



MÔRGÆN

If I had wanted to kill, I would have killed.

The ranger Mōrgæn is a renowned tracker and hunter, able to pinpoint-target foes at any range, then vanish into the woods with no one the wiser. Her legendary ability with the longbow and the custom arrows she crafts instills fear into the hearts of her many enemies—and more than a few of her coworkers. Famously, she is the only member of Acquisitions Incorporated known to be paid in advance, lest a missed invoice lead to dire repercussions.

A child of the forest, Mōrgæn defends the natural world with singular ferocity and an impressive rate of sustained fire. Her core philosophy is that one should shoot first and then ask no questions later. Because what's the point of asking questions when the person you've shot first is already dead? Still, when the situation calls for it, this protector of the woodlands is equally at home on missions of subterfuge and social interaction in the big city, provided her well-known love of ale, wine, and other intoxicants doesn't get the better of her.

MÔRGÆN

Medium humanoid (elf), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +6

Skills Athletics +3, Insight +4, Nature +3, Perception +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Dwarvish, Giant, Goblin

Challenge 4 (1,100 XP)

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

Innate Spellcasting. Mōrgæn's spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:

At will: *mage hand*

Spellcasting. Mōrgæn is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): *alarm*, *animal friendship*, *hunter's mark*

2nd level (3 slots): *pass without trace*, *spike growth*

3rd level (2 slots): *conjure animals*

ACTIONS

Multiattack. Mōrgæn makes three attacks with her scimitars or her longbow.

Scimitars. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.