

## JARHILD STONEFORGE

Medium humanoid (shield dwarf), lawful good

**Armor Class** 17 (scale mail, shield, defense fighting style)

**Hit Points** 25 (3d10 + 9)

**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

**Saving Throws** Str +5, Con +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish

**Challenge 2** (450 XP)

**Dwarven Resilience.** Jarhild has advantage on saving throws against poison.

**Improved Critical.** Jarhild's weapon attacks score a critical hit on a roll of 19 or 20.

### ACTIONS

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

**Handaxe.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



## HOMMET SHAW

Medium humanoid (human), neutral

**Armor Class** 12 (15 with mage armor)

**Hit Points** 19 (3d6 + 9)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	10 (+0)

**Saving Throws** Int +5, Wis +2

**Senses** passive Perception 10

**Languages** Common, Dwarvish, Elvish, Infernal

**Challenge 2** (450 XP)

**Spellcasting.** Hommet is a 3rd-level spellcaster. His spellcasting ability is Intelligence (save DC 13, +5 to hit with spell attacks). Hommet has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, shocking grasp*  
1st level (4 slots): *detect magic, mage armor, magic missile, ray of sickness*

2nd level (2 slots): *misty step, ray of enfeeblement*

### ACTIONS

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



## ILLYDIA MAETHELLYN

Medium humanoid (moon elf), chaotic good

**Armor Class** 15 (chain shirt)

**Hit Points** 13 (3d8)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
9 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	14 (+2)

**Saving Throws** Wis +4, Cha +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common, Draconic, Dwarvish, Elvish, Sylvan

**Challenge 2** (450 XP)

**Spellcasting.** Illydia is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Illydia has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *spare the dying*

1st level (4 slots): *command*, *cure wounds*, *guiding bolt*, *identify*, *sanctuary*

2nd level (2 slots): *augury*, *lesser restoration*, *prayer of healing*, *suggestion*

### ACTIONS

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

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

**Turn Undead (Recharges after a Short or Long Rest).** Illydia presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet of her 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 Illydia as it can, and it can't willingly move to a space within 30 feet of her. 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.

## LARETHAR GULGRIN

Medium humanoid (gold dwarf), neutral

**Armor Class** 15 (studded leather)

**Hit Points** 19 (3d8 + 6)

**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+2)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)

**Saving Throws** Dex +5, Int +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish, Thieves' cant

**Challenge 2** (450 XP)

**Dwarven Resilience.** Larethar has advantage on saving throws against poison.

**Sneak Attack (1/Turn).** Larethar deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Larethar that isn't incapacitated and Larethar doesn't have disadvantage on the attack roll.

**Cunning Action/Fast Hands.** Larethar can take a bonus action on each of his turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. He can also use this action to make a Dexterity (Sleight of Hand) check with a +5 bonus, or to use his thieves' tools to disarm a trap or open a lock.

**Thief.** Larethar gets a +7 to Dexterity checks he can make while using his thieves' tools.

### ACTIONS

**Multiattack.** Larethar makes two attacks: one with his dagger and one with his shortsword.

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

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

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



# BRYN LIGHTFINGERS

*Small humanoid (strongheart halfling), neutral good*

**Armor Class** 14 (leather)

**Hit Points** 22 (3d10 + 6)

**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
9 (-1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** Str +1, Dex +5

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** Common, Draconic, Elvish, Halfling

**Challenge 2** (450 XP)

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

**Brave.** Bryn has advantage on saving throws against being frightened.

**Stout Resilience.** Bryn has advantage on saving throws against poison.

**Spellcasting.** Bryn is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Bryn has the following ranger spells prepared:

1st level (3 slots): *ensnaring strike, hunter's mark, longstrider*

## ACTIONS

**Multiattack.** Bryn makes two attacks: one with her dagger and one with her shortsword.

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

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

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

