Gyptian (Nomadic People of the North)

The Gyptians are a fiercely independent and resourceful group, primarily consisting of boaters and travelers who roam the rivers of the North. They value family, loyalty, and freedom, often working together to survive the harsh environment. Despite their humble appearance, they possess a great deal of hidden strength and skill in combat and trade.

Gyptian Warrior (Neutral Good)

Armor Class: 14 (Leather Armor, Light Shields)

Hit Points: 65 (8d10 + 24)

Speed: 30 ft.

Ability Scores

• Strength: 14 (+2)

• Dexterity: 16 (+3)

• Constitution: 16 (+3)

• Intelligence: 12 (+1)

• Wisdom: 14 (+2)

• Charisma: 13 (+1)

Saving Throws

• Strength +4, Dexterity +6, Constitution +5

Skills

• Athletics +4, Insight +4, Perception +5, Survival +5

• Proficiency in Stealth (due to their river-dwelling skills)

Damage Resistances:

• Cold damage (from their life on the river)

Senses:

• Darkvision 60 ft. (from navigating through dark rivers and caves)

Languages:

• Common, Gyptian Dialect, Old River Tongue

Traits & Abilities

Riverborne Heritage:

• Gyptians are naturally adapted to water, giving them advantage on Strength (Athletics) checks made to swim and resistance to cold damage.

Survival Instincts:

• The Gyptian’s life on the rivers and forests has granted them advantage on Wisdom (Survival) checks to track, forage, or navigate through difficult terrain.

Loyalty to the Family:

• Gyptians are highly devoted to their families and gain temporary hit points equal to their Wisdom modifier (minimum of 1) whenever they take a short rest with an ally they consider family (this can include companions or close friends they’ve bonded with).

River Smuggler:

• As former travelers and sometimes smugglers, Gyptians know how to move through the world without being noticed.

• You have proficiency in Stealth and are considered to have advantage on Stealth checks when in urban or waterway environments.

Actions

Multiattack

• Gyptian Warriors make two attacks per turn with their bow or melee weapon.

Gyptian Longbow (Ranged Weapon Attack)

• Ranged Attack: +6 to hit, range 150/600 ft., one target.

• Hit: 9 (1d8 + 3) piercing damage.

Wooden Club (Melee Weapon Attack)

• Melee Attack: +5 to hit, reach 5 ft., one target.

• Hit: 7 (1d6 + 3) bludgeoning damage.

Trick Shot (Recharge 5-6):

• The Gyptian warrior uses a quick, unorthodox technique to confuse their target.

• Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target.

• Hit: 10 (1d8 + 3) piercing damage. The target must succeed on a DC 13 Wisdom saving throw or be blinded until the start of the Gyptian’s next turn.

Legendary Gyptian (Higher Rank Warrior or Leader)

For higher-ranking Gyptian leaders or those who’ve survived against great odds, consider these additional abilities:

• AC 16, HP 95, Extra Attack (3 per turn)

• Tactical Boatman: When on a waterborne vessel, the Gyptian has advantage on all attacks and saving throws.

• Ambush Predator: If a Gyptian is hidden or not seen by their target at the start of combat, they deal extra 2d6 damage on the first attack.

• Inspiring Leadership: Once per long rest, the Gyptian can rally their allies. All allies within 30 feet gain advantage on attack rolls for 1 minute.

CR (Challenge Rating):

• Standard Gyptian Warrior: CR 5 (1,800 XP)

• Legendary Gyptian Leader: CR 7 (2,900 XP)

Final Thoughts

• Gyptian warriors should be stealthy, resourceful, and adaptable, making use of their surroundings and their skills to survive and thrive in dangerous conditions.

• Consider adding unique Gyptian artifacts such as magical tokens or weapons from the river to create even more special abilities.

• Depending on the environment and adventure, they may focus on defending their family, trading goods, or guarding their waterways.

Ma Costa (Gyptian Matriarch)

Ma Costa is a proud and capable leader of the Gyptians, known for her strength, intelligence, and fierce protectiveness over her people. As the mother of Lyra Belacqua’s close friend, she embodies the ideals of loyalty, wisdom, and leadership.

Ma Costa (Neutral Good)

Armor Class: 15 (Leather Armor, Defensive Stance)

Hit Points: 85 (10d10 + 30)

Speed: 30 ft.

Ability Scores

• Strength: 16 (+3)

• Dexterity: 14 (+2)

• Constitution: 16 (+3)

• Intelligence: 14 (+2)

• Wisdom: 18 (+4)

• Charisma: 16 (+3)

Saving Throws

• Strength +6, Constitution +6, Wisdom +7

Skills

• Insight +7, Persuasion +6, Survival +6

• Proficiency in Animal Handling (Ma Costa has a special connection with animals, especially the Gyptian riverboats)

Damage Resistances:

• Cold damage (from her river journey experience)

Senses:

• Darkvision 60 ft. (from navigating through caves and forests)

Languages:

• Common, Gyptian Dialect, Old River Tongue

Traits & Abilities

Gyptian Matriarch’s Leadership:

• As a leader of her people, Ma Costa can rally and inspire her allies.

• All allies within 30 feet of her gain advantage on saving throws against fear and charm effects.

• Once per short rest, she can grant an ally within 30 feet a free attack on their turn.

Animal Connection:

• Ma Costa has an innate connection to animals, especially those found along the rivers of the North.

• Advantage on Wisdom (Animal Handling) checks and can speak with animals of her region once per day as if using the Speak with Animals spell.

Protective Instinct:

• As a mother and protector of her people, Ma Costa can reduce damage she or an ally takes.

• Reaction: When a creature she can see within 10 feet of her takes damage, she can use her reaction to reduce the damage by 5, potentially preventing it from causing a critical hit or debilitating injury.

Actions

Multiattack

• Ma Costa makes two attacks per turn with either a sword or a ranged weapon.

Gyptian Longbow (Ranged Weapon Attack)

• Ranged Attack: +7 to hit, range 150/600 ft., one target.

• Hit: 10 (1d8 + 4) piercing damage.

Short Sword (Melee Weapon Attack)

• Melee Attack: +6 to hit, reach 5 ft., one target.

• Hit: 8 (1d6 + 4) slashing damage.

Rallying Cry (Recharge 5-6):

• Ma Costa lets out a war cry, inspiring her allies to fight with renewed vigor.

• All allies within 30 feet gain advantage on attack rolls and temporary hit points equal to Ma Costa’s Wisdom modifier (minimum of 1) for 1 minute.

Legendary Ma Costa (Higher-Ranking Matriarch)

• AC 16, HP 100, Extra Attack (3 per turn)

• Allies within 30 feet of her gain resistance to cold damage.

• Strategic Leader: When Ma Costa uses the Rallying Cry, all allies within 30 feet gain advantage on saving throws for the duration of the rally.

CR (Challenge Rating):

• Ma Costa: CR 8 (3,500 XP)

Farder Coram (Gyptian Elder and Warrior)

Farder Coram is a seasoned Gyptian elder and a loyal protector. A man of wisdom and experience, Coram has served the Gyptian people for many years, offering advice, combat prowess, and a deep understanding of the world.

Farder Coram (Neutral Good)

Armor Class: 17 (Studded Leather Armor, Shield)

Hit Points: 110 (13d10 + 40)

Speed: 30 ft.

Ability Scores

• Strength: 18 (+4)

• Dexterity: 14 (+2)

• Constitution: 16 (+3)

• Intelligence: 15 (+2)

• Wisdom: 20 (+5)

• Charisma: 14 (+2)

Saving Throws

• Strength +8, Constitution +7, Wisdom +9

Skills

• Athletics +8, Insight +9, Perception +8, Survival +8

• Proficiency in Intimidation (from years of battle and negotiation)

Damage Resistances:

• Cold, Psychic (due to his mental toughness)

Senses:

• Darkvision 60 ft.

Languages:

• Common, Gyptian Dialect, Old River Tongue

Traits & Abilities

Gyptian Elder’s Wisdom:

• Farder Coram’s wisdom gives him unparalleled insight into the hearts and minds of others.

• Advantage on Wisdom (Insight) checks to determine a creature’s intentions.

• He can also grant an ally within 30 feet a Wisdom modifier bonus to a saving throw once per short rest.

Battle-Hardened:

• With decades of combat experience, Farder Coram knows how to survive the most dangerous situations.

• Resistant to psychic damage and advantage on saving throws against fear.

Gyptian Rally:

• Farder Coram has a natural talent for commanding others.

• Once per long rest, Farder Coram can use a rallying call that grants all allies within 60 feet advantage on their next attack roll and temporary hit points equal to his Wisdom modifier (minimum of 1).

Actions

Multiattack

• Farder Coram makes three attacks per turn with either a longsword or ranged weapon.

Gyptian Longsword (Melee Weapon Attack)

• Melee Attack: +8 to hit, reach 5 ft., one target.

• Hit: 12 (1d8 + 4) slashing damage.

Hand Crossbow (Ranged Weapon Attack)

• Ranged Attack: +7 to hit, range 30/120 ft., one target.

• Hit: 8 (1d6 + 2) piercing damage.

Commanding Shout (Recharge 5-6):

• Farder Coram yells a commanding shout to embolden his comrades.

• All allies within 60 feet gain advantage on all saving throws for 1 minute and can immediately make a free attack on their turn.

Legendary Farder Coram (Heroic Leader of the Gyptians)

• AC 18, HP 130, Extra Attack (4 per turn)

• Rallying Leader: Farder Coram can use his Commanding Shout twice per long rest.

• Shield Wall: When Farder Coram and an ally are within 10 feet of each other, both gain +2 to their AC.

CR (Challenge Rating):

• Farder Coram: CR 9 (5,000 XP)

Lord Faa (Gyptian King)

Lord Faa is the leader of the Gyptians, a wise and noble figure known for his leadership, his keen intellect, and his unwavering commitment to the Gyptian people. As the ruler of his people, he is both a statesman and a warrior, capable of leading through diplomacy and strength.

Lord Faa (Lawful Good)

Armor Class: 18 (Plate Armor, Shield)

Hit Points: 130 (16d10 + 50)

Speed: 30 ft.

Ability Scores

• Strength: 18 (+4)

• Dexterity: 14 (+2)

• Constitution: 18 (+4)

• Intelligence: 16 (+3)

• Wisdom: 20 (+5)

• Charisma: 18 (+4)

Saving Throws

• Strength +8, Constitution +8, Wisdom +9, Charisma +8

Skills

• Athletics +8, Insight +9, Persuasion +9, History +6, Perception +8

• Proficiency in Leadership (Lord Faa’s ability to command and maintain control is legendary)

Damage Resistances:

• Cold damage (due to his long time spent navigating the frozen rivers)

Senses:

• Darkvision 60 ft. (from traveling across various lands, including the frigid north)

Languages:

• Common, Gyptian Dialect, Old River Tongue

Traits & Abilities

Gyptian Sovereign:

• As the king of the Gyptians, Lord Faa has a commanding presence and is well-versed in the art of leadership.

• All allies within 60 feet of him gain advantage on saving throws against fear and can add his Charisma modifier (minimum of 1) to any ability checks or saving throws they make once per turn.

Royal Command:

• Lord Faa’s words carry weight, and his orders are often obeyed without question.

• Bonus Action: Once per short rest, Lord Faa can issue a command to one creature within 60 feet. That creature must succeed on a Wisdom saving throw (DC 18) or be compelled to obey his command for 1 minute. The command can be as simple as “attack,” “defend,” or “flee.”

Rallying Presence:

• As a natural leader, Lord Faa’s presence on the battlefield inspires others to fight with unwavering conviction.

• Once per long rest, Lord Faa can use his action to inspire all allies within 30 feet, granting them advantage on attack rolls and temporary hit points equal to his Charisma modifier for 1 minute.

Royal Protector:

• Lord Faa can choose to protect his allies in times of dire need.

• Reaction: When a creature he can see within 5 feet of him is hit by an attack, Lord Faa can use his reaction to impose disadvantage on the attack roll and reduce the damage by 7.

Actions

Multiattack

• Lord Faa makes three attacks per turn with either a greatsword or ranged weapon.

Greatsword (Melee Weapon Attack)

• Melee Attack: +9 to hit, reach 5 ft., one target.

• Hit: 16 (2d6 + 4) slashing damage.

Longbow (Ranged Weapon Attack)

• Ranged Attack: +8 to hit, range 150/600 ft., one target.

• Hit: 12 (1d8 + 4) piercing damage.

Regal Command (Recharge 5-6):

• Lord Faa can command the battlefield with authority, rallying his forces to even greater heights.

• All allies within 60 feet of Lord Faa gain advantage on their next saving throw and immediately gain an extra action on their next turn (only for basic attacks or movement).

Legendary Lord Faa (King of the Gyptians)

• AC 19, HP 150, Extra Attack (4 per turn)

• Imperial Leadership: Once per long rest, Lord Faa can cast a spell of his choice from the cleric or paladin spell list without expending a spell slot.

• Defensive Stance: Once per long rest, Lord Faa can gain resistance to all damage for 1 minute as a bonus action.

• Gyptian Shieldwall: When Lord Faa and one or more allies are within 10 feet of each other, they gain +2 AC and advantage on saving throws against being frightened or charmed.

CR (Challenge Rating):

• Lord Faa: CR 10 (6,400 XP)