

DARK RETURN

THE DEAD GULCH 5TH EDITION NPC CONVERSION



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The Dead Gulch: NPC 5th Edition Conversion Guide

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**THIS GUIDE IS TO HELP CONVERT THE NPC'S FROM
THE DEAD GULCH ADVENTURE TO 5TH EDITION
DUNGEONS AND DRAGONS.**

BANDITS

Male Humans

AC 12 (Leather Armor)

HP 11 (2d8+2)

Speed 30 ft.

STR 15 (+2), DEX 13 (+1), CON 14 (+2), INT 11 (+0),

WIS 13 (+1), CHA 11 (+0)

Languages: Common

Passive Perception 10

Challenge

Actions

Longsword. Melee Weapon Attack, +2 to hit, one target,

Hit: 5 (1d8+1) slashing damage

ZOMBIE, BOGGART

Small Undead

AC 8

HP 10 (2d8+2)

Speed 20 ft.

STR 10 (+0), DEX 6 (-2), CON 14 (+2), INT 3 (-4), WIS 6

(-2), CHA 5 (-3)

Saving Throws WIS +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages understands all languages it knew in life but can't speak

Challenge ¼ (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack, +3 to hit, one target, reach 5 ft., Hit: 4 (1d6+1) bludgeoning damage

HAFSHA

Male Human Fighter 3 (Champion)

AC 15 (Chainmail)

HP 31 (3d10+3)

Speed 30 ft.

STR 17 (+3), DEX 6 (-2), CON 13 (+1), INT 9 (-1), WIS

11 (+0), CHA 10 (+0)

Languages: Common

Senses Passive Perception 10

Fighting Style: Defense. When Hafsha is wearing armor, he

gains a +1 bonus to AC.

Second Wind. On his turn, Hafsha can use a bonus action to regain 1d10 + 3 hit points (1d10 + his fighter level). Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Hafsha can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Improved Critical. Weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Flail. Melee Weapon Attack, +3 to hit, one target, Hit: 7 (1d8+3) bludgeoning damage

STREET THUGS

Male Humans

AC 11 (Leather Armor)

HP 32 (5d8+2)

Speed 30 ft.

STR 15 (+2), DEX 11 (+0), CON 14 (+2), INT 11 (+0),

WIS 10 (+0), CHA 11 (+0)

Languages: Common

Passive Perception 10

Challenge

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of a creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Longsword. Melee Weapon Attack, +2 to hit, one target,

Hit: 5 (1d8+1) slashing damage

Heavy Crossbow. Ranged Weapon Attack, range 100/400 ft., one target, Hit 5 (1d10) piercing damage

THUNDROM (p 27)

Large Beast

AC 15 (Natural Armor)

HP 38

Speed 40 ft.

STR 17 (+3), DEX 10 (+0), CON 16 (+3), INT 2 (-4), WIS

10 (+0), CHA 7 (-2)

Passive Perception 12

Challenge 2 (450 XP)

Actions

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

Bite. Melee Weapon Attack, +3 to hit, one target, Hit: 6 (1d6+3) piercing damage

FITZ

Male Human Rogue 1

AC 14 (Padded Armor)

HP 9 (1d8+1)

Speed 30 ft.

STR 10 (+0), DEX 17 (+3), CON 12 (+1), INT 14 (+2),

WIS 9 (-1), CHA 14 (+2)

Languages: Common, Halfling, Thieves' Cant

Senses Passive Perception 10

Sneak Attack. Once per turn, Fitz can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. If another enemy of his target is within 5 feet of the target, that enemy is not incapacitated, and Fitz does not have disadvantage on the attack roll, he does not require advantage to deal the extra 1d6 damage.

Actions

Sap. Melee Weapon Attack, one target, Hit: 2 (1d4) bludgeoning damage

Dart. Ranged Weapon Attack, +3 to hit, range 20/60 ft., one target, Hit 4 (1d4+3) piercing damage

MALYNN

Adept Luminar (Wizard - Evoker) 6

AC 11

HP 26 (6d6)

Speed 30 ft.

STR 9 (-1), DEX 13 (+1), CON 10 (+0), INT 18 (+4), WIS 14 (+2), CHA 13 (+1)

Spell Save DC: 15

Spell attack modifier: +7

Languages: Common,

Senses Passive Perception 10

Sculpt Spells. Malynn can create pockets of relative safety within the effects of his evocation spells. When he casts an evocation spell that affects other creatures that he can see, he 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. **Potent Cantrip.** Malynn's damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against Malynn's cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effects from the cantrip.

Actions

Dagger. Melee Weapon Attack or Melee Ranged Attack,

finesse, light, thrown (20/60) +1 to hit, one target, Hit: 3 (1d4+1) piercing damage

Spells

Cantrips. Fire Bolt, Mage Hand, Minor Illusion, Shocking Grasp

1st. Detect Magic, Burning Hands, Feather Fall, Identify

2nd. Alter Self, Invisibility, Flaming Sphere,

3rd. Lightning Bolt, Haste, Major Image

LORTHAIN

Male Human Fighter 6 (Champion)

AC 18 (Plate armor)

HP 58 (6d10+18)

Speed 30 ft.

STR 15 (+2), DEX 10 (+0), CON 16 (+3), INT 13 (+1),

WIS 14 (+2), CHA 11 (+0)

Languages: Common

Senses Passive Perception 10

Fighting Style: Great Weapon Fighting. When Lorthain rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon he is wielding with two hands, he may reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for him to gain this benefit.

Second Wind. On his turn, Lorthain can use a bonus action to regain 1d10 + 3 hit points (1d10 + his fighter level).

Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Lorthain can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Improved Critical. Weapon attacks score a critical hit on a roll of 19 or 20.

Extra Attack. Lorthain attacks twice when he takes the Attack action on his turn.

Actions

Greatsword. Melee Weapon Attack, heavy, two-handed, +2 to hit, one target, Hit: 7 (2d6+2) slashing damage

BOGGARTS

Small Humanoid

AC 15 (leather armor, shield)

HP 7 (2d6)

Speed 30 ft.

STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 10 (+0),

WIS 8 (-1), CHA 8 (-1)

Languages: Common, Boggart

Senses darkvision 60 ft., Passive Perception 10

Challenge ¼ (50 XP)

Nimble Escape. A boggart can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Dagger. Melee Weapon Attack, +1 to hit, one target, Hit: 2 (1d4) piercing damage.

Sling. Ranged Weapon Attack 30/120, +2 to hit, one target, Hit 3 (1d4+1) bludgeoning damage.

IAKAVA

Small Outsider

AC 14

HP 8 (1d8)

Speed 30 ft.

STR 9 (-1), DEX 16 (+3), CON 10 (+0), INT 10 (+), WIS 9 (-1), CHA 8 (-1)

Saving Throws WIS +0

Senses darkvision 60 ft., Scent, passive perception 10

Languages Common, Demonic

Challenge 1 (200 XP)

Maniacal Laugh. Target must make a DC 12 Wisdom save or be shaken for 1d4 rounds.

Actions

Bite. Melee Weapon Attack, +3 to hit, one target, Hit: 2 (1d4-1) piercing damage

Claws. Melee Weapon Attack, +3 to hit, one target, Hit 1 (1d3-1) slashing damage

GERSHAK (POSSESSED BOGGART CHIEF)

Male Boggart Fighter 2

AC 18 (scale armor, shield)

HP 8 (1d8)

Speed 20 ft.

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

Senses darkvision 60 ft., passive perception 12

Languages Common, Boggart

Challenge 1 (200 XP)

Camouflage. Gershak is possessed by a demon of the Navirim and receives a +8 bonus on Hide rolls.

Actions

Light Hammer. Melee Weapon Attack, +1 to hit, one target, Hit: 2 (1d4+1) bludgeoning damage

Light Hammer. Melee Ranged Attack (20/60), +3 to hit, one target, Hit: 2 (1d4+1) bludgeoning damage

GHOUL

Medium Undead

AC 12

HP 22 (5d8)

Speed 30 ft.

STR 13 (+1), DEX 15 (+2), CON 10 (+0), INT 7 (-2), WIS 10 (+0), CHA 6 (-2)

Saving Throws WIS +0

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. Melee Weapon Attack, +2 to hit, one target, reach 5 ft., Hit: 9 (2d6+2) piercing damage

Claws. Melee Weapon Attack, +4 to hit, reach 5 ft., one target, Hit 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LORD RESLY

Male Human Necromancer (Wizard) 3

AC 11

HP 11 (3d6)

Speed 30 ft.

STR 9 (-1), DEX 11 (+0), CON 9 (-1), INT 20 (+5), WIS 13 (+1), CHA 14 (+2)

Spell Save DC: 17

Spell attack modifier: +9

Languages: Common, Abyssal, Celestial, Draconic,

Druidic, Sylvan

Senses Passive Perception 10

Grim Harvest. Once per turn when he kills one or more creatures with a spell of 1st level or higher, Resly regains hit points equal to twice the spell's level or three times its level if the spell belongs to the School of Necromancy. He does not gain this benefit for killing constructs or undead.

Actions

Dagger. Melee Weapon Attack or Melee Ranged Attack, finesse, light, thrown (20/60) +1 to hit, one target, Hit: 3 (1d4+1) piercing damage

Spells

Cantrips. Light, Chill Touch, Mage Hand

1st. Burning Hands, Expeditious Retreat, Magic Missile, Ray of Sickness

2nd. Blindness/Deafness, Web

LADY RESLY

Medium Outsider

AC 17

HP 24 (5d6)

Speed 30 ft. fly 50 ft.

STR 10 (+0), DEX 17 (+3), CON 10 (+0), INT 13 (+1),

WIS 12 (+1), CHA 14 (+2)

Languages: Common, Fey

Damage Resistances Acid, Cold

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Damage Vulnerabilities Cold iron, Silver

Senses Darkvision 60 ft., Innate Detect Magic, Passive

Perception 18

Challenge 3 (700 XP)

Gaseous Form. As the spell. At will.

Augury. As the spell. 1/day.

Suggestion. As the spell. 1/day. DC 15.

Ear-Piercing Scream. 4/day. One target suffers 2d6 sonic damage and is dazed. A successful DC 16 Constitution saving throw halves the damage and negates the dazed effect.

SKELETONS

Medium Undead

AC 13

HP 13 (2d8+4)

Speed 30 ft.

STR 10 (+0), DEX 14 (+2), CON 15 (+2), INT 6 (-2), WIS 8 (-1), CHA 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive perception 9

Languages understands all languages it knew in life but can't speak

Challenge ¼ (50 XP)

Actions

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

Davin (Zombie)

Medium Undead

AC 8

HP 22 (3d8+9)

Speed 20 ft.

STR 13 (+1), DEX 6 (-2), CON 16 (+3), INT 3 (-4), WIS 6 (-2), CHA 5 (-3)

Saving Throws WIS +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages understands all languages it knew in life but can't speak

Challenge ¼ (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack, +3 to hit, one target, reach 5ft., Hit: 4 (1d6+1) bludgeoning damage

ANVA

Female Human Enchanter (Wizard) 2

AC 11

HP 8 (2d6-2)

Speed 30 ft.

STR 9 (-1), DEX 13 (+1), CON 9 (-1), INT 16 (+3), WIS 10 (+0), CHA 16 (+3)

Spell Save DC: 13

Spell attack modifier: +5

Languages: Common, Sylvan

Senses Passive Perception 10

Hypnotic Gaze. Anva may choose one creature that she can see within 5 feet of her. If the target can see or hear her, it must succeed on a Wisdom saving throw against her spell save DC (13) or be charmed until the end of Anva's next turn. The charmed creature's speed drops to 0 and it is incapacitated and visibly dazed. Anva may use her action on subsequent turns to maintain the effect, extending its duration until the end of her next turn. However, the effect ends if she moves more than 5 feet away from the creature, if the creature can neither see nor hear Anva, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, Anva cannot use this feature on that creature again until she finishes a long rest.

Actions

Dagger. Melee Weapon Attack or Melee Ranged Attack, finesse, light, thrown (20/60) +1 to hit, one target, Hit: 3 (1d4+1) piercing damage

Spells

Cantrips. Acid Splash, Friends, Poison Spray

1st. (3) Charm Person, Fog Cloud, Sleep

TENTACLE CRAWLER

Huge Vermin

AC 18 (natural armor)

HP 56 (12d10 + 48)

Speed 30 ft.

STR 22 (+6), DEX 14 (+2), CON 19 (+4), INT 2 (-4), WIS 11 (+0), CHA 2 (-4)

Senses Darkvision 60 ft., Passive Perception 16

Challenge 4 (1100 XP)

Actions

Bite. Melee Weapon Attack, +6 to hit, reach 5 ft., one target, Hit 12 (1d6+9) piercing damage. If the tentacle crawler succeeds on a bite attack, it uses its tentacles to attempt a grapple attack as a free action. It may only grab creatures of size Large or smaller. A successful grapple attack causes no extra damage but the target is held and the tentacle crawler gets an additional +2 on its bite attacks on that target.

Tail Sting. Melee Weapon Attack, +6 to hit, reach 5 ft., one target, Hit 12 (1d6+9) piercing damage. A target hit by the tentacle crawler's sting must make a DC 16 Constitution saving throw or be poisoned for 6 turns. A poisoned creature suffers a 1d3 reduction to its strength score every turn it is poisoned. A Cure Poison spell halts further damage.

IMP

Tiny fiend (devil, shapeshchanger)

AC 13

HP 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR 6 (-2), DEX 17 (+3), CON 13 (+1), INT 11 (+0), WIS 12 (+1), CHA 14 (+2)

Languages: Infernal, Common

Senses Darkvision 120 ft., Passive Perception 11

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Challenge 1 (200 XP)

Shapeshchanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it does.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Actions

Sting (Bite in Beast Form). Melee Weapon Attack, +5 to hit, reach 5 ft., one target. Hit 5 (1d4 + 3) piercing damage and the target must make a DC 11 Constitution saving throw taking 10 (3d6) poison damage on a failed save or half as much damage on a successful save.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries becomes invisible with it.

OTYUGH

Large Aberration

AC 14 (natural armor)

HP 114 (12d10 + 48)

Speed 30 ft.

STR 16 (+3), DEX 11 (+0), CON 19 (+4), INT 6 (-2), WIS 13 (+1), CHA 6 (-2)

Saving Throws Con +7

Languages: Otyugh

Senses Darkvision 120 ft., Passive Perception 11

Challenge 5 (1800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack, +6 to hit, reach 5 ft., one target, Hit 12 (2d8+3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack, +6 to hit, reach 10 ft., one target. Hit 7 (1d8+3) bludgeoning damage, plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6+3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and is not stunned.

GLIMMER WORM

(p 50)

Medium Monstrosity

AC 15 (natural armor)

HP 38

Speed 15 ft., climb 20 ft.

STR 16 (+3), DEX 12 (+1), CON 17 (+3), INT 2 (-4), WIS 10 (+0), CHA 4 (-3)

Saving Throws Con +7

Languages: Otyugh

Senses Darkvision 60 ft., Passive Perception 10

Challenge 2 (450 XP)

A glimmer worm may coat an area in ooze. Any creature passing through the area is reduced to half normal speed unless the creature makes a DC 18 Strength saving throw.

Actions

Bite. Melee Weapon Attack, +3 to hit, one target, Hit: 6 (1d6+3) piercing damage.

Ooze Spit. Ranged Weapon Attack, +1 to hit, one target. A glimmer worm can fire a small ball of slime at a range of 60 feet. If the target is a creature, the target is slowed to half normal speed. A creature can remove the slime by making a DC 20 Strength saving throw.

DRETCH

Small Outsider

AC 14

HP 18 (2d10+7)

Speed 15 ft., climb 20 ft.

STR 12 (+1), DEX 10 (+0), CON 14 (+2), INT 5 (-3), WIS 11 (+0), CHA 11 (+0)

Languages: Abyssal (cannot speak, may only communicate via telepathy to a range of 100 feet with Abyssal-speaking targets)

Damage Resistances Acid, Cold, Fire

Damage Immunities Electricity, Poison

Damage Vulnerabilities Cold iron

Senses Darkvision 60 ft., Passive Perception 15

Challenge 2 (450 XP)

Fear. As the spell. 1/day. Each creature in a 30-foot cone must succeed on a DC 11 Wisdom saving throw or drop whatever it is holding and become frightened for one minute or until the Dretch's concentration is broken.

Stinking Cloud. As the spell. 1/day. Any creature in the 20-foot radius sphere area of effect must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action for that turn retching and dazed.

Summon. As a standard action, a dretch has a 35% chance of summoning another dretch every round.

Actions

Multiattack. A dretch may attack twice per turn with its claws.

Claws. Melee Weapon Attack, +4 to hit, one target, Hit: 3 (1d4+1) slashing damage.

Bite. Melee Weapon Attack, +4 to hit, one target, Hit: 3 (1d4+1) piercing damage.

SIRIN- ESTRA'ZTH (FULL POWER)

Medium Outsider

AC 17

HP 24 (5d6)

Speed 30 ft.

STR 10 (+0), DEX 17 (+3), CON 10 (+0), INT 13 (+1), WIS 12 (+1), CHA 14 (+2)

Languages: Common, Fey

Damage Resistances Acid, Cold

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Damage Vulnerabilities Cold iron, Silver

Senses Darkvision 60 ft., Innate Detect Magic, Passive Perception 18

Challenge 3 (700 XP)

Gaseous Form. As the spell. At will.

Augury. As the spell. 1/day.

Suggestion. As the spell. 1/day. DC 15.

Ear-Piercing Scream. 4/day. One target suffers 2d6 sonic damage and is dazed. A successful DC 16 Constitution saving throw halves the damage and negates the dazed effect.

PREGENERATED ADVENTURERS

MARAH

Female Human Ranger 2

Background: Outlander (Homesteader)

AC 15

HP 17

Proficiency Bonus +2

Size Medium

Speed 30 ft.

STR 12 (+1), DEX 16 (+3), CON 15 (+2), INT 14 (+1),

WIS 10 (+0), CHA 14 (+1)

Spell Save DC. 10

Spell Attack Modifier. +2

Languages: Common, Sylvan

Senses Passive Perception 10

Saving Throws. Strength, Dexterity

Skills (Proficiencies in bold)

Athletics

Insight

Survival

Wanderer. Marah has an excellent memory for maps and geography and she can always recall the general layout of terrain, settlements, and other features around her. In addition, she can find food and fresh water for herself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Favored Enemy. Fey.

Natural Explorer. Grassland. See Players Handbook p. 91 for details.

Fighting Style. Archery. Marah gains a +2 bonus to attack rolls made with ranged weapons.

Spells.

1st. Ensnaring Strike, Hunter's Mark,

Shortbow (Legacy) Melee Ranged Attack (80/320), two-handed, +4 to hit, Hit: 5 (1d6+4) piercing damage
Elven Longsword Melee Weapon Attack, versatile (1d10) +2 to hit, Hit: 4 (1d8+1) slashing damage

MARAH

Female Human Ranger 3

Background: Outlander (Homesteader)

AC 15

HP 17

Proficiency Bonus +2

Size Medium

Speed 30 ft.

STR 12 (+1), DEX 16 (+3), CON 15 (+2), INT 14 (+1),

WIS 10 (+0), CHA 14 (+1)

Spell Save DC. 10

Spell Attack Modifier. +2

Languages: Common, Sylvan

Senses Passive Perception 10

Saving Throws. Strength, Dexterity

Skills (Proficiencies in bold)

Athletics

Insight

Survival

Wanderer. Marah has an excellent memory for maps and geography and she can always recall the general layout of terrain, settlements, and other features around her. In addition, she can find food and fresh water for herself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Colossus Slayer. When Marah hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it is below its hit point maximum. She can deal this extra damage only once per turn.

Favored Enemy. Fey.

Natural Explorer. Grassland. See Players Handbook p. 91 for details.

Fighting Style. Archery. Marah gains a +2 bonus to attack rolls made with ranged weapons.

Spells.

1st. Cure Wounds, Ensnaring Strike, Hunter's Mark,

Shortbow (Legacy) Melee Ranged Attack (80/320), two-handed, +4 to hit, Hit: 5 (1d6+4) piercing damage
Elven Longsword Melee Weapon Attack, versatile (1d10) +2 to hit, Hit: 4 (1d8+1) slashing damage

XYLA

Female Elfing Rogue 2

Background. Outlander

AC 15

HP 13

Proficiency Bonus +2

Size Small

Speed 25 ft.

STR 10 (+0), DEX 15 (+2), CON 10 (+0), INT 11 (+0),

WIS 9 (-1), CHA 16 (+3)

Languages: Common, Elfing, Thieves' Cant

Senses Passive Perception 10

Skills (Proficiencies in bold)

Acrobatics

Deception

Sleight of Hand

Stealth

Survival

Thieves' Tools

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

Nimble. Xyla may move through the space of any creature that is of a size larger than hers.

Wanderer. Xyla has an excellent memory for maps and geography and she can always recall the general layout of terrain, settlements, and other features around her. In addition, she can find food and fresh water for herself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Expertise. Xyla's proficiency bonus is doubled to +4 when she uses her thieves' tools or when she uses her Stealth skill.

Sneak Attack. Once per turn, Xyla can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. If another enemy of her target is within 5 feet of the target, that enemy is not incapacitated, and Xyla does not have disadvantage on the attack roll, she does not require advantage to deal the extra 1d6 damage.

Cunning Action. Xyla may take a bonus action on each of her turns in combat. This action can be used only to take the Dash, Disengage, or Hide actions.

Actions

Short Sword of Xandra (Legacy) Melee Weapon Attack, finesse, light, +3 to hit, Hit: 4 (1d6+2) piercing damage
Quarterstaff Melee Weapon Attack, versatile (1d8), Hit: 3 (1d6) bludgeoning damage

Sling Ranged Weapon Attack (30/120), +2 to hit, Hit 3 (1d4+2) bludgeoning damage

Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +2 to hit, Hit: 3 (1d4+3) piercing damage

XYLA

Female Elfing Rogue 3

Background. Outlander

AC 15

HP 18

Proficiency Bonus +2

Size Small

Speed 25 ft.

STR 10 (+0), DEX 15 (+2), CON 10 (+0), INT 11 (+0),

WIS 9 (-1), CHA 16 (+3)

Languages: Common, Elfing, Thieves' Cant

Senses Passive Perception 10

Skills (Proficiencies in bold)

Acrobatics

Deception

Sleight of Hand

Stealth

Survival

Thieves' Tools

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

Nimble. Xyla may move through the space of any creature that is of a size larger than hers.

Wanderer. Xyla has an excellent memory for maps and geography and she can always recall the general layout of terrain, settlements, and other features around her. In addition, she can find food and fresh water for herself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Expertise. Xyla's proficiency bonus is doubled to +4 when she uses her thieves' tools or when she uses her Stealth skill.

Sneak Attack. Once per turn, Xyla can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. If another enemy of her target is within 5 feet of the target, that enemy is not incapacitated, and Xyla does not have disadvantage on the attack roll, she does not require advantage to deal the extra 1d6 damage.

Cunning Action. Xyla may take a bonus action on each of her turns in combat. This action can be used only to take the Dash, Disengage, or Hide actions.

Fast Hands. Xyla may use the bonus action granted by her Cunning Action to make a Dexterity (Sleight of Hand) check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Actions

Short Sword of Xandra (Legacy) Melee Weapon Attack, finesse, light, +3 to hit, Hit: 4 (1d6+2) piercing damage
Quarterstaff Melee Weapon Attack, versatile (1d8), Hit: 3 (1d6) bludgeoning damage
Sling Ranged Weapon Attack (30/120), +2 to hit, Hit 3 (1d4+2) bludgeoning damage
Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +2 to hit, Hit: 3 (1d4+3) piercing damage

TORMAS

Male Human Fighter 2
Background City Dweller

AC 16 (Scale armor – Legacy)
HP 22 (2d10+6)
Proficiency Bonus +2
Speed 30 ft.
STR 15 (+2), DEX 11 (+0), CON 16 (+3), INT 12 (+1),
WIS 12 (+1), CHA 10 (+0)
Languages: Common
Senses Passive Perception 11
Saving Throws Strength Constitution

Skills (Proficiencies in bold)
Athletics
Insight
Intimidation
Perception

City Secrets. Tormas knows his way around cities and can find passages through the urban sprawl that others would miss. When he is not in combat, Tormas and two others he leads can travel between any two locations in a city twice as fast as that of the companion with the lowest speed rating in the group.

Fighting Style: Defense. When Tormas is wearing armor, he gains a +1 bonus to AC.

Second Wind. On his turn, Tormas can use a bonus action to regain 1d10 + 2 hit points (1d10 + his fighter level). Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Tormas can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Shortbow Melee Ranged Attack (80/320), two-handed, Hit: 3 (1d6) piercing damage
Bastard Sword Melee Weapon Attack, versatile (1d10) +2 to hit, Hit: 4 (1d8+2) slashing damage

TORMAS

Male Human Fighter (Champion) 3
Background City Dweller

AC 16 (Scale armor - Legacy)
HP 31 (3d10+9)
Proficiency Bonus +2
Speed 30 ft.
STR 15 (+2), DEX 11 (+0), CON 16 (+3), INT 12 (+1),
WIS 12 (+1), CHA 10 (+0)
Languages: Common
Senses Passive Perception 11
Saving Throws Strength Constitution

Skills (Proficiencies in bold)
Athletics
Insight
Intimidation
Perception

City Secrets. Tormas knows his way around cities and can find passages through the urban sprawl that others would miss. When he is not in combat, Tormas and two others he leads can travel between any two locations in a city twice as fast as that of the companion with the lowest speed rating in the group.

Fighting Style: Defense. When Tormas is wearing armor, he gains a +1 bonus to AC.

Second Wind. On his turn, Tormas can use a bonus action to regain 1d10 + 2 hit points (1d10 + his fighter level).

Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Tormas can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Improved Critical. Weapon attacks score a critical hit on a roll of 19 or 20.

Shortbow Melee Ranged Attack (80/320), two-handed, Hit: 3 (1d6) piercing damage
Bastard Sword Melee Weapon Attack, versatile (1d10) +2 to hit, Hit: 4 (1d8+2) slashing damage

JORISH

Male Human Wylder (Sorcerer – Wild Mage) 2
Background Commoner

AC 11
HP 8 (2d6-2)
Proficiency Bonus +2
Speed 30 ft.

STR 10 (+0), DEX 12 (+1), CON 9 (-1), INT 13 (+1), WIS 12 (+1), CHA 16 (+3)
Spell Save DC: 13
Spell attack modifier: +5
Languages: Common, Sylvan
Senses Spell Sight, Passive Perception 11

Skills (Proficiencies in bold)

Arcana
Animal Handling
Insight
Survival

Rustic Hospitality. Jorish fits in among the common folk and can find a place to rest and recuperate among them unless he has shown himself to be a danger to them.

Commoners may shield Jorish and his companions from the law but they will not risk their lives for him.

Wild Magic Surge. Immediately after Jorish casts a sorcerer spell of 1st level or higher, the DM can have his player roll on the Wild Magic Surge table to create a random magic effect.

Tides of Chaos. Jorish may gain advantage on one attack roll, ability check, or saving throw. Once he has used this feature he must finish a long rest before using it again. Any time before Jorish regains this power, the DM may have his player roll on the Wild Magic Surge table immediately after he has cast a sorcerer spell of 1st level or higher. Jorish then regains the use of this feature.

Flexible Casting. Jorish may use his unexpended Sorcery Points to create spell slots as a bonus action. A first-level spell slot costs 2 Sorcery Points. Sorcery points are regained after Jorish finishes a long rest. Spell slots may also be transformed into Sorcery Points at a rate of one Sorcery Point per the slot's level.

Sorcery Points 2

Cantrips (4) Chill Touch, Dancing Lights, Prestidigitation, Ray of Frost

Spells Known 3 Disguise Self, False Life, Magic Missile
Spell Slots per Level:
1st 3

Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +1 to hit, Hit: 3 (1d4+1) piercing damage
Walking Staff (Legacy) Melee Weapon Attack, versatile (1d8+1), +1 to hit, Hit: 4 (1d6+1) bludgeoning damage

JORISH

Male Human Wylder (Sorcerer – Wild Mage) 3
Background Commoner

AC 11

HP 8 (2d6-2)

Proficiency Bonus +2

Speed 30 ft.

STR 10 (+0), DEX 12 (+1), CON 9 (-1), INT 13 (+1), WIS 12 (+1), CHA 16 (+3)

Spell Save DC: 13

Spell attack modifier: +5

Languages: Common, Sylvan

Senses Spell Sight, Passive Perception 11

Skills (Proficiencies in bold)

Arcana
Animal Handling
Insight
Survival

Rustic Hospitality. Jorish fits in among the common folk and can find a place to rest and recuperate among them unless he has shown himself to be a danger to them.

Commoners may shield Jorish and his companions from the law but they will not risk their lives for him.

Wild Magic Surge. Immediately after Jorish casts a sorcerer spell of 1st level or higher, the DM can have his player roll on the Wild Magic Surge table to create a random magic effect.

Tides of Chaos. Jorish may gain advantage on one attack roll, ability check, or saving throw. Once he has used this feature he must finish a long rest before using it again. Any time before Jorish regains this power, the DM may have his player roll on the Wild Magic Surge table immediately after he has cast a sorcerer spell of 1st level or higher. Jorish then regains the use of this feature.

Flexible Casting. Jorish may use his unexpended Sorcery Points to create spell slots as a bonus action. A first-level spell slot costs 2 Sorcery Points. A second-level spell slot costs 3 Sorcery Points. Sorcery Points are regained after Jorish finishes a long rest. Spell slots may also be transformed into Sorcery Points at a rate of one Sorcery Point per the slot's level.

Metamagic. Jorish may spend Sorcery Points on the following metamagic effects:

Twinned Spell. When Jorish casts a spell that targets only one creature and doesn't have a range of self, he can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell. If the spell is a cantrip, it only costs 1 sorcery point to use this effect.

Empowered Spell. When Jorish rolls damage for a spell, he

can spend 1 sorcery point to reroll a number of the damage dice up to his Charisma modifier (minimum of one). He must use the new rolls. Empowered Spell may be used even if another metamagic effect has been used during the casting of the spell.

Sorcery Points 3

Cantrips (4) Chill Touch, Dancing Lights, Prestidigitation, Ray of Frost

Spells Known Disguise Self, False Life, Magic Missile, Scorching Ray

Spell Slots

1st 4

2nd 2

Dagger Melee Weapon Attack, finesse, light, thrown

(20/60), +1 to hit, Hit: 3 (1d4+1) piercing damage

Walking Staff (Legacy) Melee Weapon Attack, versatile (1d8+1), +1 to hit, Hit: 4 (1d6+1) bludgeoning damage

AGNAR

Male Human Barbarian 2

Background Soldier

AC 14 (Unarmored Defense)

HP 25 (2d12+6)

Proficiency Bonus +2

Speed 30 ft.

STR 18 (+4), DEX 12 (+1), CON 17 (+3), INT 13 (+1),

WIS 10 (+0), CHA 11 (+1)

Languages: Common, Mideon

Senses Danger Sense, Passive Perception 10

Saving Throws Strength, Constitution

Skills (Proficiencies in bold)

Athletics

Intimidation

Nature

Rage. See Players Handbook p. 48 for details.

Unarmored Defense. When not wearing armor, Agnar's AC is equal to 10 + his Dexterity bonus + his Constitution bonus. He may use a shield and still gain this benefit.

Reckless Attack. During the first attack Agnar makes on his turn, he may decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn but attack rolls against him have advantage until his next turn.

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

Greatsword (Legacy) Melee Weapon Attack, heavy, two-

handed, +5 to hit, Hit: 9 (2d6+5) slashing damage

AGNAR

Male Human Barbarian (Berserker) 3

Background Soldier

AC 14 (Unarmored Defense)

HP 46 (3d12+9)

Proficiency Bonus +2

Speed 30 ft.

STR 18 (+4), DEX 12 (+1), CON 17 (+3), INT 13 (+1),

WIS 10 (+0), CHA 11 (+1)

Languages: Common, Mideon

Senses Danger Sense, Passive Perception 10

Saving Throws Strength, Constitution

Skills (Proficiencies in bold)

Athletics

Intimidation

Nature

Rage. See Players Handbook p. 48 for details.

Unarmored Defense. When not wearing armor, Agnar's AC is equal to 10 + his Dexterity bonus + his Constitution bonus. He may use a shield and still gain this benefit.

Reckless Attack. During the first attack Agnar makes on his turn, he may decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn but attack rolls against him have advantage until his next turn.

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

Frenzy. When Agnar rages, for the duration of the rage, he can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level of exhaustion.

Greatsword (Legacy) Melee Weapon Attack, heavy, two-handed, +5 to hit, Hit: 9 (2d6+5) slashing damage

NASIR

Male Human Fighter 2

Background Noble

AC 11

HP 20 (2d10+2)

Proficiency Bonus +2

Speed 30 ft.

STR 13 (+1), DEX 17 (+3), CON 13 (+1), INT 11 (+1),

WIS 9 (-1), CHA 12 (+1)

Languages: Common

Senses Passive Perception 10

Skills (Proficiencies in bold)

Acrobatics
Animal Handling
History
Persuasion

Position of Privilege. Nasir is used to moving among the highest levels of society. Common folk sense this and tend to avoid any actions that would displease Nasir. Other people of high birth treat him as a member of the same social sphere.

Two-Weapon Fighting. When Nasir engages in two-weapon fighting, he can add his ability modifier to the damage of the second attack.

Second Wind. On his turn, Tormas can use a bonus action to regain 1d10 + 2 hit points (1d10 + his fighter level). Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Tormas can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Shortsword (Legacy) Melee Weapon Attack, finesse, light +4 to hit, Hit: 5 (1d6+4) piercing damage

Shortsword Melee Weapon Attack, finesse, light +3 to hit, Hit: 4 (1d6+3) piercing damage

Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +3 to hit, Hit: 4 (1d4+3) piercing damage

NASIR

Male Human Fighter (Champion) 3
Background Noble

AC 11

HP 29 (3d10+3)

Proficiency Bonus +2

Speed 30 ft.

STR 13 (+1), DEX 17 (+3), CON 13 (+1), INT 11 (+1),

WIS 9 (-1), CHA 12 (+1)

Languages: Common

Senses Passive Perception 10

Skills (Proficiencies in bold)

Acrobatics
Animal Handling
History
Persuasion

Position of Privilege. Nasir is used to moving among the highest levels of society. Common folk sense this and tend to avoid any actions that would displease Nasir. Other people of high birth treat him as a member of the same

social sphere.

Two-Weapon Fighting. When Nasir engages in two-weapon fighting, he can add his ability modifier to the damage of the second attack.

Second Wind. On his turn, Tormas can use a bonus action to regain 1d10 + 2 hit points (1d10 + his fighter level). Once this feature has been used, he must finish a short or long rest before using it again.

Action Surge. On his turn, Tormas can take one additional action on top of his regular action and a possible bonus action. Once this feature has been used, he must finish a short or long rest before using it again.

Improved Critical. Weapon attacks score a critical hit on a roll of 19 or 20.

Shortsword (Legacy) Melee Weapon Attack, finesse, light +4 to hit, Hit: 5 (1d6+4) piercing damage

Shortsword Melee Weapon Attack, finesse, light +3 to hit, Hit: 4 (1d6+3) piercing damage

Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +3 to hit, Hit: 4 (1d4+3) piercing damage

INOLA

Male Wilde Elf Druid Luminar (Circle of the Land) 2
Background Acolyte

AC 11

HP 9 (2d8-2)

Proficiency Bonus +2

Speed 30 ft.

STR 10 (+0), DEX 15 (+2), CON 9 (-1), INT 14 (+1), WIS

15 (+2), CHA 12 (+1)

Spell Save DC: 11

Spell attack modifier: +3

Languages: Common, Sylvan, Druidic

Saving Throws Intelligence, Wisdom

Senses Passive Perception 12

Skills (Proficiencies in bold)

Insight
Medicine
Nature
Survival

Shelter of the Faithful. Inola and any of his companions he vouches for will be treated respectfully by other druids and may receive shelter, food, and healing from them.

Wild Shape. Inola may magically assume the shape of a beast that he has seen before. His maximum CR is ¼ and the beast he transforms into may not possess flying or swimming speeds. See the Players Handbook pp. 66-67 for more details.

Natural Recovery. During a short rest, Inola may recover expended spell slots. The spell slots can have a combined

level equal to or less than half of Inola's Druid level (rounded up). Inola may not use this feature again until after he has finished a short rest.

Spells

Cantrips Guidance, Poison Spray, Resistance
1st Detect Poison and Disease, Entangle, Jump

Shortbow (Legacy) Melee Ranged Attack (80/320), two-handed, +4 to hit, Hit: 5 (1d6+4) piercing damage
Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +3 to hit, Hit: 4 (1d4+3) piercing damage
Walking Staff Melee Weapon Attack, versatile (1d8) Hit: 3 (1d6) bludgeoning damage

Spells

Cantrips Guidance, Poison Spray, Resistance
1st Detect Poison and Disease, Entangle, Jump
2nd Gust of Wind, Invisibility, Lesser Restoration, Pass Without Trace,

Shortbow (Legacy) Melee Ranged Attack (80/320), two-handed, +4 to hit, Hit: 5 (1d6+4) piercing damage
Dagger Melee Weapon Attack, finesse, light, thrown (20/60), +3 to hit, Hit: 4 (1d4+3) piercing damage
Walking Staff Melee Weapon Attack, versatile (1d8) Hit: 3 (1d6) bludgeoning damage

INOLA

Male Wilde Elf Druid Luminar (Circle of the Land) 3
Background Acolyte

AC 11
HP 13 (3d8-3)
Proficiency Bonus +2
Speed 30 ft.
STR 10 (+0), DEX 15 (+2), CON 9 (-1), INT 14 (+1), WIS 15 (+2), CHA 12 (+1)
Spell Save DC: 11
Spell attack modifier: +3
Languages: Common, Sylvan, Druidic
Saving Throws Intelligence, Wisdom
Senses Passive Perception 12

Skills (Proficiencies in bold)

Insight
Medicine
Nature
Survival

Shelter of the Faithful. Inola and any of his companions he vouches for will be treated respectfully by other druids and may receive shelter, food, and healing from them.

Wild Shape. Inola may magically assume the shape of a beast that he has seen before. His maximum CR is $\frac{1}{4}$ and the beast he transforms into may not possess flying or swimming speeds. See the Players Handbook pp. 66-67 for more details.

Natural Recovery. During a short rest, Inola may recover expended spell slots. The spell slots can have a combined level equal to or less than half of Inola's Druid level (rounded up). Inola may not use this feature again until after he has finished a short rest.

Circle Spells. Inola gains spells from his Circle. These spells have been added to his spell list below.

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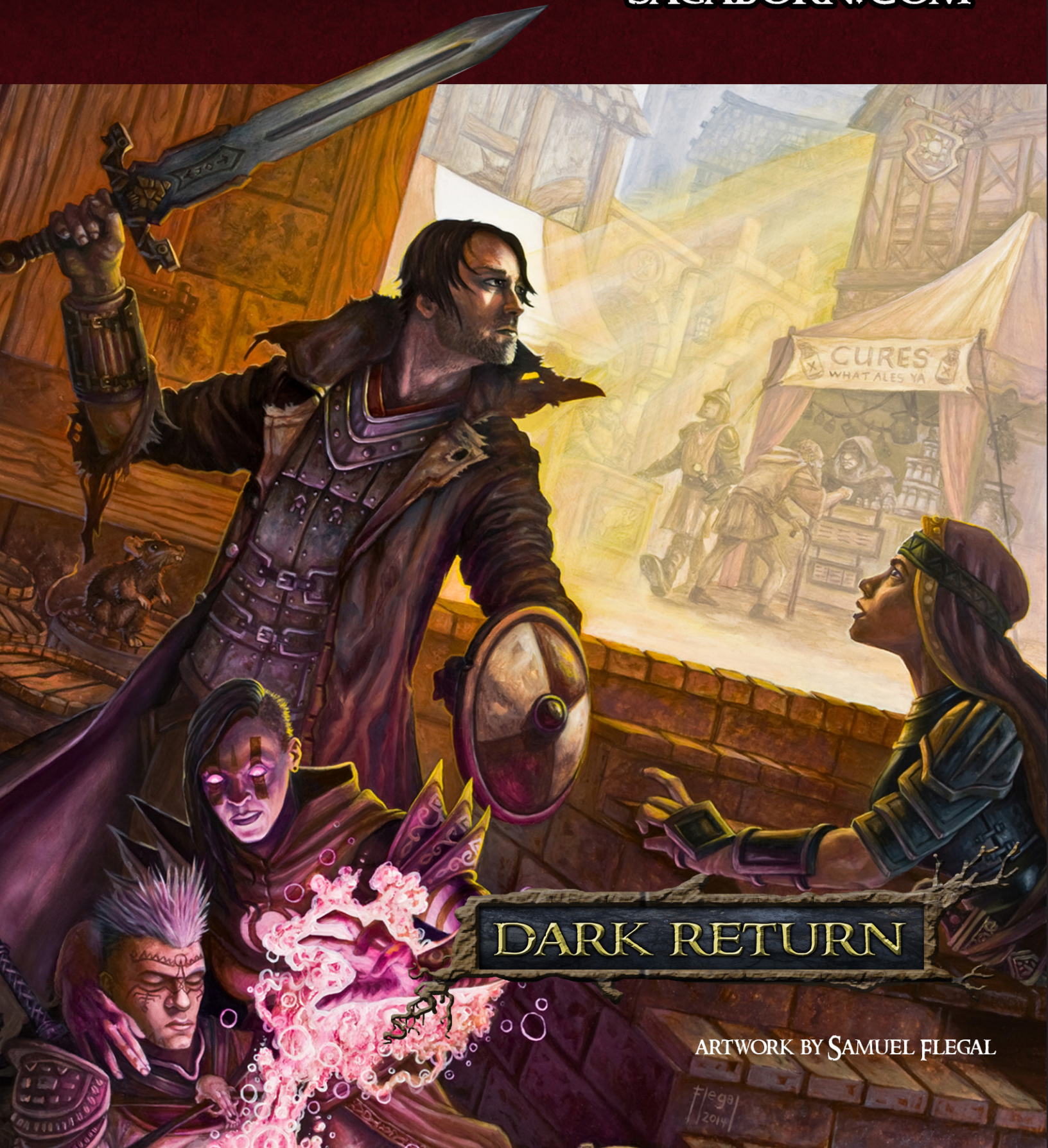
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