1)** **WIS 12 (+1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 13 (+4)** **CON 15 (+2)** **INT 8 (+2)** **WIS 12 (+1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 15 (+6)** **CON 15 (+2)** **INT 8 (+3)** **WIS 12 (+1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 11 +4 Thieves' Tools Armor - Disadvantage on Stealth	Passive Perception 11 +6 Thieves' Tools Armor - Disadvantage on Stealth	Passive Perception 11 +8 Thieves' Tools Armor - Disadvantage on Stealth
Languages	Common, Gnomish			
Attacks	**Melee** Spear (Small) +3 (1d6+1) **Ranged** Spear (Small/Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Ranged** Sling (Small)) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Sling (Small)) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1) **Melee** *Spear (Small/Weapon +1)* +4 (1d6+2) **Melee** *Spear (Small/Weapon +1*/Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Sling (Small)) --> 30 ft.': -6 (1d4+1); 120 ft.': -6 (1d4+1) **Melee** *Spear (Small/Weapon +2)* +6 (1d6+3) **Melee** *Spear (Small/Weapon +2*/Thrown) 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3) **Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Ranged** Sling (Small)) --> 30 ft.': -4 (1d4+2); 120 ft.': -4 (1d4+2) **Melee** *Spear (Small/Weapon +3)* +9 (1d6+5) **Melee** *Spear (Small/Weapon +3*/Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)
Special	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Expertise, Sneak Attack, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Spear (small); sling (small); sling bullets (20x); dagger (small)	*+1 Spear (small);* sling (small); sling bullets (20x); dagger (small); padded armor	*+2 Spear (small);* sling (small); sling bullets (20x); dagger (small); *+1 padded armor*	*+3 Spear (small);* sling (small); sling bullets (20x); dagger (small); *+2 padded armor*

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (8), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Immortal Guard

CR 2; XP 450

LN; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)
HP	18	47	82	124
Armor Class	14	15	16	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 15 (+4)** **DEX 10 (+0)** **CON 13 (+3)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 19 (+7)** **DEX 10 (+0)** **CON 13 (+4)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 20 (+9)** **DEX 11 (+0)** **CON 13 (+5)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**	**STR 20 (+10)** **DEX 13 (+1)** **CON 15 (+7)** **INT 10 (+0)** **WIS 10 (+0)** **CHA 11 (+0)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Greatsword +4 (2d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Crossbow, Heavy) --> 100 ft.': +2 (1d10); 400 ft.': +2 (1d10)	**Melee** *+1 Greatsword* +8/+8 (2d6+5) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3/+3 (1d10); 400 ft.': +3/+3 (1d10)	**Melee** *+2 Greatsword* +11/+11 (2d6+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10); 400 ft.': +4/+4 (1d10)	**Melee** *+3 Greatsword* +13/+13/+13 (2d6+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6/+6 (1d10+1); 400 ft.': +6/+6/+6 (1d10+1)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Action Surge, Fighting Style, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greatsword; scale mail; heavy crossbow crossbow bolts (10x); dagger	*+1 Greatsword;* *+1 scale mail;* heavy crossbow crossbow bolts (10x); dagger	*+2 Greatsword;* *+2 scale mail;* heavy crossbow crossbow bolts (10x); dagger	*+3 Greatsword;* *+3 scale mail;* heavy crossbow crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

The Distrade Crime Family

The Distrade Crime Family

Overview

This extended family includes **Aldreany**, the matriarch; **Cillyn**, the patriarch; **Laucien**, their son; **Lia**, their daughter; and advisors: **Humphrey Hocklash**, the sage; and **Diesa Dankill**, their financial and legal advisor.

Although the children have not universally decided to follow in their parents' footsteps, they cannot escape the family business of adminstering and executing organized crime in the city.

Appearance

Mom and Dad are well-dressed, richly-appointed, and appear as either nobles or wealthy merchants of some importance and reknown. **Aldreany** and **Cillyn** are not ostentatious, but it's clear to see from even a casual vantage that they are persons of merit.

Humphrey and **Diesa,** their advisors, take a similar approach in dressing professionally, but with garb that befits their station and role, seeming rich and important, but on both notes, very certainly a few stages behind those whom they serve.

Lia, militant in her approach to the family business, wears her armor and weapons wherever she goes, even to the dinner table, taking them off only to sleep, and then only in comfortable circumstance—on the road, adventuring, she slumbers ever in her war-garb.

Laucien, devout in his faith, piously wears vestments, his weaponry close at hand if the need presents itself.

Background

It's a tale as old as time: an ambitious elven man meets a high-born human woman, the two begin a life of crime by accident, and end up running organized murder in a large city. A classic tale, really.

Upon their first meeting decades ago, the two ended up accidentally stealing clothing from a shop, having playfully tried on different outfits in an impromptu fashion show and having forgotten that they still wore unpaid-for merchandise as they sauntered out, arm in arm.

The shopkeep did not believe their tale of distracted fancy, and summoned the city militia.

Now, it so happened that the pair were not exactly sanctioned by Aldreany's parents, to the point where if they discovered that she had been seeing Cillyn, and particularly if they ran into trouble with the law in so doing, things would end well for neither of the young lovers.

Uncertain as to what to do, they fled.

It was the single most exciting thing either of them had ever done. Giggling in a frenzied mixture of fear, thrill, and burgeoning love, they tossed some coins to a roadside innkeep to borrow his cellar for the night so they could hide. They made love for the first time that evening, hiding in the basement among the must and cobwebs, gleefully shedding the clothes they had accidentally stolen.

In addition to cementing their romance, this incident sparked something in the pair, something neither would ever have suspected had been present. The passion that a mere brush with the law had unlocked was like a drug that both needed another dose of; they stole food from the innkeeper's cellar the next morning, and soon began to steal all manner of wares from other shops as well.

Something extraordinary had blossomed, something that would set the course, not merely of their own lives, but of the fabric of the city itself over the coming decades.

For in addition to the excitement of ill deeds, they soon found that they were also quite talented at it. Both came from demanding, diverse backgrounds, rich in education not simply of book-smarts, but of the human condition. It was not so far a stretch, they soon discovered, to pervert that to manipulation.

It was Aldreany, steeped in history of rule as her noble birth was, who first suggested they make things official. Cillyn misunderstood, and, well used to powerful women taking charge in his life, agreed to marry her. After the two laughed, celebrated, and put clothes back on, Aldreany clarified her intent: she wanted them to formalize their approach to crime and become an institution.

There followed decades of increasing power, influence, and, eventually, an informal rule of the underworld elements of the city. Cillyn and Aldreany were soon the de facto king and queen of the black market; where was little criminal and planned that they did not have a hand in, even if it was simply to be aware of the action and to approve of it... for a cut, of course.

With time and love came children, blessed little followers, they assumed, in the family footsteps. This was both to be, and not to be, however, as their ages advanced: one dedicated herself too strongly to the cause, and the other abandoned it.

Lia was always difficult as a child, and as she matured, and gathered more and more of the true nature of what her parents were up to, she turned this stubbornness and drama to the family business. She viewed it as a war, and dressed the part: a gladiator and warrior, rather than businesswoman, as her mother had preferred. Lia viewed their followers as an army, not a business. Though her parents disapproved of the major change in direction from teir own approach, they could hardly argue with the results: their advisor **Diesa** calculated that profts had nearly doubled in the areas that Lia had been given to administer.

One might say the opposite occurred with **Laucien**, their son. Though only minimally exposed to religious institutions, he nevertheless gained a sympathy to them even as he orchestrated collecting protection monies from them. What seemed a charming soft spot in adolescence became a hardened faith in adulthood, and one day in heated debate, Laucien resigned his part in the family business, and

FlexTable 35: The Distrade Crime Family Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	The Distrades have a stranglehold on organized crime in the city.	☑ **Partially True.** They would say that they have merely brought order to what would otherwise be true chaos, for a slice of the earnings.
15-29	15-30	15-30	01-30	13	Aldreany Distrade is the true brains behind the family's crime enterprise.	☑ **Partially True.** The Distrades are of a mixed wisdom in their success. It was the matriarch's perspective to formalize things, so she is perhaps the brains behind the strategy of the business. Cillyn, however, may have the edge in the day-to-day actions undertaken; his is more of a tactical approach. And neither parent holds a candle to the results obtained via their daughter Lia's iron-fist approach to criminal rule. One also wonders how successful the family might have been over the years without the benefit of Diesa's political machinations and skiilled bribes, or Humphrey's foresight into whether a given approach would result in tragedy.
30-44	31-45	31-45	31-39	14	Take bribes, steal loot? They'll need a cut Stiff the Distrades, A knife shall gut	☑ **Partially True.** The elder Distrades prefer the long game, keeping alive even those who have momentarily turned against their interests, against the possibility for profits over later years. Lia's approach is ruthless: cross her once, and she takes a life. With both styles of leadership, however, this much of the rhyme is true: they'll need their cut, for certain.
45-59	46-60	46-60	40-49	15	Not talked about very often, the Distrade crime family has a son, Laucien, who abandoned the family interests. He now serves a church!	✅ **True.** Though his parents would have preferred a different course for their son, and regret the heated conditions under which he enacted his decision, Laucien's choice of lifestyle is hardly shameful to the pair. Lia hates him for it and views it as weak, but that is consistent with her approach and demeanor.
60-74	60-69	60-69	50-59	16	The Distrade crime family daughter, Lia, is a ruthless bloodlord, killing any who cross her without compunction.	✅ **True.** That's Lia. She would love the nickname "Bloodlord".
75-89	70-97	70-94	60-69	11	The true brains behind the Distrade criminal enterprise is their advisor, Diesa Dankill.	❌ **False.** No one would question Diesa's value to the organization, but she herself would laugh to hear this rumor.
90-00	98-00	95-00	70-00	13	Laucien, the son who seems to have abandoned the family, in truth runs the entire business from the protection of church.	❌ **False.** This approach would impress even Diesa. But in addition to being utterly unfeasible from a legal standpoint, it flies in the face of Laucien's attitudes.

abandoned his relatives in favor of serving the church full-time.

Though in the years since the incident, the feud has simmered down, and the family does still get together for holidays and special occasions, **Laucien's** interests still firmly lie with the church and its service, not with crime.

Humphrey Hocklash is a halfling sage, and advises the family in matters spiritual, with a focus on divination.

Finally, **Diesa Dankill**, a dwarven scholar, is expert in legal and financial affairs. In practice, she keeps the books, and warns as to which actions would be too much for the political aspects of the city to bear. Diesa helps the family walk the often-challenging balance between maximizing profits and influence, and upsetting the straight-and-narrow aspects of the city into true action against them.

Demeanor

Aldreany is regal, beautiful, and somewhat unsettling in her focus. She loves what her enterprise has become, but is occasionally wistful for the days where she had more of a hand in day-to-day crimes.

Cillyn is charming, roguish, and swift of hand. He loves horses, and rides them everywhere about town, even for very short distances.

Lia is tough, vindictive, and almost playful in her cruelty. That said, she is also loyal to a fault; if you have helped her, and have not betrayed her, she will back you to the end, no matter the cost. Cross her even once, even by accident, even if you truly had no other option, and she will hunt you down and make you pay.

Laucien is quiet, but energetic; he seems ever a boy in a schoolyard in his apprehensive desire to be a part of activities. With religion, he has found what he feels had been missing his entire life, for if nothing else, one's place and role is quite clear, if not one's purpose.

Diesa Dankill is studious, thoughtful, but also mirthful, with a dry wit and a terrible aptitude for puns. She has an uncanny natural ability to size up a political organization and immediately know whom to bribe, and the appropriate amount that will satisfy greed but not attract too much attention. Before adhering to the Distrade crime organization, Diesa had studied to be a solicitor, and aspired to be lawyer to kings. She would say that she got her wish... merely to a different manner of king and queen than she had originally envisioned.

Humphrey Hocklash has been a victim of cults, owned his own apothecary and fortune-telling shop, traveled in a caravan for many years... and about a dozen other professions and lives. He has never quite found his place, never quite felt comfortable staying in one situation for very long. With the Distrades, he knows his value, and has complete freedom and power to do whatever else he wishes. Always prone to wanderlust, Humphrey now spends about half the year traveling and roaming about. The Distrades are comfortable with this only so long as he checks in with them, and remains available via scrying for divination purposes.

Combat Tactics

None of the Distrades is a fool, and although violence plays a huge role in their lives, they are well aware of the risk such an approach requires. Even Lia, militant though she is in her approach to business, would rather resolve things civilly, with money and words rather than swords and bloodshed.

That said, they have a cast of dozens, hundreds in fact, to call upon in service to their aims. These are spread across the city, acting in various ways toward the business' purpose.

In personal terms, however, each will behave in the following manner:

Aldreany will defend Cillyn to the death. She would never admit it, and indeed may not even actively be aware of it herself, but in her true heart, she loves her husband more than her children, and will choose his defense over theirs subconsciously. She is a careful combatant, perusing options and choosing cautiously; her elven heritage and her strategic approach to business make her see the long view of the war rather than the temptation of a quick win of the battle.

Cillyn will try to save himself, his wife, and his kids, but ultimately will sacrifice himself to prevent harm to his children. Like his wife, he is a careful, purposeful warrior, but much more prone to reckless acts, and ever wanting the fulfillment of the quick win if it seems feasible. Realistically, if only one family member is slain in a fight with them all, it will probably be Cillyn.

Diesa and **Humphrey** are loyal and feel as though they are part of the family. They will fight alongside, and for, their employers, and will gladly die if it means saving any family member. That said, they're not stupid, and will only lay down their lives if it seems not only absolutely necessary, but likely to succeed.

Lia is eager to battle, and has the most natural bloodlust of any family member. She will wade into melee unasked, and often joins brawls among her underlings simply for the sport of it (behavior that Diesa is constantly warning her against). She will call off an attack only if defeat seems absolutely certain, and will spend her forces to the last to secure victory.

Laucien tells himself and others that he hates violence, preferring instead the serenity of the church. He cannot hide from his lineage, however: he is a seasoned combatant and has never lost a fight, even in school when he was younger. Once his anger is roused, it is difficult to extinguish without the satisfaction of death's final answer; in a "family fight", it is likely that someone else will have to physically restrain Laucien or drag him away from the battlefield.

Modus Operandi

The Distrades have their hooks into nearly every aspect of criminal enterprise in the city. Essentially, any action that is both illegal, and planned ahead of time, is theirs to weigh in on, if not orchestrate.

Though vague, this framing provides nearly limitless possibilities for introducing the Family into any campaign setting or set of adventures.

Notoriety

The Distrades have a reputation commensurate with their stature and importance in town: everyone knows of them, even officials and politicos who will outwardly pretend as though the city's crime wave is without a centralized purpose.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The Distrades approach the PCs, and ask them to leave town. They might be threatened by the party's growing influence, or perhaps their reputation for "cleaning things up" around town, if they have had recent success against criminal activity.
- **Plea of the Innocent:** A loved one, or victim themselves, begs the party's help in recovering stolen monies, property, or simply in enacting vengeance against the Distrades for interfering with their lives. This could be any crime-based impact: for example, the Distrades might shut down a shop that is in competition with another store that is under their "protection".
- **Competing Goals:** The Distrades are fundamentally at odds with any attempt at law and order in the city, even though ironically, their entire enterprise is based on imposing order on criminal activity. Lawful parties, or those including at least one Paladin, will have conflict with the Distrades unavoidably at some point if both remain in town.
- **Fringe Notice:** The reach of the crime family is long, and pervasive throughout town. It's impossible not to notice the impact.
- **Appeal from Authority:** Beleagured and under-manned, the city watch asks the PCs to intervene on their behalf and try to shut down the Distrade organization. Perhaps the Militia and the PCs team up (see Quest below).
- **Faction Impact**: A church, guild, or other Faction with which the party is affilitated loses a substantial amount of wealth and/or influence and/or membership, as a result of anti-competition measures enacted by Lia's rule. Faction leadership asks the party's help in remedying the situation.
- **Disappearing Regular:** A well-regarded shopkeep is imprisoned or enslaved as a result of her inability to pay protection money to the Distrade family.

Habits and Logistics

The eldar Distrades are largely administrative at this point in the business' evolution. There is a **65%** chance they are in their estate at a given time, typically hearing reports or requests from new "customers". The remainder of the time, **Aldreany** and **Cillyn** are traveling, either within the city to see things first-hand, or outside the city, either on vacation, or making connections in their broader sphere of influence.

Humphrey travels outside the city **65%** of the time; the remainder of his time in-city, he spends with the elder Distrades.

Diesa is nearly always (**80%**) close by her masters; the remainder of the time, she is paying off civil or military servants.

Lia is fiercely dedicated to the craft, and hardly ever rests: **85%** of the time, she is enforcing things in various districts, either hearing reports, checking on things herself, or enacting punishment on deserving holdouts or betrayers.

Laucien is devoted to the church, spending **90%** of his time there. With the remainder, he pays visits to his true family.

Attitude Tracker Triggers

Note that the Attitude of the crime family toward the party may be tracked collectively, representing the general sentiment. In a given scenario, it may be that an individual in the family has different feelings toward the party.

Most notably, **Laucien** may be swayed, or prone to a different perspective, than the rest of his family.

The GM should take this complexity into account when interpreting the below triggers.

Value	Action
<7	The Distrades actively target the party for assassination, believing them to be a clear and present threat to their livelihood.
<13	If they encounter the party, the Distrades will send henchmen to kill them or fight them off, but the family will not actively seek their deaths.
>18	The Distrades will act favorably toward the party. What this means is a function of the size and nature of the city in which they operate, but expect discounts in stores controlled or influenced by the family, as a starting point.
>24	As above in terms of favorable reaction, but the Distrades make a formal offer to the party to join their forces and help enact their will in town.

Organization,

The Distrade crime family is a complex organization, with followers and participants into the hundreds. The exact nature of this hierarchy, and how it plays out in your campaign world, is a function of the nature of the city that you "place" the Distrades in.

Henchmen, Retainers, and Followers

At any given time in their estate, the family should be surrounded by guards. When any family member except Laucien travels, they will bring bodyguards with them.

Lair / Residence

The Distrade family estate is on the outskirts of the city limits, and is palatial in its lands. Crime has been good to the family, and they have no hesitation about showing it.

Quests & Encounters

Quest: The Greater Good

Summary: The city militia teams up with the PCs to bring down a criminal organization... only to betray the party and reveal that they were hired by that organization to remove the PCs as a law-abiding threat.

Rewards: 3,500 gp / 10,000 gp / 14,000 gp / 23,000 gp; up to **7 Reward Stars**.

Locations: Any.

Key NPCs: Aldreany Distrade, Cillyn Distrade, Diesa Dankill, Humphrey Hocklash, Lia Distrade, Laucien Distrade.

Kickoff: A captain in the city militia approaches the party candidly, seeking a discussion. She reveals that city authorities are fed up with the influence of the Distrades, and wish to bring about their downfall once and for all. She asks the party's help in attacking the elder Distrades in their estate.

Description:

In simple terms, 20 militia guards will accompany the party to the Distrade estate, where a battle will ensue... but once there, the militia will reveal that they were in fact hired by the Distrades to take the party out of play.

The PCs are given a choice: exile, or death.

Any scenario where **Laucien** is convinced to act against his family is worth **1 Reward Star**, which stacks with other rewards for this Quest.

If the party chooses exile, they will be allowed to leave, on the condition that they never set foot in the city limits again. If they ever return, city militia, paid off by the Distrades, will apprehend the party and imprison them or worse. There is no reward for this course of action, and although it is safe, it may be at odds with the Alignment and/or nature of many PCs, with further consequences to be determined as appropriate.

The party can fight their way out. The elder Distrades will recuse themselves from the bloodshed, and will retire elsewhere in their estate.

This means that the PCs will have to fight 20 militia warriors.

Once the militia's ranks have been reduced to fewer than 1/3 their starting number, the remaining forces will scatter, leaving the estate.

Slaying, and/or causing to flee, all 20 militia members is worth **2 Reward Stars**, which stack with other rewards from this Quest.

If the party flees, the militia will let them go, on the assumption that this is a de facto acceptance of the proferred exile, and under the same conditions of that exile as described above.

The PCs can attempt to talk the militia out of their alliance. As the odds are vastly against the party here, **Intimidate** checks will not work, but **Diplomacy** checks might.

The following Skill Challenge must be traversed to avoid a hideous battle. Successfully completing it is worth **2 Reward Stars**, which stacks with other rewards from this Quest. Note that it is not possible to receive this reward, as well as the reward for slaying the Militia; it's one or the other.

Think About What You're Doing!

First Check: DC 18 **Diplomacy,** merely to get the attention of battle-eager militia members. Failure means the militia gets a surprise round of combat against the party; success advances to the Second Check.

Second Check: DC 20 / 22 / 24 / 28 **Diplomacy,** in an attempt to get the militia to listen to reason. The PCs receive a **+3 circumstance bonus** to this check if they have resolved a major crisis or issue on behalf of the town within the past month, or are otherwise well-known and well-regarded. Failure by more than 4 points means immediate combat; failure by 4 or fewer points reverts to having to make the First Check over again. Success advances; success by 5 or more points grants the PCs a +2 circumstance bonus on the Third Check.

Third Check: DC DC 21 / 23 / 25 / 29 **Diplomacy** or **Intimidate**, to finally convince the militia that this is not the best course of action for them. Failure by more than 5 points means outright combat immediately; failure by 5 or fewer points reverts to making the Second Check again. Success means the fight is over and the militia agrees not to attack the party and to let them go, or attack the Distrades. Success by 5 or more points convinces some militia to fight alongside the party, attacking the Distrades; one militia member joins the party's ranks for each point beyond 5 the check is won by.

If the party successfully defeats, causes to flee, and/or convinces the militia to cease the attack, they will have free reign to attack the Distrades. No reason will change their ways, however, so it will be an outright battle.

1 Reward Star is granted for each Distrade slain, with the exclusion of Laucien, who is not in the estate at the time of the fighting.

If all Distrades are defeated, and the Militia vanquished or convinced, the city authorities will grant the party the mentioned monetary reward as well.

Aldreany Distrade

CR 6; XP 2,300

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500	CR 18 XP 20,000
Class / HD	Sorcerer 6	Sorcerer 10	Sorcerer 14	Sorcerer 18
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	30	40	60	83
Armor Class	17	18	18	18
Speed	Walk 30'	Walk 30'	Walk 30'; Fly 30'	Walk 30'; Fly 30'
Ability Scores / Saves	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+3)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 20 (+8)**	**STR 14 (+2)** **DEX 15 (+2)** **CON 10 (+4)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 20 (+9)**	**STR 14 (+2)** **DEX 17 (+3)** **CON 10 (+5)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 20 (+10)**	**STR 14 (+2)** **DEX 19 (+4)** **CON 10 (+5)** **INT 13 (+1)** **WIS 7 (-2)** **CHA 20 (+11)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
Languages	Common, Draconic, Dwarvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+1); 320 ft.': -2 (1d8+1) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Ranged** *Crossbow, Light (Weapon +1)*) --> 80 ft.': +1 (1d8+3); 320 ft.': +1 (1d8+3) **Melee** *Dagger (Weapon +1)* +7 (1d4+3) **Ranged** *Dagger (Weapon +1/Thrown)* 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Ranged** *Crossbow, Light (Weapon +2)*) --> 80 ft.': +4 (1d8+5); 320 ft.': +4 (1d8+5) **Melee** *Dagger (Weapon +2)* +10 (1d4+5) **Ranged** *Dagger (Weapon +2/Thrown)* 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) Y	**Melee** *Dagger (Weapon +3)* +13 (1d4+7) **Ranged** *Dagger (Weapon +3/Thrown)* 20 ft.': +13 (1d4+7); 60 ft.': +13 (1d4+7) **Ranged** Crossbow, Light (Weapon +3)) --> 80 ft.': +3 (1d8+7); 320 ft.': +3 (1d8+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell	Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Presence, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell
Spell-casting	**Save DC 16; Spell Atk +8** **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 17; Spell Atk +9** **5th:** *dominate person; hold monster* **4th:** *confusion; dimension door; dominate beast* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 18; Spell Atk +10** **7th:** *finger of death* **6th:** *mass suggestion* **5th:** *dominate person; hold monster; telekinesis* **4th:** *confusion; dimension door; dominate beast* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 19; Spell Atk +11** **9th:** *time stop* **8th:** *dominate monster* **7th:** *finger of death* **6th:** *mass suggestion* **5th:** *dominate person; hold monster; telekinesis* **4th:** *confusion; dimension door; dominate beast* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*
Equipment	Light crossbow; crossbow bolts (10x); dagger; elven chain	*+1 Light crossbow;* crossbow bolts (10x); *+1 dagger;* *+1 elven chain*	*+2 Light crossbow;* crossbow bolts (10x); *+2 dagger;* *+2 elven chain*	*+3 Light crossbow;* crossbow bolts (10x); *+3 dagger;* *+3 elven chain*

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Presence Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Blue, Damage Type Lightning. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to

that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Heightened Spell When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 18 sorcery points. You can never have more sorcery points than 18 at once. You regain all spent sorcery points when you finish a long rest.

Twinned Spell When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Table 38: Attitude Modifiers for The Distrade Crime Family

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Cillyn Distrade

CR 6; XP 2,300

NE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500	CR 18 XP 20,000
Class / HD	Fighter 6	Fighter 10	Fighter 14	Fighter 18
Size / Aln	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	40	65	88	102
Armor Class	18	20	23	25
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 17 (+6)** **DEX 13 (+1)** **CON 10 (+3)** **INT 11 (+0)** **WIS 10 (+0)** **CHA 18 (+4)**	**STR 19 (+8)** **DEX 13 (+1)** **CON 10 (+4)** **INT 11 (+0)** **WIS 10 (+0)** **CHA 18 (+4)**	**STR 20 (+10)** **DEX 16 (+3)** **CON 10 (+5)** **INT 11 (+0)** **WIS 10 (+0)** **CHA 18 (+4)**	**STR 20 (+10)** **DEX 18 (+4)** **CON 10 (+6)** **INT 11 (+0)** **WIS 10 (+0)** **CHA 18 (+4)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +6/+6 (1d6+5) **Ranged** Longbow) --> 150 ft.': +4/+4 (1d8+1); 600 ft.': +4/+4 (1d8+1) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *Mace (Weapon +1)* +9/+9 (1d6+7) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+1); 600 ft.': +5/+5 (1d8+1) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *Mace (Weapon +2)* +12/+12/+12 (1d6+9) **Ranged** Longbow) --> 150 ft.': +8/+8/+8 (1d8+3); 600 ft.': +8/+8/+8 (1d8+3) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)	**Melee** *Mace (Weapon +3)* +14/+14/+14 (1d6+10) **Ranged** Longbow) --> 150 ft.': +10/+10/+10 (1d8+4); 600 ft.': +10/+10/+10 (1d8+4) **Melee** Dagger +11/+11/+11 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Survivor, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Mace; half-plate armor; shield; longbow; arrows (20x); dagger	*+1 Mace;* *+1 half-plate armor;* *+1 shield;* longbow; arrows (20x); dagger	*+2 Mace;* *+2 half-plate armor;* *+2 shield;* longbow; arrows (20x); dagger	*+3 Mace;* *+3 half-plate armor;* *+3 shield;* longbow; arrows (20x); dagger

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 14; Spell attack modifier +6

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Lia Distrade

CR 5; XP 1,800

CE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Fighter 5	Fighter 9	Fighter 13	Fighter 17
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	39	59	78	120
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 15 (+5)** **DEX 18 (+4)** **CON 10 (+3)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 14 (+2)**	**STR 17 (+7)** **DEX 20 (+5)** **CON 10 (+4)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 14 (+2)**	**STR 19 (+9)** **DEX 20 (+5)** **CON 10 (+5)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 14 (+2)**	**STR 20 (+11)** **DEX 20 (+5)** **CON 10 (+7)** **INT 13 (+1)** **WIS 8 (-1)** **CHA 14 (+2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +7 (1d4+4) **Ranged** *Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Melee** Shortsword +7/+7 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7 (1d8+4); 320 ft.': +7/+7 (1d8+4)	**Melee** *Dagger (Weapon +1)* +10 (1d4+6) **Melee** *Dagger (Weapon +1/Thrown)* 20 ft.': +10/+10 (1d4+6); 60 ft.': +10/+10 (1d4+6) **Melee** *Shortsword (Weapon +1)* +10/+10 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +9/+9 (1d8+5); 320 ft.': +9/+9 (1d8+5)	**Melee** *Dagger (Weapon +2)* +12 (1d4+7) **Ranged** *Dagger (Weapon +2/Thrown)* 20 ft.': +12/+12/+12 (1d4+7); 60 ft.': +12/+12/+12 (1d4+7) **Melee** *Shortsword (Weapon +2)* +12/+12/+12 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +10/+10/+10 (1d8+5); 320 ft.': +10/+10/+10 (1d8+5)	**Melee** *Dagger (Weapon +3)* +14 (1d4+8) **Ranged** *Dagger (Weapon +3/Thrown)* 20 ft.': +14/+14/+14 (1d4+8); 60 ft.': +14/+14/+14 (1d4+8) **Melee** *Shortsword (Weapon +3)* +14/+14/+14 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +11/+11/+11 (1d8+5); 320 ft.': +11/+11/+11 (1d8+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Two-Weapon Fighting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Two-Weapon Fighting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Protection, Two-Weapon Fighting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Protection, Two-Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Shortsword; dagger; elven chain; light crossbow; crossbow bolts (10x)	*+1 Shortsword;* *+1 dagger;* *+1 elven chain;* light crossbow; crossbow bolts (10x)	*+2 Shortsword;* *+2 dagger;* *+2 elven chain;* light crossbow; crossbow bolts (10x)	*+3 Shortsword;* *+3 dagger;* *+3 elven chain;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Laucien Distrade

CR 5; XP 1,800

LN; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Cleric 5	Cleric 9	Cleric 13	Cleric 17
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	36	64	86	100
Armor Class	17	18	20	23
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 12 (+1)** **DEX 13 (+1)** **CON 13 (+1)** **INT 10 (+0)** **WIS 18 (+7)** **CHA 15 (+5)**	**STR 12 (+1)** **DEX 13 (+1)** **CON 13 (+1)** **INT 10 (+0)** **WIS 18 (+8)** **CHA 17 (+7)**	**STR 12 (+1)** **DEX 13 (+1)** **CON 13 (+1)** **INT 12 (+1)** **WIS 18 (+9)** **CHA 17 (+8)**	**STR 12 (+1)** **DEX 15 (+2)** **CON 13 (+1)** **INT 12 (+1)** **WIS 18 (+10)** **CHA 17 (+9)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 14	Passive Perception 14	Passive Perception 14
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +4 (1d6+1) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *Mace (Weapon +1)* +6 (1d6+2) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** *Mace (Weapon +2)* +8 (1d6+3) **Melee** Dagger +6 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+1); 60 ft.': +6 (1d4+1) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)	**Melee** *Mace (Weapon +3)* +10 (1d6+4) **Melee** Dagger +8 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+2); 60 ft.': +8 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+2); 320 ft.': +8 (1d8+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *beacon of hope; mass healing word* **2nd:** *aid; calm emotions; lesser restoration* **1st:** *bless; command; detect evil and good; healing word*	**Save DC 16; Spell Atk +8** **5th:** *greater restoration; mass cure wounds* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *beacon of hope; dispel magic; mass healing word* **2nd:** *aid; calm emotions; lesser restoration* **1st:** *bless; command; detect evil and good; healing word*	**Save DC 17; Spell Atk +9** **7th:** *symbol* **6th:** *blade barrier* **5th:** *greater restoration; mass cure wounds* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *beacon of hope; dispel magic; mass healing word* **2nd:** *aid; calm emotions; lesser restoration* **1st:** *bless; command; detect evil and good; healing word*	**Save DC 18; Spell Atk +10** **9th:** *mass heal* **8th:** *antimagic field* **7th:** *symbol* **6th:** *blade barrier* **5th:** *greater restoration; mass cure wounds* **4th:** *death ward; freedom of movement; stone shape* **3rd:** *beacon of hope; dispel magic; mass healing word* **2nd:** *aid; calm emotions; lesser restoration* **1st:** *bless; command; detect evil and good; healing word*
Equipment	Mace; breastplate; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 breastplate;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 breastplate;* *+1 shield;* light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 breastplate;* *+2 shield;* light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 85. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more

effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 17, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Diesa Dankill (advisor)

CR 2; XP 450

LN; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)
HP	14	30	39	57
Armor Class	13	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 10 (+0)** **DEX 13 (+3)** **CON 8 (-1)** **INT 15 (+4)** **WIS 20 (+5)** **CHA 12 (+1)**	**STR 10 (+0)** **DEX 15 (+5)** **CON 8 (-1)** **INT 15 (+5)** **WIS 20 (+5)** **CHA 12 (+1)**	**STR 10 (+0)** **DEX 15 (+5)** **CON 8 (-1)** **INT 17 (+6)** **WIS 20 (+5)** **CHA 12 (+1)**	**STR 10 (+0)** **DEX 15 (+6)** **CON 8 (-1)** **INT 19 (+8)** **WIS 20 (+5)** **CHA 12 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 17 +4 Thieves' Tools	Passive Perception 18 +6 Thieves' Tools	Passive Perception 21 +6 Thieves' Tools	Passive Perception 23 +8 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** *Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Crossbow, Light) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': -5 (1d8+2); 320 ft.': -5 (1d8+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': -5 (1d8+2); 320 ft.': -5 (1d8+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': -4 (1d8+2); 320 ft.': -4 (1d8+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Dagger; light crossbow; crossbow bolts (10x); studded leather armor	Dagger; light crossbow; crossbow bolts (10x); *+1 studded leather armor*	Dagger; light crossbow; crossbow bolts (10x); *+2 studded leather armor*	Dagger; light crossbow; crossbow bolts (10x); *+3 studded leather armor*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 6d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Humphrey Hocklash (sage)

CR 2; XP 450

CN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 5 XP 1,800	CR 8 XP 3,900	CR 11 XP 7,200
Class / HD	Sorcerer 2	Sorcerer 5	Sorcerer 8	Sorcerer 11
Size / Aln	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	9	16	24	34
Armor Class	15	16	17	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 8 (-1)** **DEX 15 (+2)** **CON 7 (+0)** **INT 9 (-1)** **WIS 13 (+1)** **CHA 20 (+7)**	**STR 8 (-1)** **DEX 17 (+3)** **CON 7 (+1)** **INT 9 (-1)** **WIS 13 (+1)** **CHA 20 (+8)**	**STR 8 (-1)** **DEX 19 (+4)** **CON 7 (+1)** **INT 9 (-1)** **WIS 13 (+1)** **CHA 20 (+8)**	**STR 8 (-1)** **DEX 19 (+4)** **CON 7 (+2)** **INT 9 (-1)** **WIS 13 (+1)** **CHA 20 (+9)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
Languages	Common, Draconic, Halfling			
Attacks	**Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling (Small)) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Melee** *Dagger (Weapon +1)* (Small) +7 (1d4+4) **Ranged** *Dagger (Weapon +1)* (Small/Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Ranged** Sling (Small)) --> 30 ft.': -4 (1d4+3); 120 ft.': -4 (1d4+3)	**Melee** *Dagger (Weapon +2)* (Small) +9 (1d4+6) **Ranged** *Dagger (Weapon +2)* (Small/Thrown) 20 ft.': +9 (1d4+6); 60 ft.': +9 (1d4+6) **Ranged** Sling (Small)) --> 30 ft.': -3 (1d4+4); 120 ft.': -3 (1d4+4)	**Melee** *Dagger (Weapon +3)* (Small) +11 (1d4+7) **Ranged** *Dagger (Weapon +3)* (Small/Thrown) 20 ft.': +11 (1d4+7); 60 ft.': +11 (1d4+7) **Ranged** Sling (Small)) --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Sorcerous Origin, Sorcery Points, Spell Casting	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell
Spell-casting	**Save DC 15; Spell Atk +7** **1st:** *charm person; comprehend languages; disguise self*	**Save DC 16; Spell Atk +8** **3rd:** *clairvoyance; counterspell* **2nd:** *detect thoughts; knock; see invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 16; Spell Atk +8** **4th:** *dimension door; greater invisibility* **3rd:** *clairvoyance; counterspell; protection from energy* **2nd:** *detect thoughts; knock; see invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 17; Spell Atk +9** **6th:** *true seeing* **5th:** *seeming; telekinesis* **4th:** *confusion; dimension door; greater invisibility* **3rd:** *clairvoyance; counterspell; protection from energy* **2nd:** *detect thoughts; knock; see invisibility* **1st:** *charm person; comprehend languages; disguise self; sleep*
Equipment	Dagger (small); sling (small); sling bullets (20x)	*+1 Dagger* (small); sling (small); sling bullets (20x)	*+2 Dagger* (small); sling (small); sling bullets (20x)	*+3 Dagger* (small); sling (small); sling bullets (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Distant Spell When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Green, Damage Type Poison. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a

long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcerous Origin Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Sorcery Points You have 11 sorcery points. You can never have more sorcery points than 11 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Gloom

Gloom

Overview

Gloom uses a hat of disguises to portray himself as a gnomish alchemist. In truth he is what we would in modern times call a drug dealer.

He pawns off his extracts to any who come to call, by calling them things like "uppers" (enlarge effects) and "speedballs" (haste effects).

Gloom particularly enjoys mischief especially against people who try to stiff him his payments.

Appearance

In his natural guise, Gloom is a gnomish Alchemist / Wizard who dresses in thick, cloaklike leather coats, into which he has sewn numerous pockets and hooks for dangling his wares and secreting weapons.

He also like to effect disguises, however. Alternate forms he is particularly proud of are a buxom halfling woman or a tiefling male warrior of diminutive stature.

No matter his guise, he is a somewhat compelling, intense individual with a bit of chin stubble.

Background

Gloom hails from humble origins, the son of a fishmonger who threw him out of the house when he was very young.

Left alone for hours to fend for himself while his father worked a double shift, the inquisitive and intelligent Gloom naturally took to tinkering about the house, focusing on kitchen wares and ingredients. It wasn't long until he happened upon his father's stash of ale and pipeweed, and the beleaguered and exhausted father came home in the middle of the night to discover his son passed out and the house a complete disarray.

Enraged and embarrassed, his father threw Gloom out of the house. In the aftermath, he searched the streets for his outcast son, wanting to invite him back home, but Gloom had already moved on, inspired by the life of mild crime he quickly discovered.

Gloom's power and abilities grew over the ensuing years. He stole some books from an apothecary, and used them to gain alchemical talents far beyond what he had once attempted in his father's kitchen.

He has refined and cultivated his talents to create concoctions that produce short-term boosts... often at the expense of addictive properties or long-term unhealthiness.

Demeanor

Gloom is charming, in a rogueish and nefarious manner. He is only too willing to make a quick, casual connection, then push his wares as swiftly as possible. Although this is off-putting to many, the approach works very well: those offended would likely not have made a purchase anyway; those who aren't too turned off by the mercenary aspect of his approach usually make a rapid buy.

Combat Tactics

Gloom is no warrior, and knows it.

To this end, he employs henchmen to fight on his behalf.

Modus Operandi

Gloom's approach to his villany is simple: produce high-quality drugs, give them away free to new customers, and then sell at increasing rates until the addict's abilities and funds are exhausted.

He cares nothing for the death and destruction of family and society he leaves in his wake, and views any who succumb as victims only of their own desires.

Those who stiff him on payments, or those who seek to steal from him or otherwise threaten his livelihood, will find him suddenly and surprisingly generous: the concoctions he then gives them for free by way of "apology" are poisons in various degree.

Those unable to pay Gloom are also sometimes enslaved to his will: he gives them drugs to feed their need, and he uses them as militant henchmen.

Notoriety

Gloom is well-known in underworld circles, and although many profess to have never hard of him, he has clientele throughout the various strata of society.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** Gloom will sell, or attempt to sell, the PCs his wares.
- **Plea of the Innocent:** Someone whose life has been ruined, or who has lost a loved one to Gloom's vengeance, asks the PCs to set things right.
- **Appeal from Authority:** Town militia knows Gloom is behind recent murders, but cannot prove it, and in fact it's likely his hirelings who did the actual deeds.
- **Faction Quest:** Gloom is judged a menace to society, perhaps by a religious faction, and the party is asked to "move him out of town" by whatever means necessary.
- **Faction Impact**: Gloom secures influence in a Faction with which the PCs have an established relationship, likely as a result of one of the Faction leaders being addicted to his wares.

FlexTable 36: Gloom Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	The city is plagued by druglords and dealers.	**Partially True.** It's left to the GM as to the level of impact "drug" dealing affects your campaign world, but it is suggested that Gloom's approach to alchemy, profit, and human nature be notable and unusual.
15-29	15-30	15-30	01-30	13	Those who wish to feel a bit better than normal have but to traverse the proper alley, so as to purchase a vial from the dealer.	**True.** Gloom's typical marketplace of choice is indeed alleys.
30-44	31-45	31-45	31-39	14	Potions and draughts He's got by the dram Notions for aught But take taste, and be damned	**True.** The first few doses may be given to new customers for free, but only inasmuch as this will addict them.
45-59	46-60	46-60	40-49	15	There's a black-market apothecary by the name of Gloom who creates particular concoctions that grant temporary boons.	**True.** This is nominally Gloom's aim, though the true purpose is the addictive qualities.
60-74	60-69	60-69	50-59	16	Those who take free samples from underworld alchemists may soon find their world turned upside down by addiction.	**True.** This is a potent and usual side-effect of Gloom's business practices.
75-89	70-97	70-94	60-69	11	Gloom is in fact a demon in disguise, who sells potions that trap the spirits of the drinkers.	**False.** Though one may feasibly argue that addiction does indeed trap some aspect of the soul within the vials that sustain it.
90-00	98-00	95-00	70-00	13	An alchemist known only as "Gloom" haunts the alleyways of the city, appearing in many forms and offering salvation in the form of a vial.	**Partially True.** Gloom is his name, and he uses a Hat of Disguise to change his appearance, and his own sales pitch commonly refers to "salvation".

- **Collateral Damage:** Gloom's goons assault an NPC with whom the PCs are conversing. Though the party is urged not to interfere, they may feel compelled to do so.
- **Disappearing Regular:** A regularly-seen NPC vanishes, now enslaved to Gloom in exchange for the drug they are addicted to.

Habits and Logistics

Gloom is nearly always (**85%** chance) located in alleyways within the city. The remainder of the time, me may be found in a low-class apartment that he rents on the cheap, asleep.

Conversation

Gloom is all business, all of the time. However, he recognizes that getting to know someone, to understand their weaknesses and desires, is much a part of his trade, so "small talk" and other chat is not unwelcome.

He will, however, frequently push for a quick-fix, alchemical solution to whatever issues the PCs discuss with him, always trying to make a sale and close a deal.

If it becomes apparent that the PCs are not interested in doing business with him, Gloom will make excuses and hastily depart.

Do you know of this addict?
(This can be a general question about any victim, actual or suspected.)

"Not sure. Could be a customer, sure; I've many. Haven't seen them in a bit, though, if they are, and mind you, I'm not saying for sure if they are. I can't remember, is all."

Do you know what you sell is addictive to people?

"What is addictive to one, may be an everyday affair to

others. I knew a dwarf—many, in fact, truth be told—who can drink a dozen ales in a sitting, stand up, and then go fight with competence. Then there's this farmer, right, who can't get within a whiff of a tavern without wrecking his entire livelihood with two mugs of mead. It's a funny thing, constitution, and what makes you tick. So to answer your question... no, and how could I? And more to the point, it's no business of mine what is or isn't something to somebody; it's theirs and theirs alone."

Attitude Tracker Triggers

Value	Action
<7	Gloom will have his goons attack the party this very evening, and will continue these attacks until either he, or the party, is slain, or his Attitude toward the party improves beyond this threshold.
<13	Gloom will avoid the PCs if he sees them coming, and will order his henchmen to block their way and make good his escape if the party pursues him.
>18	Gloom will offer everyone in the party several free doses of mild uppers, and tells them that he will give them discounts to further purchases. Take this with a grain of salt: this is much the same smarmy sales pitch he gives to all new customers. Although the party has little way of knowing it, in this scenario, the discount offered is accurate; he will sell any common potion (involving a 3rd-level spell or lower caliber) for **25%** off of what it would cost typically.
>24	Gloom will not only offer **50%** discounts on all 4th-level-or-lower potions and extracts he can create, but will offer that the party can act as enforcers in his retinue, for a reasonable daily rate of compensation.

Organization

Gloom has no followers in the normal sense of the word; he has hirelings whose exact population comes and goes in service to better offers and the whim and flux of the underworld's job market, such as it is.

Although he may attract no loyal following, Gloom is, if nothing else, a businessman, and a successful one at that, and so can afford to pay good rates.

Anywhere in the city, Gloom may call for help. A single round later, **1d4-1** (minimum 0) henchmen of each type will arrive as reinforcements, and will keep showing up every other round in this manner and quantity.

Keep track of those summoned in this manner. More henchmen cannot be summoned than Gloom has available to him in the city entire (see below).

Henchmen, Retainers, and Followers

Dealers: **2d4** work for Gloom on a given evening. These are lower-level, common thugs who sell cheaper wares (i.e., first-level spell doses).

Enforcers: **2d6** of these are typically in service to Gloom at a point in time. Burly Barbarian types typically defend Gloom and his Dealers, and can be found as bodyguards or staking out territory in the city.

Lair / Residence

Gloom holds a modest, cheap, low-class apartment in town, nothing more.

Quests & Encounters

Quest: Doom and Gloom

Summary: One of the PCs is mistaken for a druglords, and must determine what is really going on.

Rewards: 950 gp / 3,800 gp / 7,300 gp / 14,000 gp; up to **3 Reward Stars**.

Locations: Any (urban).

Key NPCs: Gloom, Enforcers, Dealers.

Kickoff: A drug user approaches the PCs and asks for another dose of their addictive substance. The man is obviously unwell, shaking, and looks in truth close to death.

Description:

It seems that Gloom has noticed the PCs in town, and, on a mischeivous whim, used his *hat of disguise* to impersonate one of the PCs. If there is a gnome in the party, that is the pick; otherwise, randomly determine which PC was impersonated.

Several drug addicts have therefore recently done business with a person whom they swear is that PC.

The PCs can try to ignore the situation, but that will only goad Gloom on to impersonate them further, thus attracting many more addicts to the party.

The exact mechanics of investigating what is going on are left to the GM, in service to the particular campaign setting, the party's connections to the underworld, and so on. However, at minimum, it should involve attempts to talk with seedy folk, at the very least bartenders and thieves, and successful application of **1d3** **Diplomacy** or **Sense Motive** checks, with a DC of 18 (this is constant, regardless of difficulty range.

Repeated failures simply mean the mysterious addicts keep appearing. A successful **DC 16** **Intimidate** check may get a given addict to reveal the name of the person with whom they believe they are speaking, which reduces the number of "underworld checks" described above by 1 (minimum still 1).

Success points the party in the direction of Gloom, who is easily found in his natural guise the following evening if the PCs explore alleys in town.

When approached, Gloom will have **1d4+1** Enforcers alongside him, just in case this exact eventuality occurs.

Any scenario in which Gloom is slain is worth **2 Reward Stars**. This reward stacks with the bonus below for Gloom stopping his trade, since, of course, he will not be alive to practice it any longer. In addition, the PCs may collect a bounty in the amount listed as a reward above from the city militia, which has been collected from victims' families and various interested Factions in town.

- Confronting Gloom requires some tact: in truth, he is only too happy to give up his little game, and in fact had been waiting to be caught. However, he's loathe to give anyone anything for free, unless it pays off down the line.

  He demands as tribute half of the gold piece reward listed above to stop his tricks impersonating the party. If the PCs pay, he will indeed stop, and will even offer them some free samples.

  If the PCs do not stop, he will meaningfully ask his Enforcers to advance. At this point, the PCs may either flee, attack, or talk Gloom down.

- If the party runs, Gloom will let them go; it's just good sport, after all. He will, however, continue to occasionally impersonate the PCs in drug dealing.

  Where this leads from here is the GM's dominion, but it could prompt no end of entertaining adventure hooks, such as mistakenly being arrested by the city militia!

- If the party attacks, or simply waits to be attacked, Gloom will try to escape, summoning other underlings to cover his escape.

- If the party wishes to talk him down, they have but a single chance to do so before battle is joined: this requires a **Diplomacy** or **Intimidate** check, opposed by Gloom's **Bluff** skill; in this check, Gloom receives a **+4 circumstance bonus** given that this is his entire livelihood and business.

  Failure means the Enforcers attack, and effectively surprise the PCs.

  Success means Gloom reconsiders what he has been doing, and decides to retire. This is worth **1 Reward Star** to the party.

Gloom

CR 4; XP 200

CN; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)
HP	20	39	58	78
Armor Class	14	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 10 (+0)** **DEX 13 (+1)** **CON 12 (+1)** **INT 18 (+6)** **WIS 8 (+1)** **CHA 16 (+3)**	**STR 10 (+0)** **DEX 15 (+2)** **CON 12 (+1)** **INT 18 (+7)** **WIS 8 (+2)** **CHA 16 (+3)**	**STR 10 (+0)** **DEX 17 (+3)** **CON 12 (+1)** **INT 18 (+8)** **WIS 8 (+3)** **CHA 16 (+3)**	**STR 10 (+0)** **DEX 19 (+4)** **CON 12 (+1)** **INT 18 (+9)** **WIS 8 (+4)** **CHA 16 (+3)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Sling (Small)) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1)	**Melee** *Dagger (Weapon +1)* (Small) +6 (1d4+3) **Ranged** *Dagger (Weapon +1)* (Small/Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Sling (Small)) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2)	**Melee** *Dagger (Weapon +2)* (Small) +9 (1d4+5) **Ranged** *Dagger (Weapon +2)* (Small/Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Sling (Small)) --> 30 ft.': -3 (1d4+3); 120 ft.': -3 (1d4+3)	**Melee** *Dagger (Weapon +3)* (Small) +12 (1d4+7) **Ranged** *Dagger (Weapon +3)* (Small/Thrown) 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7) **Ranged** Sling (Small)) --> 30 ft.': -1 (1d4+4); 120 ft.': -1 (1d4+4)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *detect thoughts; hold person; knock* **1st:** *charm person; expeditious retreat; hideous laughter; sleep*	**Save DC 151; Spell Atk +7** **4th:** *greater invisibility; private sanctum* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; hold person; knock* **1st:** *charm person; expeditious retreat; hideous laughter; sleep*	**Save DC 16; Spell Atk +8** **6th:** *mass suggestion* **5th:** *dominate person; modify memory* **4th:** *greater invisibility; private sanctum; secret chest* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; hold person; knock* **1st:** *charm person; expeditious retreat; hideous laughter; sleep*	**Save DC 17; Spell Atk +9** **8th:** *maze* **7th:** *forcecage* **6th:** *mass suggestion* **5th:** *dominate person; modify memory* **4th:** *greater invisibility; private sanctum; secret chest* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; hold person; knock* **1st:** *charm person; expeditious retreat; hideous laughter; sleep*
Equipment	Dagger (small); sling (small); sling bullets (20x)	*+1 Dagger* (small); sling (small); sling bullets (20x)	*+2 Dagger* (small); sling (small); sling bullets (20x)	*+3 Dagger* (small); sling (small); sling bullets (20x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Table 39: Attitude Modifiers for Gloom

Starting Attitude: **17 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Dealer

CR 2; XP 450

CE; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 2	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)
HP	9	26	46	65
Armor Class	14	16	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR 10 (+0)** **DEX 17 (+5)** **CON 10 (+0)** **INT 13 (+3)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 19 (+7)** **CON 10 (+0)** **INT 13 (+4)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 10 (+0)** **DEX 19 (+8)** **CON 12 (+1)** **INT 13 (+5)** **WIS 8 (-1)** **CHA 13 (+1)**	**STR 13 (+1)** **DEX 20 (+10)** **CON 12 (+1)** **INT 13 (+6)** **WIS 8 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 12 +6 Thieves' Tools	Passive Perception 13 +8 Thieves' Tools	Passive Perception 14 +10 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Melee** Dagger (Small) +5 (1d4+3) **Rnaged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Mace (Small) +2 (1d6) **Ranged** Dart (Small)) --> 20 ft.': +5 (1d4+3); 80 ft.': +5 (1d4+3)	**Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *Mace (Weapon +1)* (Small) +4 (1d6+1) **Ranged** Dart (Small)) --> 20 ft.': +7 (1d4+4); 80 ft.': +7 (1d4+4)	**Melee** Dagger (Small) +8 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *Mace (Weapon +2)* (Small) +7 (1d6+3) **Ranged** Dart (Small)) --> 20 ft.': +8 (1d4+4); 80 ft.': +8 (1d4+4)	**Melee** Dagger (Small) +10 (1d4+5) **Rnaged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *Mace (Weapon +3)* (Small) +9 (1d6+4) **Ranged** Dart (Small)) --> 20 ft.': +10 (1d4+5); 80 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); mace (small); leather armor; dart (small, 5x)	Dagger (small); *+1 mace (small);* *+1 leather armor;* dart (small, 5x)	Dagger (small); *+2 mace (small);* *+2 leather armor;* dart (small, 5x)	Dagger (small); *+3 mace (small);* *+3 leather armor;* dart (small, 5x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Enforcer

CR 2; XP 450

CN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	21	60	89	148
Armor Class	13	14	16	17
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR 17 (+5)** **DEX 13 (+1)** **CON 15 (+4)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 19 (+7)** **DEX 13 (+1)** **CON 15 (+5)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 20 (+9)** **DEX 14 (+2)** **CON 15 (+6)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 13 (+1)**	**STR 20 (+10)** **DEX 14 (+2)** **CON 17 (+8)** **INT 8 (-1)** **WIS 9 (-1)** **CHA 13 (+1)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Dwarvish			
Attacks	**Melee** Greatclub +5 (1d8+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Greatclub* +8/+8 (1d8+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greatclub* +8/+8 (1d8+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +10/+10 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7 (1d10+2); 400 ft.': +7/+7 (1d10+2) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Languages, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatclub; studded leather armor; heavy crossbow; crossbow bolts (10x); dagger	*+1 Greatclub; +1 studded leather armor;* heavy crossbow; crossbow bolts (10x); dagger	*+2 Greatclub; +2 studded leather armor;* heavy crossbow; crossbow bolts (10x); dagger	*+3 Greatclub; +3 studded leather armor;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

The Treason Sceptre of Ul-Gummyth

Treason Sceptre of Ul-Gummyth

Overview

The rod that has toppled empires; imagine an evil vizier in sceptre form.

Treason Sceptre of Ul-Gummyth

Value:
350,000 gp / 500,000 gp / 750,000 gp / 1M gp

Weight 1 lb.; **Materials** gold, steel, gemstones; **Nature** magical; **Aura** strong enchantment (compulsion) [mind-affecting]; **Slot** hand (wand)

Intelligent Item Profile:

CL:	10th / 13th / 16th / 20th
Intellligence:	11 / 13 / 15 / 17
Wisdom:	13 / 16 / 19 / 23
Charisma:	14 / 18 / 22 / 26
Ego:	+7 / +12/ +15/ +17
Alignment:	Lawful Evil
Senses:	Empathy, Blindsense, Read Magic, Read Languages, Telepathy
Languages:	Common, Elven, Dwarven, Halfling, Gnome
Initiative:	+6

Effect Summary:

The *treason sceptre of ul-gummyth* (hereinafter simply "*sceptre*") is an intelligent, willful magical artifact that operates with a mind of its own. Unless it is dormant, or there is a compelling reason otherwise, treat it for all intents and purposes like an NPC.

Note that typically, wands or items with charges cannot be intelligent; although the *sceptre's* physical form is that of a wand, but it is not like that class of item from a rules-mechanics standpoint.

The sceptre operates in two ways to serve its aims. First, it can **grant abilities** to its holder. Second, it can generate **spell-like effects** itself, but only targeting the holder.

Each of the abilities listed is usable a number of times per day equal to 10 / 12 / 14 / 16, minus the spell level of the effect (assume Wizard class origins). Whether the *sceptre* casts the effect on the holder, or if the holder is granted the ability and casts it, either of these usages counts against this shared limitation.

The *treason sceptre* may grant any, all, or none of the following listed abilities to a creature who is actively gripping it. Such abilities are granted, or not, entirely at the discretion of the *sceptre* itself.

As a free action, the *sceptre* may choose to change the suite of abilities that it does and does not grant to its holder; it may perform this at any time, even if it is not the *sceptre's* turn or its holders.

Ironically, part of the item's curse is that it itself cannot activate any of its abilities; they must instead be activated by an intelligent creature holding the device. Therefore the artifact executes its will through the physical actions of another. This limitation frustrates the device to no end.

Any spell effects generated by the *sceptre* that have a sustaining duration are immediately dispelled when and if the sceptre chooses to revoke the ability from its holder.

- **Spell-like abilities:** *charm person; battle trance; bestow weapon proficiency; bestow insight; bungle; command; confusion; crushing despair; daze; geas, lesser; heroism; sow thought.*
- **Spell-like abilities:** as above, plus *dominate person; envious urge; feeblemind; geas/quest; heroism, greater; suggestion; undaulterated loathing; unnatural lust.*
- **Spell-like abilities:** as above, plus *mind fog; reckless infatuation; serenity; smug narcissim*
- **Spell-like abilities:** as above, plus *insanity; unconscious agenda*

Construction Requirements:
1/8th the value in gold, 1/6th the value in gemstones; Craft Wondrous Item feat

Additional Construction Requirements:
Ability to cast each of the spells in its capability

Construction Cost:
180,000 gp / 275,000 gp / 400,000 gp / 625,000 gp

Appearance

The *treason sceptre* appears ornate and valuable, but is not outwardly and obviously magical in nature.

The *sceptre* has some very limited shapeshifting capabilities; if it focuses all of its energy for one full minute, it can take on any shape fundamentally the same mass as its original wandlike form. This ability is used predominantly to adapt to various cultural or religious expectations—for example, the sceptre can easily tweak its appearance to include a particular spiritual sigil, or the logo of a certain empire.

It typically employs this ability in an attempt to make itself more appealing to a potential new owner.

Shapechanging in this manner consumes half of all of its abilities for the day. If the *sceptre* has fewer uses of a

Treason Sceptre

FlexTable 37: Treason Sceptre of Ul-Gummyth Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Legend speaks of a rod of immense mental power that can be used to grow empires.	✅ **True.** This is the *sceptre*.
15-29	15-30	15-30	01-30	13	Long ago, a massive empire was ruled from behind the scenes... not by the king's advisor, but by the advisor's magical staff, a potent and willful artifact with its own agenda.	✅ **True.** This could refer to dozens of empires across the years.
30-44	31-45	31-45	31-39	14	Look into my eyes' domain Lesser tribes shall fall like rain From fear of power, granted thus If in me, you grant your trust	✅ **True.** The *sceptre* itself sometimes chants this via telepathy to its victim/owners as it performs mental influence.
45-59	46-60	46-60	40-49	15	Beware the powerful rod of leadership: for though it grants powers of influencing the minds of others, it may also use those same powers against its holder to further its own will!	✅ **True.** This is precisely how the *sceptre* operates.
60-74	60-69	60-69	50-59	16	A wand of command grants its holder mental powers over their subjects, so long as such powers are used to further the aims of the artifact itself.	☑ **Partially True.** The *sceptre* will really only revoke powers if they are being used counter to its aims; so long as the owner is gaining in power and influence, they may use the *sceptre's* gifts in whatever manner they please.
75-89	70-97	70-94	60-69	11	Take care in wielding a rod of lordship, lest you lose your mind!	☑ **Partially True.** Though vague, this rumor could be an interpretation of the *insanity* capabilities of more potent iterations of the *sceptre*.
90-00	98-00	95-00	70-00	13	Wielders who misuse the sceptre of kingdoms risk having their soul sucked into the device.	❌ **False.** Though the *sceptre* is potent, the described risk is not in its wewalth of powers.

given power than half of its maximum, it may not use this shapechanging ability.

It may change its appearance, hue, the type, size, and quality of gemstones embedded within it, and its general shape and appearance, including the metal out of which it appears to have been constructed. It may not alter its weight or total volume.

It may, if it desires, take the shape of any Light weapon; the resulting shape may be used as a Masterwork example of the weapon it emulates in addition to the *sceptre's* regular powers.

Demeanor

Though it works a definite will toward certain goals, the *sceptre* prefers that its influence remain unknown, to the point where it actively seeks out and kills any who know its true nature (acting through a current owner, of course).

The *sceptre* does not shy away from killing, and in fact has slain nearly every owner it has ever had. At some point, inevitably, something happens to dissolve the likely success of the relationship: either the *sceptre's* goals and those of its owner diverge, or the owner no longer wishes to rule or expand her power, or the owner clearly reaches the zenith of influence they are likely to be capable of.

Or perhaps the owner merely discovers the true nature of the *sceptre*.

The *sceptre* speaks, whispers, to its owner, subtly. At first, it's not clear whether there is any actual communication happening; the *sceptre* often speaks with its owner alongside a mind-controlling effect, so any conscious awareness of the dialogue or spell effect could be conflated to the perception of the owner.

Over time, the *sceptre* has found that a built-up foundation of trust, combined with the obvious results the sceptre's abilities grant, tend to make outright magical manipulation unnecessary: consciously or not, most owners start to simply accept the whisperings as commands, and enact the artifact's will almost unthinkingly.

Combat Tactics

The closest thing to outright combat that affects the *sceptre* is when it comes time to transition to a new owner. Ideally, the artifact effects this transition without bloodshed: it causes itself to become "lost" or left behind, or "accidentally" traded or sold to a merchant in a bulk purchase, perhaps.

With stronger and more willful owners, or those who begin to suspect the true nature of their potent wand, stronger matters might be needed. The *sceptre* can simply use its abilities on its owner, but doing so too much tends to show its hand too obviously.

As a last resort, the *sceptre* will bring about the death of its owner. This is most easily done via suicide: the *sceptre* gains command of the owner, and then leads them off a cliff, for example. The trick is typically not merely to slay the owner, but to do so in a manner that guarantees that the *sceptre* will be discovered by a new owner, preferably one with greater prosects than the current owner.

Modus Operandi

The *sceptre* seeks to dominate and control minds, and ideally, to place itself as the brains behind the scenes of rule in the most powerful empire in the Realm.

The easiest course to this objective is for it to locate the current most powerful empire in existence, and to dominate a leader within it.

It can be difficult to ascertain this, however, and the *sceptre* is of course limited in its ability to transport itself. So, an alternate, and more common, approach is for it to secure control of a leader nearby, and to try to use its influence to grow the power of whatever tribe, city, or other structure that leader is affiliated with.

So, in the abstract, the *sceptre* either finds the best, or builds the best.

To do so, it first seeks to simply be held. Without this connection, its influence over even the most simple-minded creature is zero, so it's crucial that it appear attractive to whomever finds it. The *sceptre* will use its shapechanging ability to adapt to whatever circumstances might seem to help it in this regard.

Once it is owned by an intelligent creature, it shifts its objectives to being actively held as much as possible. As its powers require touch, it's essential that the owner hold it. It uses its communication abilities to whisper command words and triggers, and to grant beneficial abilities to the owner.

Usually, this wealth of formidable powers is more than sufficient for it to become a much-treasured artifact.

Over time, the sceptre will then seek to pervert and override the aims of its owner. If owned by a creature who is already Lawful Evil in nature, the sceptre's needs along these lines tend to be straightforward: it simply grants its powers to the owner to enhance the owner's potency, and typically, the objectives of the owner align well with the artifact's aims.

With a non-Lawful Evil owner, the *sceptre's* work is more difficult, and it will resort to applying its powers directly against the owner.

Long-term, the *sceptre's* goals will shift to investigation: it will direct its owner to research other sources of power and competition, and seek to either help take those over, or, if the owner is truly outranked, to get the owner to transfer the *sceptre* to a leader in that larger, more powerful empire.

Notoriety

Rumors abound of "rods of command", "mind-control staves", and other such artifacts. Some of these whisperings have origins related to the *treason sceptre*.

Very, very few people in the Realm know of the *sceptre's* true nature, and that it still exists. The *sceptre's* top priority is to ensure that its desires and nature are unknown; if these were common knowledge, then it wouldn't be long before a very strong-willed owner seized the *sceptre* and forced it to her will.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs discover the *treason sceptre*, and pick it up.
- **Plea of the Innocent:** An underling in service to the king was recently fired, their livelihood ruined. The now-homeless worker attributes this to the new artifact the king's advisor brought back from a caravan recently; there's something about it, they say, that has changed the advisor's tone.
- **Fringe Notice:** A formerly ordinary town has militarized in recent months, and has even gone so far as to attack smaller villages.
- **Appeal from Authority:** Military or law enforcement leadership has noticed the change in direction from the king, mayor, or other political leader of late. They are concerned that things are being taken over from some unseen force.
- **Faction Impact**: A Faction in town has been impacted by the *sceptre's* schemes. Perhaps it was judged to be in competition with the *sceptre's* wielder, or maybe the *sceptre* was unable to absorb the influence and wealth that the Faction possessed.
- **Disappearing Regular:** The sceptre has commanded its owner to slay or abduct an NPC with whom the party regularly interacts, as part of its grander design.
- **Dark Rumor:** Rumors and Lore abound about the latest direction the city's leadership seems to be taking things in.

Habits and Logistics

The *treason sceptre* is always awake, always aware, and always scheming. Unless the *sceptre* is introduced to the party by having one of the PCs find it and pick it up, the sceptre will already be in the possession of an NPC when the party becomes aware of its impact.

The best way of introducing the *sceptre* into your campaign is to leverage power strucutres that you already have in place, to "place" the *sceptre* into them, and to brainstorm as to what the likely consequences would be.

For example, if the town's militia captain finds the *sceptre*, she might begin to rule the town with an iron fist, and demand additional resources from the mayor in order to increase militia troop strength and equipment.

Alternately, if a political leader comes across the *sceptre*, he may impose marshal law, and cruel punishments; he might also forge alliances with nearby towns he knowingly will break at a later point, and rally troops from the populace to invade a neighboring province.

If a clear, interesting path to introducing the *sceptre* does not seem evident, or you are simply looking to randomize things, use the table below.

Roll on the table below to determine the type of leader possesses the *sceptre*.

Table 40: Treason Sceptre Leader Type

d100	Type of Leader	Examples
01-40	**Political leader**	Mayor, king, duke
41-60	**Religious leader**	Archbishop, preacher, priest
61-80	**Faction leader**	Guild president, trading leader, chief assassin
81-00	**Military leader**	Warlord, militia captain, army general

Attitude Tracker Triggers

Attitude Modifiers (see later) should apply to both the *sceptre* itself, but much more likely, to the *sceptre's* owner, particularly given the assumption that the PCs (and the artifact's owner!) are completely unaware of the device having intellilgence and its own will.

Note that the **Attitude Tracker**, and the **Triggers** below, should reflect the attitude not of the *sceptre's* owner, but of the *sceptre* itself.

To be clear, much of the time, these two **Attitudes** and perpsectives will be the same. But it could easily be (and might most interestingly be) the case that the *sceptre's* current owner is actively fighting against the artifact's control.

The *sceptre* will exert its will over its current owner in an attempt to take the actions listed below.

Value	Action
<7	The *sceptre* will seek to have the party slain, by any means necessary.
<13	If the *sceptre's* owner comes across the party's path, the device will seek to harm or eliminate the PCs, but neither the artifact nor its wielder will actively seek the party out.
>18	The *sceptre* views the party, or at least one member of it, as a potential asset, and will induce its owner to react favorably to any suggestion that the party makes to them.
>24	The *sceptre* views an alliance, or manipulation of, the party as essential to its aims, and will make such an approach a critical focus in the immediate future.

Quests & Encounters

Quest: Behind the Throne

Summary: The party investigates suspicion that the mayor's advisor is behind a subtle takeover of leadership, only to discover that the advisor is but a pawn to the true influence: the *treason sceptre*.

Rewards: 1,000 gp / 4,000 gp / 8,000 gp / 15,000 gp; up to **4 Reward Stars**, *treason sceptre of ul-gummyth*

Locations: Any.

Key NPCs: *Treason-Sceptre of Ul-Gummyth*, Treason Sceptre Wielder.

Kickoff: The PCs hear Rumors and Lore that the city's leadership seems to have been usurped, influenced, or charmed in the past few months.

The party either acts on their own to investigate, or are urged to do so by a Faction within the city (for example, the militia captain, religious leadership, merchant guilds, an administrator in the mayor's or king's offices, or even just a wealthy noble who feels the new direction is counter to her own objectives.

Description:

Any amount of research and discussion with citizens leads them to a likely culprit: the king's advisor returned a month ago from a vacation spent speleunking, and brought back with him a glorious artifact he discovered buried deep in an abandoned cave.

Ever since, her personality has started to alter, and her ability to get things done and enact change has advanced considerably. They say she has command of minds: to speak with her is to be charmed, and not merely from a compelling presence or beauty.

It's important that the rumors stop short of suggesting that the *sceptre* itself is behind things. The advisor herself is unaware of the item's intelligence, so word on

the street would likely be ignorant of this truth!

If the party fails to act, rumors can turn stronger, outright declaring that this artifact seems to have granted the advisor new suggestive powers, and that the wielding of these powers has corrupted her spirit so that she has begun to turn cruel.

The king himself seems hapless in the face of these newly-acquired powers. It is up to an external, third-party factor, such as the PCs, to set things right.

Any scenario which ends with the *sceptre* no longer controlling the advisor merits **2 Reward Stars**, which stacks with other rewards from this Quest. It also grants the party the monetary reward described.

Talking with the advisor can be fruitful, and results in the following **Skill Challenge**. Navigating it successfully grants the party **1 Reward Star**, which stacks with other rewards from this Ques.

Clear Your Head

First Check: DC 14 / 16 / 18 / 20 **Diplomacy** to capture the attention of the advisor in a peaceful and constructive manner. Failure means that the *sceptre* directs the advisor to attack the PCs; success advances to the Second Check. Success by 5 or more points allows the party to skip the Second Check and move directly to the Third Check.

Second Check: DC 15 / 17 / 19 / 21 **Intimidate** or **Sense Motive** to tactfully broach the subject of the advisor's perspective and demeanor having changed recently. Failure means the party must re-attempt the First Check; failure by 5 or more points moves immediately to an attack by the advisor as above. Success advances to the Third Check.

Third Check: DC 16 / 18 / 20 / 22 **Diplomacy** or **Intimidate** to convince the advisor that the changes are related to the discovery of the *sceptre*, and to the abilities she has been granted since then by the device. Failure reverts to the Second Check; success completes the challenge. Success by 5 or more points so convinces the advisor of the *sceptre's* influence that she drops it.

Failure of the above **Skill Challenge** at any point means the *sceptre's* wielder will attack the PCs, with full powers granted by the artifact to reinforce this assault.

Successfully completing the **Skill Challenge** above means that the owner will realize the device's power over her, and attempt to fight back against it. If she still holds the artifact—as she will, unless the final skill check above was overly successful as noted—the *sceptre* immediately revokes all granted powers, and uses those powers against the advisor in an attempt to control her. If the *sceptre* is successful, then the advisor will attack the PCs, but she will continue to try and fight the device's influence as combat unfurls. If the sceptre is not successful in controlling the advisor at any point past this first attempt, she will drop the artifact immediately, preventing any additional control.

Attacking the advisor immediately, or being forced to fight her due to the influence of the sceptre, is worth **1 Reward Star** if the party is successful in defeating her.

This reward stacks with other rewards for the Quest, meaning that the "best case scenario" is for the party to talk the advisor down successfully, but then the *sceptre* takes control of her, and the PCs are forced to defeat her in combat.

Whether the advisor is slain, or if she drops the *sceptre* as a result of the skill challenge, the PCs have the option of picking it up.

Although this is worth no further reward formally, it might introduce substantial subsequent adventure opportunities!

Treason Sceptre Wielder

CR 3; XP 700

LE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Rogue 3	Rogue 7	Rogue 11	Rogue 15
Size / Aln	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling
HP	9	21	44	64
Armor Class	12	13	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 9 (-1)** **DEX 8 (+1)** **CON 8 (-1)** **INT 20 (+7)** **WIS 16 (+3)** **CHA 14 (+2)**	**STR 9 (-1)** **DEX 10 (+3)** **CON 8 (-1)** **INT 20 (+8)** **WIS 16 (+3)** **CHA 14 (+2)**	**STR 9 (-1)** **DEX 12 (+5)** **CON 8 (-1)** **INT 20 (+9)** **WIS 16 (+3)** **CHA 14 (+2)**	**STR 9 (-1)** **DEX 14 (+7)** **CON 8 (-1)** **INT 20 (+10)** **WIS 16 (+8)** **CHA 14 (+2)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +4 Thieves' Tools Armor - Disadvantage on STR and Dex checks	Passive Perception 13 +6 Thieves' Tools Armor - Disadvantage on STR and Dex checks	Passive Perception 13 +8 Thieves' Tools Armor - Disadvantage on STR and Dex checks	Passive Perception 13 +10 Thieves' Tools Armor - Disadvantage on STR and Dex checks
Languages	Common, Infernal			
Attacks	**Melee** Dagger +1 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +1 (1d4-1); 60 ft.': +1 (1d4-1) **Melee** Quarterstaff +1 (1d8) **Ranged** Dart) --> 20 ft.': +1 (1d4-1); 80 ft.': +1 (1d4-1)	**Melee** *Dagger (Weapon +1)* +4 (1d4+1) **Ranged** *Dagger (Weapon +1/* Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Melee** Quarterstaff +2 (1d8) **Ranged** Dart) --> 20 ft.': +3 (1d4); 80 ft.': +3 (1d4)	**Melee** *Dagger (Weapon +2)* +7 (1d4+3) **Ranged** *Dagger (Weapon +2/*Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** Quarterstaff +3 (1d8) **Ranged** Dart) --> 20 ft.': +5 (1d4+1); 80 ft.': +5 (1d4+1)	**Melee** *Dagger (Weapon +3)* +10 (1d4+5) **Ranged** *Dagger (Weapon +3/*Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** Quarterstaff +4 (1d8) **Ranged** Dart) --> 20 ft.': +7 (1d4+2); 80 ft.': +7 (1d4+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Quarterstaff; dagger; elven chain; dart (4x)	Quarterstaff; *+1 dagger;* elven chain; dart (4x)	Quarterstaff; *+2 dagger;* *+1 elven chain;* dart (4x)	Quarterstaff; *+3 dagger;* *+2 elven chain;* dart (4x)

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

Languages You can speak, read, and write Common and Infernal.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Table 41: Attitude Modifiers for Treason Sceptre of Ul-Gummyth

Starting Attitude: **14 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Zealot's Censor

Zealot's Censor

Overview

A battle aspergillum that induces religious fervor in those who wield it, to the point of devotional lunacy.

Zealot's Censor

Value:
150,000 gp / 300,000 gp / 550,000 gp / 800,000

Weight 4 lbs.; **Materials** silver, steel, leather; **Nature** magical; **Aura** strong enchantment (compulsion) [mind-affecting], strong necromancy, strong evocation; **Slot** hand (Light Weapon)

Weapon Profile:

Group Hammers; **Category** Light; **Proficiency** Simple; **Damage** 1d6 (bludgeoning); **Critical** x2

Intelligent Item Profile:

CL:	10th / 12th / 14th / 16th
Intellligence:	8 / 10 / 12 / 14
Wisdom:	16 / 18 / 22 / 24
Charisma:	12 / 15 / 18 / 21
Ego:	+5 / +9/ +13/ +17
Alignment:	Lawful Evil
Senses:	Empathy, Telepathy
Languages:	Common, Celestial, Draconic
Initiative:	+2

Effect Summary:

The *censor* may cast spell-like effects on its wielder so long as it is being held; touch is required for the artifact to produce its effects.

Some of the spell effects listed below have a beneficial effect; these are cast upon the wielder.

Other listed spell effects are harmful; these can be cast against an enemy of the wielder, but only upon a successful melee attack with the *censor*. When attacking, the wielder may choose to trigger a spell effect in addition to resolving damage. If the hit misses, or does not inflict any damage due to damage resistance or other immunities, the spell effect still counts as having been consumed.

Each spell-like ability listed may be used up to 2 / 3 / 4 / 5 times per day. A given ability's total remaining uses resets to its maximum 24 hours after the first use from a maximum count. Transferring the *censor* to another wielder does not affect its uses per day of any ability.

Smite

Any given melee attack made with the *censor* has a chance of producing a smite-like effect against the enemy struck. For each hit scored in combat with the *censor*, check to see if the smite effect is produced, using the following chances: 5% / 10% / 12% / 15%.

Wielders capable of making multiple melee attacks with this weapon can only trigger a single use of this *smite* ability in a given round of combat, but check for each attack.

This functions as *holy smite*, except that the effect will fully affect creatures only of **Chaotic Good** alignment.

Creatures with only one of these alignment components are affected, but halve the damage received.

Those creatures struck with the *censor* who do not have either Chaotic or Good as part of their alignment are unaffected by this additional power (but will still be affected normally by the weapon's damage, enhancement bonus, and other spell-like abilities listed below).

Granting Powers

Generally speaking, the *censor* will make its abilities available to a wielder who is either of the same alignment as itself, or is acting in parallel to its own interests.

- Counts as a **+1 weapon** in all respects;
  Spell-like abilities: *heroism; cure light wounds; barkskin*
- Counts as a **+2 weapon** in all respects;
  Spell-like abilities: as above, plus *bull's strength; blur; enlarge person; resist energy; protection from good; protection from chaos; cure moderate wounds*
- Counts as a **+3 weapon** in all respects;
  Spell-like abilities: as above, plus *heroism, greater; haste; mirror image; bladed dash; remove fear; remove disease; neutralize poison; cure serious wounds*
- Counts as a **+4 weapon** in all respects;
  Spell-like abilities: as above, plus *stoneskin; heal; harm; enervation; heroic invocation; cure critical wounds*

Construction Requirements:
1/8th the value in holy water, which is distilled and evaporated into the device during construction; 1/4th the value in incense; Craft Wondrous Item feat; Craft Magic Arms and Armor feat

Additional Construction Requirements:
Ability to cast each of the spells in its capability

Construction Cost:
90,000 gp / 190,000 gp / 290,000 gp / 490,000 gp

Appearance

The *zealot's censor* appears as a mastercrafted mace or battle aspergillum. Nicks and dents mar the surface of its globe. It commonly is discovered wrapped in vestments or tatters of ceremonial garb; often, these silks or linens are defaced, grubby, or otherwise far from pristine.

Upon discovery, there is little to suggest that this device is such a massively powerful intelligent artifact.

FlexTable 38: Zealot's Censor

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A mace was forged, long ago, that ennobled religious warriors on the battlefield.	✅ **True.** This may or may not refer to the *zealot's censor*.
15-29	15-30	15-30	01-30	13	A holy water sprinkler was forged into a war mace, and imbued with an intelligence all its own to help serve the gods.	✅ **True.** This speaks to the origins of the artifact.
30-44	31-45	31-45	31-39	14	A *zealot's censor* grants its wielder the fervor to enact her god's will: aiding herself, and harming her enemies.	✅ **True.** This speaks to the beneficial, and harmful, capabilities of the device.
45-59	46-60	46-60	40-49	15	A powerful battle aspergillum grants helpful powers to its wielder so long as they are Lawful Evil.	✅ **True.** This speaks to the artifact's alignment and its desires.
60-74	60-69	60-69	50-59	16	A powerful battle mace inflicts magical harm on enemies, so long as they are in conflict with Lawful Evil objectives.	✅ **True.** This speaks to the artifact's alignment and its desires.
75-89	70-97	70-94	60-69	11	The *zealot's censor* is a powerful magical artifact that will seek to control and command the actions of anyone who picks it up.	☑ **Partially True.** All of this is true, except the assumption of control: the *censor* is only too willing to let its wielder do whatever they want to, so long as it's not counter to its aims.
90-00	98-00	95-00	70-00	13	Wielding the *zealot's censor* for too long without a break risks losing one's very spirit to the device, which fuels its powers.	❌ **False.** The *censor* has no such capabilities.

Demeanor

Upon picking up the *censor*, any creature aligned as it is will be spoken to via telepathy. The artifact makes plain its capabilities, but decrees that such powers will only be granted in service to the item's objectives.

Its aims are simple and straightforward, and (it will remind the wielder at every opportunity) easily achieved: battle, carnage, and bloodshed, against those different and vile.

Chaotic Good enemies are its foe of choice, but any creature not the same alignment as itself are fair game.

Combat Tactics

The *censor* functions as a normal macelike weapon in combat. It will continue to boost its wielder, and inflict damage on its enemies, so long as the wielder is attacking creatures that are in alignment opposition to itself.

☐ At the GM's discretion, if a wielder attempts to use the weapon against creatures the same alignment as the *censor*, it may not only refuse to grant its beneficial powers, but might instead enact its harmful powers against the wielder!

If the wielder attacks an enemy with only one alignment component in common with itself, it may simply revoke its beneficial and harmful abilities altogether.

Modus Operandi

Per the above, the *zealot's censor* seeks bloodshed, plain and simple, and will grant its abilities to any wielder in pursuit of that singular objective.

For every day that transpires in which it is not used to inflict at least 1 point of damage, there is a chance that the *censor* will actively seek another owner. Check at the start of each day: the chance is equal to 🎲 **5%,** plus **5%** for each prior consecutive day in which it has gone unused. Thus a *zealot's censor* that has gone unused for a full week will have a **35%** chance of seeking new ownership.

The *censor* does not always share its decision with its current owner, but may actively threaten this course of action in an effort to spur its wielder into action before it's too late.

Once the *censor* has decided to abandon its current holder,

its bloodlust must be sated to excess in order to placate its desires and re-cement ownership. In game mechanics, this means that the *censor* must be used to inflict 10 / 30 / 50 / 100 points of damage before it gives up on seeking a new wielder. This damage is in total, and is measured across any span of time, against any combination of creatures, so long as it is current owner inflicts the damage, and so long as the *censor* itself is used to inflict it.

"Seeking new ownership" means that that the device will actively use its telepathy to try and get another creature to pick it up and take ownership of it. Not uncommonly, this results in a subsequent battle between the new owner and the old to establish a clear winner.

Notoriety

The *zealot's censor* is something of a hidden treasure. It appears somewhat ordinary, but is up front about its powers once obtained.

Although rumors appear here and there, in a general sense, the device is relatively unknown. It neither resents this, nor really even cares about how it is perceived.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs discover the *zealot's censor*, and pick it up.
- **Plea of the Innocent:** Someone whose loved one was struck down by an overly-zealous wielder of the *censor* seeks the party's help in setting things right.
- **Fringe Notice:** A formerly moderate church has galvanized violently around the zeal of a new militant, who holds in her hand the *zealot's censor*.
- **Appeal from Authority:** Concerned that many of the recent acts attributed to a *censor*-wielder should be considered outright murder, city officials call for vigilante justice in the form of the PCs.
- **Faction Impact**: A religious Faction in town, perhaps the very church the *censor*-wielder purports to serve, has grown concerned about the violence conducted of late in religion's name. They ask the PCs to bring about a solution peacefully if possible.
- **Collateral Damage:** It is very feasible that in the course of a bout of violent religious zeal, a *censor*-wielder attacks the party for no obvious reason other than a continuation of bloodlust.

Habits and Logistics

The *zealot's censor* has bloodlust, and has it bad: going too long without inflicting damage causes it to go a bit insane, along the lines as if a normal person went without sleep for more than a day or two. Thus it will actively call out via its telepathy to a new owner if it is dormant, or has decided to leave its current owner.

Unless the *censor* is introduced to the party by having one of the PCs find it and pick it up, the artifact will already be in the possession of an NPC when the party becomes aware of its impact.

> An excellent way of introducing the *censor* into your campaign is to leverage religions or religious Factions that you already have in place, to "place" the artifact into them, and to brainstorm as to what the likely consequences would be.
>
> Almost always, this will take the form of a religious member inflicting a newfound sense of militant right and might in the name of their god and the *censor* itself.
>
> If a clear, interesting path to introducing the *censor* does not seem evident, or you are simply looking to randomize things, use the table below.

Roll on the table below to determine the type of leader possesses the *censor*.

Table 42: Zealot's Censor Leader Type

d100	Type of Leader	Examples
01-10	**Political leader**	Mayor, king, duke
11-80	**Religious leader**	Archbishop, preacher, priest
81-90	**Congregant**	Villager, citizen who is member of a church
91-00	**Military leader**	Warlord, militia captain, army general

Attitude Tracker Triggers

Attitude Modifiers (see later) should apply to both the *censor* itself, but much more likely, to the *censor's* owner.

Note that the **Attitude Tracker**, and the **Triggers** below, should reflect the attitude of the *censor's* owner. The *censor* itself seeks only bloodshed in alignment with its nature, and neither cares about nor is much aware of more complex social relationships that may exist.

The *censor* will exert its will over its current owner in an attempt to take the actions listed below.

Value	Action
<7	The *censor's* wielder will seek to kill the party, and will actively seek them out.
<13	The *censor's* wielder will attack the PCs if he sees them, but will not actively seek them out.
>18	The artifact's owner will befriend the PCs, and will offer them a prominent role in the church.
>24	The item's wielder will confide in the party plans for greater carnage, and will invite them to help participate in a great cleansing of the impure.

Quests & Encounters

Quest: The Cleansing

Summary: The party is asked to participate in a religious "Cleansing"; they have the option of joining it, or trying to prevent it.

Rewards: Up to **3 Reward Stars**, *zealot's censor*

Locations: Any.

Key NPCs: *Zealot's Censor*, Zealot's Censor Wielder.

Kickoff: The PCs may be in the church when a preacher tries to rally the faithful to participate in a "Cleansing".

Alternately, they may be informed of this intent by a bystander, or a concerned congregant who feels this approach is quite contrary to what they feel the church should be involved with.

Description:

The Cleansing is simple: slay those whom the church feels are evil and impure. Although church leadership—and particularly the censor's wielder, who is its head—would prefer this apply to citizens whose approach to life runs counter to their own, for the time being, the proposed Cleansing is limited to slaying orcs, a warband of which has been spotted outside of town.

Now, while orcs are few people's idea of a pious and well-behaving population, this particular band has done little to attract a genocidal level of ire from an otherwise peaceful town. In fact, these orcs have largely preyed upon brigands, highwaymen, and others who themselves are much more vile and ill-suited for lawful society.

If the PCs ask around, one villager will even liken the orc warband to a spider in the doorway of one's house: if you poke at it, yes, it may attack you; but ultimately, it does more good than harm, in eating flies and other pests.

Any scenario which ends with the *zealot's censor* no longer in the possession of any member of the church merits **2 Reward Stars**, which stacks with other rewards from this Quest.

In any situation in which the *censor's* ownership is up for discussion, the party might seize it. Although there is no immediate further benefit to this beyond the artifact's capabilities, it certainly opens a wealth of further adventuring plot opportunities.

Ultimately, the PCs have three options: ignore, prevent, or participate in the Cleansing.

The PCs can simply ignore the event entirely. This is an odd approach for all but the most neutral, disinterested parties, however, and may have further consequences if it seems in conflict with the alignment of one or more of the PCs.

If you are looking to force involvement in the Cleansing, have it complete its stated mission, but then, spurred on by the zeal and bloodlust, the censor-wielder returns to town and attacks those who could have participated in the event, but did not: namely, the PCs.

Trying to talk the *censor* wielder down from the Cleansing is pointless. A combination of the wielder's natural tendencies, and the rush brought on by the abilities made possible by the artifact, have blinded the wielder to all deterrents but mortal danger.

The PCs can physically try to take the weapon from the wielder; this results in immediate combat.

Slaying the *censor* wielder is worth **1 Reward Star,** which stacks with other rewards from this Quest.

Alternately, the PCs may join the Cleansing. This is quite definitely a Lawful Evil action, and any PCs whose alignement opposes this will be hard-pressed to justify their actions (to themselves, the GM, and/or their gods, if they are, for example, Paladins or Clerics).

They will find it a straightforward fight, and anticlimactic, for the orcs are hardly well-equipped, and the *censor*-wielder is made quite potent by the weapon.

This course of action accrues no reward, other than arguably the experience points associated with slaying the orc warband.

It will also increase the censor-wielder's **Attitude Tracker** by +10, merely for joining the fight; active participation will further improve Attitude by +1 point per orc slain.

Zealot's Censor Wielder

CR 5; XP 200

LE; Medium Humanoid (Human, Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 10,000	CR 17 XP 18,000
Class / HD	Cleric 5	Cleric 9	Cleric 13	Cleric 17
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	20	36	53	72
Armor Class	17	18	19	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 7 (-2)** **WIS 18 (+7)** **CHA 15 (+5)**	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 7 (-2)** **WIS 18 (+8)** **CHA 17 (+7)**	**STR 14 (+2)** **DEX 13 (+1)** **CON 10 (+0)** **INT 7 (-2)** **WIS 18 (+9)** **CHA 19 (+9)**	**STR 14 (+2)** **DEX 14 (+2)** **CON 10 (+0)** **INT 7 (-2)** **WIS 18 (+10)** **CHA 20 (+11)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 14	Passive Perception 14	Passive Perception 14
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Mace +5 (1d6+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *Mace (Weapon +1)* +7 (1d6+3) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** *Mace (Weapon +2)* +9 (1d6+4) **Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)	**Melee** *Mace (Weapon +3)* +11 (1d6+5) **Melee** Dagger +8 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+2); 60 ft.': +8 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+2); 320 ft.': +8 (1d8+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *clairvoyance; dispel magic* **2nd:** *augury; hold person; silence* **1st:** *command; healing word; inflict wounds; sanctuary*	**Save DC 16; Spell Atk +8** **5th:** *flame strike* **4th:** *control water; divination; freedom of movement* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; hold person; silence* **1st:** *command; healing word; inflict wounds; sanctuary*	**Save DC 17; Spell Atk +9** **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; greater restoration* **4th:** *control water; divination; freedom of movement* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; hold person; silence* **1st:** *command; healing word; inflict wounds; sanctuary*	**Save DC 18; Spell Atk +10** **9th:** *gate* **8th:** *holy aura* **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; greater restoration* **4th:** *control water; divination; freedom of movement* **3rd:** *clairvoyance; dispel magic; glyph of warding* **2nd:** *augury; hold person; silence* **1st:** *command; healing word; inflict wounds; sanctuary*
Equipment	Mace; breastplate; shield; light crossbow; crossbow bolts (10x); dagger	*+1 Mace;* *+1 breastplate;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 Mace;* *+2 breastplate;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 Mace;* *+3 breastplate;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Cantrips At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 85. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 17, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Table 43: Attitude Modifiers for Zealot's Censor

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

Sepulchre Stave

Sepulchre Stave

Overview

"Lichstick" is the informal word for this potent necromantic artifact.

This sentient staff that also acts as a phylactery is ever in search of the ideal companion soul to spend eternity with. The problem is, sentient though it may be, it's also insane, and has ever-fluctuating standards that are impossible to meet.

Anyone transferring their soul to the *stave* basically starts the clock on how long it is until the *stave* itself arranges to have the soul ejected and a new one inserted, using the lich themselves as a conduit for this motive.

Sepulchre Stave

Value:
500,000 gp / 800,000 gp / 1M gp / 1.2M gp

Weight 4 lbs.; **Materials** wood, ichor, bone; **Nature** magical; **Aura** strong enchantment (compulsion) [mind-affecting], strong necromancy, strong evocation; **Slot** hand (Two-Handed Weapon)

Weapon Profile:

Group Double, Monk; **Category** Two-Handed; **Proficiency** Simple; **Damage** 1d6/1d6 (bludgeoning); **Critical** x2

Intelligent Item Profile:

CL:	14th / 16th / 18th / 20th
Intellligence:	18 / 20 / 22 / 24
Wisdom:	6 / 8 / 10 / 12
Charisma:	16 / 18 / 20 / 22
Ego:	+6 / +10/ +14/ +18
Alignment:	Chaotic Evil
Senses:	Speech, Senses 30', Read Magic, Read Languages, Telepathy, Darkvision
Languages:	Common, Abyssal, Infernal, Draconic, Giant
Initiative:	+6
Perception:	+4 abcdef

Effect Summary:

The *sepulchre stave* (hereinafter simply "*stave*") is an intelligent, willful magical artifact that operates with a mind of its own. Unless it is dormant, or there is a compelling reason otherwise, treat it for all intents and purposes like an NPC.

So long as the *stave* agrees with its owner's aims, it will allow its wielder to use it to cast spell-like effects. Each of these may target the wielder and/or others, so long as all targets are within the senses of the *stave*.

Each of the abilities listed is usable a number of times per day equal to 8 / 10 / 12 / 14, minus the spell level of the effect (assume Wizard class origins).

As a free action, the *stave* may choose to change the suite of abilities that it does and does not grant to its holder; it may perform this at any time, even if it is not the *stave's* turn or its holders.

Ironically, part of the item's curse is that it itself cannot activate any of its abilities; they must instead be activated by an intelligent creature holding the device. Therefore the artifact executes its will through the physical actions of another. The *stave* welcomes this limitation as it craves living flesh to hold it, that it might manipulate dead flesh.

Any spell effects generated by the *stave* that have a sustaining duration are immediately dispelled when and if the *stave* chooses to revoke the ability from its holder.

- **Spell-like abilities:** *charm person; command; crushing despair; daze; bleed; cause fear; chill touch; decompose corpse; inflict light wounds; ray of enfeeblement.*
- **Spell-like abilities:** as above, plus *doom; restore corpse; repair undead; blindness/deafness; command undead; corpse lanterns; defending bone; inflict moderate wounds; animate dead, lesser.*
- **Spell-like abilities:** as above, plus *inflict serious wounds; ray of exhaustion; speak with dead; aura of doom; animate dead; enervation.*
- **Spell-like abilities:** as above, plus *inflict critical wounds; poison; slay living; circle of death; create undead; curse, major; harm.*

Construction Requirements:
1/10th the value in ivory, 1/8th the value in incense; 1/4th the value in diamonds, which are destroyed as part of the creation process; Craft Wondrous Item feat

Additional Construction Requirements:
Ability to cast each of the spells in its capability

Construction Cost:
280,000 gp / 425,000 gp / 615,000 gp / 690,000 gp

Appearance

Though it operates like a typical quarterstaff, one head of the *sepulchre stave* is decorated with an ornate headpiece.

This carving defies description: eyes bulge out from within, pointing in multiple directions; a sigil adorns the surface of unknown origins; and the entire design seems to drip an ever-slick ichor.

Demeanor

When picked up, the *stave* conveys to its new owner all of its capabilities, and how to trigger them.

Prior to that, it will speak to or convey via telepathy potential owners.

FlexTable 39: Sepulchre Stave

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Necromantic staves grant the wielder immense power over the undead.	✅ **True.** Though this certainly doesn't apply uniquely to the *sepulchre stave*.
15-29	15-30	15-30	01-30	13	Some powerful artifact staves can act as phylacteries for liches or other powerful undead.	✅ **True.** This, too, is not a unique property of the *stave*.
30-44	31-45	31-45	31-39	14	Intelligent and willful, the *sepulchre stave* has razed cities and raised the populace anew as undead.	✅ **True.** The *stave* has been used for this purpose often throughout its history.
45-59	46-60	46-60	40-49	15	A necromantic staff grants its wielder unholy power... but only in service to its aims.	✅ **True.** This speaks to the harmony required with the *stave* to use it.
60-74	60-69	60-69	50-59	16	Tales tell of a staff used to raise the dead that can command an empire... but woe betide the possessor who fails to meet the sentient item's standards!	✅ **True.** Very accurate depiction of the *stave's* uses and risks.
75-89	70-97	70-94	60-69	11	Even for the most accomplished possessor, the *sepulchre stave* may betray its owner, as its needs and wants are ever shifting like sand in a desert.	✅ **True.** This reflects the *stave's* mercurial stance toward ownership.
90-00	98-00	95-00	70-00	13	Fail to meet the ever-shifting needs of the powerful *sepulchre stave*, and find your soul trapped within it!	❌ **False.** Although the *stave* can be used to intentionally store souls, and has limited power over them, it does not punish its owner in this manner.

Combat Tactics

The closest thing to outright combat that affects the *stave* is when it comes time to transition to a new owner.

The stave's quickest, easiest path to a new owner is to bring about the death of its current owner.

However, the trick is typically not merely to slay the owner, but to do so in a manner that guarantees that the *stave* will be discovered by a new owner, preferably one with greater compatability with the *stave's* latest batch of interests and requirements than the current owner.

Modus Operandi

The *stave* is intelligent, and willful, and demanding, but on a day-to-day basis, flexible as to what it asks of its owner.

So long as the owner is behaving in a manner consistent with the artifact's own alignment, it is happy... for a time.

At its core, it is a necrotic device, and it is happiest when it is being used as a phylactery for a lich, or a repository for undead life in some other format.

Each day of ownership, make a secret check as to whether the *stave* decides that it requires new ownership.

The base chance that ownership is retained is **80%**. Adjust this chance based on circumstances as described in the table below. If a set of conditions that brings the chance to 100% or above, no check is necessary.

Table 44: Sepulchre Stave Ownership Modifiers

Modifier	Circumstance
-10	The stave has controlled the owner in the past 24 hours (resulting from failed Ego conflict)
-5	If the owner has killed no other living creature in the last 24 hours
+5	For each living creature the owner has slain in the last 24 hours
+5	For each spell of the Necromancy school, or with the Death descriptor, the owner has cast in the last 24 hours ("casting" includes use of staves, rods, or other magic items, including the *stave* itself)

Modifier	Circumstance
-10	For each creature of the Undead type that the owner has slain over the last 24 hours
-5	For each time in the past 10 days that this check has been failed already
-10	If the owner is in a romantic relationship with at least one other person (the *stave* is asexual and hardly a prude, but hates competition for attention)

If a check is failed on a given day, the *stave* begins to actively seek a new owner. At the start of each subsequent day, keep making this check; if the check is passed, then the *stave's* mercurial nature reconsiders its situation and stays with the owner for the time being.

Notoriety

Among necromancers exclusively, the *sepulchre stave* is known of in some circles of high power, or deep research. Outside of that context, however, even the most learned arcanist would be hard-pressed to accumulate information about it.

Hooks, Integration, & Adventure Seeds

- **Direct Attack:** The PCs discover the *sepulchre stave*, and pick it up.
- **Plea of the Innocent:** Someone approaches the party, claiming that they have seen their newly-buried loved one rise from the grave and stalk the living. They beg the party to investigate and grant their beloved rest.
- **Fringe Notice:** As the party passes the town cemetary, they notice the abundance of freshly-opened graves. Naturally, this may lead to a bit of questioning and further analysis!
- **Appeal from Authority:** Unaccustomed as they are to necromancy and the undead, city militia invite the party to conduct their own investigation into recent grave-robberies and reports of zombie and ghoul attacks.
- **Faction Impact**: Religious factions in town ask the PCs to do something about the vile necromancy that seems to have arisen in recent months.
- **Dark Rumor:** Portents of the End Times and other widespread hand-wringing by the commoners leads the PCs to investigate further.

Habits and Logistics

The *sepulchre stave* is always awake, always aware, and always scheming. Unless the *stave* is introduced to the party by having one of the PCs find it and pick it up, the sceptre will already be in the possession of an NPC when the party becomes aware of its impact.

The best way of introducing the *stave* into your campaign is to assess where it would be most interesting to introduce it—typically in the context of a church, cemetary groundskeeper, or an apothecary who dabbles in necromancy. Then, "place" the *stave* into these circumstances, and brainstorm as to what the likely consequences would be.

If a clear, interesting path to introducing the *stave* does not seem evident, or you are simply looking to randomize things, use the table below.

Roll on the table below to determine the type of leader possesses the *stave*.

Table 45: Sepulchre Stave Leader Type

d100	Type of Leader	Examples
01-10	**Political leader**	Mayor, king, duke
11-45	**Religious leader**	Archbishop, preacher, priest
46-70	**Faction leader**	Guild president, trading leader, chief assassin
71-00	**Shopkeeper or merchant**	Apothecary; alchemist; general store owner

Attitude Tracker Triggers

Attitude Modifiers (see later) should apply to the *stave's* owner. In rare circumstance, the *stave* may have a different perspective toward the PCs than its owner; most commonly this would be in a scenario in which the *stave* wishes to leave its current owner, and views at least one of the PCs as a viable candidate for new ownership.

Value	Action
<7	The *stave's* owner will actively seek to destroy the party, and raise them as undead.
<13	If the *stave's* owner encounters the PCs, s/he will attack them, but s/he will not actively pursue the party so long as they stay away.
>18	The *stave's* wielder views the party as allies, and will offer to help them however s/he can.
>24	The *stave's* owner will ally themselves with the party, and will involve them in any planning or scheming toward the *stave's* aims. Note that this may introduce a likelihood of the *stave* seeking ownership with the PCs after a time, particularly if the party contains at least one character of higher level than its current wielder.

Quests & Encounters

Quest: Ashes to—Ooh, Hi, Who Are

You?

Summary: The party comes across the *sepulchre stave* being used midst a necromantic ritual. Instantly, the stave decides that it wants to be owned by one of the PCs; this creates something of a conflict with the current owner!

Rewards: Up to **3 Reward Stars**, *sepulchre stave*

Locations: Any (graveyard).

Key NPCs: *Sepulchre Stave,* Sepulchre Stave Wielder.

Kickoff: The party is wandering about town, and encounters the graveyard, which they soon realize is home to a macabre scene in which the dead are being brought to a form of malevolent life.

Alternately, the scene can be placed in a cavern, or even in an alley, with corpses having been brought from elsewhere to fuel the ritual.

Description:

It's not that the *stave* doesn't like its current owner: simply that it has a chaotic approach toward ownership, and the PCs just happened to come along when it was contemplating a change.

Mechanically, treat this as the *stave* and owner having just failed the daily check to retain ownership.

The *stave* intuitively selects the party member most likely to align with its needs and preferences.

If there is a Chaotic Evil PC, that PC is targeted automatically; randomize a selection if more than one PC qualifies.

If there is any PC in the party who has spells from the Necromancy school memorized, s/he is the target. If multiple PCs qualify here, pick the one with the greater number of qualifying spells memorized; if there is a tie, simply randomize a selection.

Failing the above approaches, the *stave* will pick the party member closest to its alignment. An Evil character will work, and as a second choice, a Chaotic character will work too.

If none of the above scenarios helps pick a candidate, just randomize which party member is selected; however, the "lower down" on this list of picking options the relationship results from, the sooner the *stave* will seek out new ownership!

If the PCs are able to take the stave from its owner without that owner being killed, it is worth **2 Reward Stars**, which stacks with other rewards for this Quest.

Killing the current owner merits **1 Reward Star**, which stacks with other rewards for this Quest. While this combination may seem awkward, it is actually a likely scenario that the stave causes itself to be dropped, and the PCs pick it up, at which point the now-former owner attacks the party, and they are forced to defend themselves.

The *stave* has made up its mind, and in any event is entirely unused to being talked into anything, so discussing the matter is a moot point. It can be coaxed into picking an alternate target, but the moment it sees the PCs, it is ***so*** over its current owner and will not return to or remain with him.

If the *stave* is dropped, and the PCs do nothing, the former owner will attack them after three rounds of watching them cautiously and waiting to see what happens..

If the stave is dropped, and the PCs immediately pick it up, the former owner attacks them instantly. The owner cannot be talked down from his assault once begun, and he will fight to the death in an effort to retrieve the *stave*.

Sepulchre Stave Wielder

CR 6; XP 2,300

CE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500	CR 18 XP 20,000
Class / HD	Wizard 6	Wizard 10	Wizard 14	Wizard 18
Size / Aln	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)
HP	26	39	53	63
Armor Class	14	15	16	17
Speed	Walk 30’	Walk 30’	Walk 30’; Fly 30’	Walk 30’; Fly 30’
Ability Scores / Saves	**STR 8 (-1)** **DEX 13 (+1)** **CON 9 (+2)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 19 (+7)**	**STR 8 (-1)** **DEX 14 (+2)** **CON 9 (+3)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+9)**	**STR 8 (-1)** **DEX 16 (+3)** **CON 9 (+4)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+10)**	**STR 8 (-1)** **DEX 18 (+4)** **CON 9 (+5)** **INT 16 (+3)** **WIS 8 (-1)** **CHA 20 (+11)**
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
Languages	Common, Deep Speech, Draconic, Elvish			
Attacks	**Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.’: +4 (1d4+1); 60 ft.’: +4 (1d4+1) **Ranged** Dart) --> 20 ft.’: -6 (1d4+1); 80 ft.’: -6 (1d4+1)	**Ranged** Dart) --> 20 ft.’: -4 (1d4+2); 80 ft.’: -4 (1d4+2) **Melee** *Dagger (Weapon +1)* +7 (1d4+3) **Ranged** *Dagger (Weapon +1/*Thrown) 20 ft.’: +7 (1d4+3); 60 ft.’: +7 (1d4+3)	**Ranged** Dart) --> 20 ft.’: -2 (1d4+3); 80 ft.’: -2 (1d4+3) **Melee** *Dagger (Weapon +2)* +10 (1d4+5) **Ranged** *Dagger (Weapon +2/*Thrown) 20 ft.’: +10 (1d4+5); 60 ft.’: +10 (1d4+5)	**Ranged** Dart) --> 20 ft.’: +0 (1d4+4); 80 ft.’: +0 (1d4+4) **Melee** *Dagger (Weapon +3)* +13 (1d4+7) **Ranged** *Dagger (Weapon +3/*Thrown) 20 ft.’: +13 (1d4+7); 60 ft.’: +13 (1d4+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Presence, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell
Spell-casting	**Save DC 15; Spell Atk +7** **3rd:** *gaseous form; major image; stinking cloud* **2nd:** *hold person; invisibility; scorching ray* **1st:** *burning hands; false life; fog cloud; silent image*	**Save DC 17; Spell Atk +9** **5th:** *dominate person; hold monster* **4th:** *dimension door; dominate beast; polymorph* **3rd:** *gaseous form; major image; stinking cloud* **2nd:** *hold person; invisibility; scorching ray* **1st:** *burning hands; false life; fog cloud; silent image*	**Save DC 18; Spell Atk +10** **7th:** *finger of death* **6th:** *circle of death* **5th:** *dominate person; hold monster* **4th:** *dimension door; dominate beast; polymorph* **3rd:** *gaseous form; major image; stinking cloud* **2nd:** *hold person; invisibility; scorching ray* **1st:** *burning hands; false life; fog cloud; silent image*	**Save DC 19; Spell Atk +11** **9th:** *power word kill* **8th:** *power word stun* **7th:** *finger of death* **6th:** *circle of death* **5th:** *dominate person; hold monster; wall of stone* **4th:** *dimension door; dominate beast; polymorph* **3rd:** *gaseous form; major image; stinking cloud* **2nd:** *hold person; invisibility; scorching ray* **1st:** *burning hands; false life; fog cloud; silent image*
Equipment	Dagger; dart (4x)	*+1 Dagger;* dart (4x)	*+2 Dagger;* dart (4x)	*+3 Dagger;* dart (4x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Presence Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Draconic Resilience As magic flows through your body, it causes physical

traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. White, Damage Type Cold. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 18 sorcery points. You can never have more sorcery points than 18 at once. You regain all spent sorcery points when you finish a long rest.

Twinned Spell When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Table 46: Attitude Modifiers for Sepulchre Stave

Starting Attitude: **18 (Indifferent)**

Name	Condition	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**+2**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**+1**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	Villain witnesses the PCs discussing the villain and/or their henchmen	**-4**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+10**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	**+2**	Per offense, no limit
Extant	PCs have slain a guard, but have not been caught	**+5**	Per offense, maximum -15 total
Action	PCs heal or "boon" this NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs save this NPC's life	**+15**	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	**-2**	Per failed check; no maximum
Investigation	PCs discover something fundamental about this villain's MO or deeds and/or discovers lair or residence	**-10**	"Fundamental" is left to the GM to adjudicate; stacks with other Investigation modifiers
Investigation	PCs rescue a victim, recover a corpse, or otherwise "undo" or find hard evidence of death at the hands of this villain	**-10**	Initial and first-time-only; -2 per additional victim or evidence beyond the first; no limit; stacks with other Investigation modifiers
Investigation	PCs give evidence of this villain's crimes to authorities	**-8**	Stacks with other Investigation modifiers

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