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Elmo of Hommlet

Medium humanoid (human), chaotic good

Class: Ranger (Hunter) 5 / Fighter 2 (Champion)

Background: Folk Hero

Alignment: Chaotic Good

Role: Guardian of Hommlet, covert protector, potential ally

Armor Class

17 (chain mail, shield, Defense style)

Hit Points

66 (7d10 + 21)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws

Str +7, Con +6, Wis +5

Skills

Athletics +7, Survival +5, Perception +5, Stealth +4

Proficiencies

Armor (all), Weapons (all), Brewer's tools, Mason's tools

Languages

Common, Elvish

Senses

Passive Perception 15

Features

- **Favored Enemy (Humanoids – Bandits & Cultists):** Advantage on Survival and Intelligence checks
- **Natural Explorer (Forest):** Ignore difficult terrain, stealth at normal pace

- **Fighting Style (Defense):** +1 AC
- **Second Wind (1/rest):** Regain 1d10+2 HP
- **Action Surge (1/rest):** Take one additional action
- **Extra Attack**
- **Colossus Slayer:** +1d8 damage once/turn to damaged target
- **Remarkable Athlete:** Add +1 to Strength-based skills
- **Feat – Sentinel:** Opportunity attacks reduce speed to 0; hit disengaging foes

Actions

Multiattack. Elmo makes two melee attacks.

Battleaxe. +7 to hit, 1d8+4 slashing (1d10+4 two-handed)

Javelin. +5 to hit, 1d6+4 piercing, range 30/120 ft.

Bonus Actions

Favored Enemy Awareness. DC 15 Insight to identify disguised faction agents

Reactions

Sentinel Strike. Stop movement on OA hit

Equipment

Chain mail, shield, battleaxe, 3 javelins, wineskin, badge of Burne's Badgers

Roleplaying Elmo

Grizzled but good-hearted. Plays drunk to mislead. Loyal to Burne and Rufus.

Burne, Most Worshipful Mage of Hommlet

Medium humanoid (human), lawful neutral

Class: Wizard (War Magic) 9

Background: Noble (Retainer of Verbobonc)

Race: Human (Grey Oeridian stock)

Role: Arcane leader, tactical spellcaster

Armor Class

17 (Mage Armor + Arcane Deflection)

Hit Points

65 (9d6 + 27)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Saving Throws

Int +8, Wis +5

Skills

Arcana +8, History +6, Insight +5, Persuasion +6

Languages

Common, Draconic, Elvish, Infernal

Senses

Passive Perception 11

Features

- **Arcane Deflection:** +2 AC or +4 to save as reaction
- **Tactical Wit:** +4 initiative
- **Power Surge (2/long rest):** +9 force damage on spell hit
- **Durable Magic:** +2 AC/saves while concentrating
- **Spellcasting (DC 16 / +8):** 5th-level spells

Spell List

Cantrips: *Prestidigitation, Ray of Frost, Mage Hand, Minor Illusion, Fire Bolt*

1st: *Mage Armor, Shield, Detect Magic, Magic Missile*

2nd: *Misty Step, Mirror Image, Scorching Ray*

3rd: *Counterspell, Fireball, Fly*

4th: *Greater Invisibility, Ice Storm, Arcane Eye*

5th: *Wall of Force, Telekinesis*

Actions

Fire Bolt. +8 to hit, 2d10 fire

Quarterstaff. +4 to hit, 1d6 bludgeoning

Reactions

Arcane Deflection or **Counterspell**

Equipment

Quarterstaff, robe of protection, ring of spell storing (Shield, Misty Step)

Roleplaying Burne

Formal, intelligent, ambitious. Keeps the peace. Strategic in war and diplomacy.

Rufus, Warden of Hommlet

Medium humanoid (human), lawful good

Class: Fighter (Champion) 8

Background: Soldier (Knight of Verbobonc)

Race: Human (Oeridian)

Role: Martial commander, protector of the village

Armor Class

18 (half plate + shield)

Hit Points

88 (8d10 + 32)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Saving Throws

Str +7, Con +7

Skills

Athletics +7, Intimidation +5, History +3, Insight +4

Features

- **Fighting Style – Protection:** Impose disadvantage on hits to allies
- **Second Wind:** 1d10+8 HP (1/rest)
- **Action Surge:** Extra action (1/rest)

- **Improved Critical:** Crit on 19–20
- **Extra Attack**
- **Remarkable Athlete**
- **Feat – Inspiring Leader:** 16 temp HP to 6 creatures after a speech

Actions

Multiattack. Two attacks

Warhammer. +7 to hit, 1d8+4 bludgeoning (1d10+4 two-handed)

Javelin. +5 to hit, 1d6+4 piercing

Equipment

Half plate, shield, warhammer, 3 javelins, key ring, fortress blueprint scroll

Roleplaying Rufus

Grim, loyal, alert. Trusted commander. Builds for defense, not ambition.

Spugnoir, Itinerant Mage

Medium humanoid (human), neutral good

Class: Wizard (Divination) 4

Background: Sage (Arcane Apprentice of Dyvers)

Race: Human (Mixed Oerid/Flan)

Armor Class

13 (Mage Armor)

Hit Points

27 (4d6 + 12)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	17 (+3)	12 (+1)	11 (+0)

Saving Throws

Int +6, Wis +4

Skills

Arcana +6, History +6, Investigation +5, Insight +4

Languages
Common, Elvish, Draconic
Tools
None
Senses
Passive Perception 11

Features

- **Portent (Divination):** Roll 2d20 after long rest to replace attack/save/check
- **Arcane Recovery:** Regain 1 spell slot on short rest
- **Spellcasting (DC 14 / +6):** 2nd-level spells

Spells

Cantrips: *Mage Hand, Fire Bolt, Light, Minor Illusion*
1st (4 slots): *Mage Armor, Detect Magic, Magic Missile, Shield, Comprehend Languages*
2nd (3 slots): *Misty Step, Mirror Image, Scorching Ray*

Actions

Fire Bolt. +6 to hit, 2d10 fire
Dagger. +4 to hit, 1d4+2 piercing

Reactions

Shield (+5 AC until next turn)

Equipment

Spellbook, dagger, Dyvers Guild charm, 15 gp, scroll case

Roleplaying Spugnoir

Eager apprentice, idolizes Burne. Offers insight into arcane threats.

Rannos Davi, Merchant and Spy

Medium humanoid (human), lawful evil
Class: Rogue (Mastermind) 3
Background: Guild Artisan (Merchant Front)
Race: Human (Oeridian)

Armor Class

13 (leather armor)

Hit Points

24 (3d8 + 6)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws

Dex +4, Int +3

Skills

Deception +7, Insight +3, Persuasion +5, Sleight of Hand +4

Languages

Common, Goblin

Tools

Forgery kit, merchant's tools

Features

- **Master of Intrigue:** Mimics speech, forges papers
- **Master of Tactics:** Help as bonus action
- **Cunning Action:** Dash, Disengage, or Hide
- **Feat – Silver Tongue:** Rolls below 10 count as 10 for Deception or Persuasion

Actions

Rapier. +4 to hit, 1d8+2 piercing

Dagger. +4 to hit, 1d4+2 piercing

Bonus Actions

Help (Mastermind). Aid Gremag or others for advantage

Equipment

Trade ledger (coded), black scarab (TZGY), 24 gp, flask

Roleplaying Rannos

Slick and charismatic. Secret Earth Temple agent. Uses business to fund cult.

Gremag, Mercenary Spy and Killer

Medium humanoid (human), neutral evil

Class: Rogue (Assassin) 3 / Fighter 1

Background: Criminal (Hired Killer)

Race: Human (Flan-Oerid mix)

Armor Class

14 (studded leather)

Hit Points

30 (4d8 + 8)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Saving Throws

Dex +5, Int +2

Skills

Stealth +5, Sleight of Hand +5, Intimidation +4, Perception +2

Languages

Common, Orc

Tools

Poisoner's kit, thieves' tools

Features

- **Assassinate:** Crits against surprised foes
- **Sneak Attack (2d6)**
- **Fighting Style – Two-Weapon Fighting**
- **Cunning Action**

Actions

Short Sword. +5 to hit, 1d6+3 piercing + 2d6 Sneak Attack

Dagger. +5 to hit, 1d4+3 piercing

Bonus Actions

Cunning Action or off-hand dagger attack

Equipment

Short sword, 2 daggers, Earth Temple mark, 16 gp

Roleplaying Gremag

Quiet enforcer, defers to Rannos. Kills efficiently. Will turn if cornered.

Jaroo Ashstaff, Druid of the Old Faith

Medium humanoid (human), neutral

Class: Druid (Circle of the Land – Forest) 6

Background: Hermit

Race: Human (Flan)

Armor Class

16 (Hide + Natural Armor)

Hit Points

48 (6d8 + 18)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	13 (+1)	18 (+4)	11 (+0)

Saving Throws

Int +4, Wis +7

Skills

Nature +4, Medicine +7, Perception +7, Animal Handling +7

Languages

Common, Druidic, Sylvan, Elvish

Tools

Herbalism kit

Senses

Passive Perception 17

Features

- **Land's Stride:** Move through nonmagical plants unhindered

- **Spellcasting (DC 15 / +7):** Circle and prepared spells
- **Natural Recovery (1/day):** Regain spell slots during short rest
- **Wild Shape (2/day):** CR 1 or lower
- **Circle Spells:** *Barkskin, Spider Climb, Call Lightning, Plant Growth*

Spells

Cantrips: *Guidance, Druidcraft, Thorn Whip, Shillelagh*

1st: *Entangle, Cure Wounds, Faerie Fire, Speak with Animals*

2nd: *Barkskin, Lesser Restoration, Hold Person*

3rd: *Call Lightning, Plant Growth, Dispel Magic*

Actions

Thorn Whip. +7 to hit, 2d6 piercing, pull 10 ft.

Shillelagh Staff. +7 to hit, 1d8+4 magical bludgeoning

Roleplaying Jaroo

Speaks rarely but with impact. Spiritual anchor of the Old Faith. Secretive but fair.

Terjon, Canon of St. Cuthbert

Medium humanoid (human), lawful neutral

Class: Cleric (Order Domain) 6

Background: Acolyte

Race: Human (Oeridian)

Armor Class

18 (Scale mail + Shield + Warding Bond)

Hit Points

54 (6d8 + 18)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Saving Throws

Wis +7, Cha +5

Skills

Religion +4, History +4, Insight +7, Persuasion +5

Languages

Common, Celestial

Tools

Calligraphy kit

Senses

Passive Insight 17

Features

- **Voice of Authority:** Ally attacks after being buffed
- **Order's Demand (Channel Divinity):** Charm/drop weapons
- **Disciple of Law:** Add PB to control spells
- **Spellcasting (DC 15 / +7)**

Spells

Cantrips: *Guidance, Thaumaturgy, Sacred Flame, Word of Radiance*

1st: *Shield of Faith, Command, Cure Wounds, Detect Evil and Good*

2nd: *Hold Person, Spiritual Weapon, Warding Bond*

3rd: *Beacon of Hope, Bestow Curse, Dispel Magic*

Roleplaying Terjon

Dogmatic and blunt. Believes in discipline and hierarchy. Secretly concerned about church politics.

Ostler Gundigoot, Proprietor of the Welcome Wench

Medium humanoid (human), neutral good

Class: Commoner (Innkeeper Template)

Background: Guild Artisan

Race: Human (mixed Oerid-Baklunish)

Armor Class

11

Hit Points

18 (4d8)
Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	12 (+1)	13 (+1)	16 (+3)

Skills

Insight +3, Persuasion +5, History +3
Tools
Brewer's tools, cook's utensils
Languages
Common, Dwarvish

Features

- **Guild Membership:** Respected by local tradesmen
- **Local Authority:** Can influence townsfolk
- **Feat – Keen Mind (simplified):** Remembers faces, events, overheard details

Actions

Tankard Slam. +4 to hit, 1d4+2 bludgeoning

Roleplaying Ostler

Loves gossip, loyal to Hommlet. Knows more than he lets on. Former adventurer.

Mytch, Blacksmith of Hommlet

Medium humanoid (human), neutral

Class: Expert (Blacksmith Template)

Background: Guild Artisan (Smith's Guild of Verbobonc)

Race: Human (Oeridian)

Armor Class

12 (leather apron)
Hit Points
30 (5d8 + 5)

Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills

Athletics +5, Smithing +6, Insight +3

Tools

Smith's tools, mason's tools

Languages

Common, Dwarvish

Features

- **Master Smith:** Crafts and repairs weapons/armor, detects forgeries
- **Guild Certification:** Connected with dwarven traders
- **Reliable Tools:** Advantage on heavy tool checks

Actions

Forge Hammer. +5 to hit, 1d6+3 bludgeoning

Roleplaying Mytch

Stoic and loyal. Speaks little. Can forge special gear if given rare materials.

Calmert, Assistant Priest of St. Cuthbert

Medium humanoid (human), lawful good

Class: Cleric (Life Domain) 3

Background: Acolyte

Race: Human (Oeridian)

Armor Class

16 (chain shirt + shield)

Hit Points

27 (3d8 + 12)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws

Wis +5, Cha +3

Skills

Religion +2, Medicine +5, Insight +5

Languages

Common, Celestial

Tools

Calligrapher's supplies

Features

- **Disciple of Life:** Healing restores extra HP
- **Turn Undead:** CR 1/2 or lower
- **Spellcasting (DC 13 / +5)**
- **Domain Spells:** *Bless, Cure Wounds*

Spells

Cantrips: *Sacred Flame, Guidance, Spare the Dying*

1st: *Bless, Cure Wounds, Detect Magic, Protection from Evil and Good*

2nd: *Lesser Restoration, Prayer of Healing*

Roleplaying Calmert

Kind and humble. Tries to impress Terjon. Loyal healer, especially to just causes.