Named NPC Statblocks – Hommlet (TOEE-5e)

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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.