Wilderness NPCs – 5e Statblock Compilation

# Wilderness NPCs – 5e Statblock Compilation

## Table of Contents

• Jijohn the Tinker

• Aaron Foxear

• Erin Darkmoon

• Thalanil Starroot

• Fenric Hollowtrail

• Iona of the Crossing

• Brother Rellen

• Gloamhound

# Jijohn the Tinker

Medium humanoid (human), neutral good  
Class: Artificer (Tinker) 4 / Rogue (Mastermind) 1  
Background: Tinker (Custom: Guild Artisan + Far Traveler)  
Race: Human (Baklunish-descended)

### Armor Class

15 (studded leather + Infusion)

### Hit Points

35 (5d8 + 10)

### Speed

30 ft.

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

### Saving Throws

Con +4, Int +6

### Skills

Investigation +8, Insight +5, Sleight of Hand +4, Persuasion +4, Arcana +6

### Tools

Tinker’s tools, smith’s tools, alchemist supplies, thieves' tools

### Languages

Common, Baklunish, Gnomish, Dwarvish, Thieves’ Cant

### Features

• Artificer Infusions (2 active):  
  
Enhanced Defense (Studded Leather +1)   
Enhanced Weapon (Daggers +1)

• Enhanced Defense (Studded Leather +1)

• Enhanced Weapon (Daggers +1)

• Tool Expertise: Doubles proficiency with tinker’s tools and thieves’ tools

• Flash of Genius (3/day): +4 to any check/save within 30 ft.

• Mastermind (Rogue 1):  
  
Help as bonus action from 30 ft.   
Mimic accents, read social cues flawlessly

• Help as bonus action from 30 ft.

• Mimic accents, read social cues flawlessly

### Spellcasting (Artificer 4)

Spell Save DC 14, Spell Attack +6

Cantrips:  
Mending, Prestidigitation, Mage Hand, Thunderclap

1st-level (4 slots):  
Detect Magic, Alarm, Cure Wounds, Faerie Fire

2nd-level (2 slots):  
Invisibility, Heat Metal

### Actions

Dagger (Enhanced). +6 to hit, 1d4+2 piercing +1 magic  
Tinker’s Gadget – Flare Charge. Flashbang effect 1/day: DC 13 CON save or blinded 1 round

### Bonus Actions

Help (Mastermind). Use from 30 ft. to grant advantage on attack or ability check

### Roleplaying Jijohn

• Appears absent-minded, but very observant

• Trades and tinkers, but also listens

• Sells information only to trusted non-Temple outsiders

• May test players’ values before sharing leads

### Treasure / Gear

• Mobile cart with fold-out alchemy bench

• Clockwork "homunculus beetle" (noncombat assistant)

• Hidden capsule in boot heel: coded message for Aaron Foxear

# Aaron Foxear, Ranger of the Gnarley

Medium humanoid (human), neutral good  
Class: Ranger (Gloom Stalker) 5  
Background: Outlander (Tracker)  
Race: Human (Oeridian/Flan blend)  
Role: Scout, wilderness ally, anti-Temple operative

### Armor Class

16 (Studded leather + DEX)

### Hit Points

47 (5d10 + 15)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 12 (+1) | 16 (+3) | 16 (+3) | 10 (+0) | 15 (+2) | 11 (+0) |

### Saving Throws

Str +4, Dex +6

### Skills

Stealth +6, Survival +5, Perception +5, Nature +3

### Tools

Herbalism kit, woodcarver’s tools

### Languages

Common, Elvish, Sylvan

### Senses

Darkvision 60 ft. (Gloom Stalker), Passive Perception 15

### Features

• Gloom Stalker Magic: Disguise Self, Rope Trick, Pass Without Trace

• Dread Ambusher: +10 ft. movement on first round, extra weapon attack

• Umbral Sight: Invisible to creatures relying on darkvision

• Fighting Style: Archery (+2 to ranged attack rolls)

• Favored Enemy: Humanoids (cultists, gnolls)

• Natural Explorer (Forest): Stealth, foraging, and tracking bonuses

### Spellcasting (Ranger 5)

Spell Save DC 13, Spell Attack +5  
Known Spells (4 slots):  
Hunter’s Mark, Cure Wounds, Rope Trick, Pass Without Trace

### Actions

Multiattack. 2 attacks per turn

Longbow. +8 to hit, 1d8+3 piercing  
(+1d8 vs. wounded with Hunter’s Mark or Ambusher)  
Shortsword. +6 to hit, 1d6+3 piercing

### Tactics

• Engages from ambush, always hidden first

• Uses Hunter’s Mark on priority targets

• Retreats into trees using Rope Trick or hides with Pass Without Trace

### Roleplaying Aaron

• Gruff, focused, driven by past failure to stop cultist ambushes

• Loyal to Verbobonc's outer command and secret Druid Circle

• Accepts help only from tested allies or those vouched for by Jijohn or Burne

### Equipment

• +1 Longbow (burned grip, marked by Old Faith)

• Ranger’s charm (wooden leaf tied in leather cord)

• Message token from Burne’s network

• Bag with map to Watchtower + Abbey routes

# Erin Darkmoon, Druid of the Wilderlands

Medium humanoid (elf), neutral  
Class: Druid (Circle of the Moon) 6  
Background: Hermit (Wilderness Oracle)  
Race: Elf (wood elf)

### Armor Class

17 (leather + WIS + Shield spell)

### Hit Points

51 (6d8 + 24)

### Speed

30 ft.

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

### Saving Throws

Int +4, Wis +7

### Skills

Nature +4, Medicine +7, Animal Handling +7, Stealth +4, Insight +6

### Languages

Common, Elvish, Druidic, Sylvan

### Senses

Darkvision 60 ft., Passive Perception 14

### Features

• Wild Shape (CR 2 max, 2/rest): Use as a bonus action

• Combat Wild Shape: Can shift as bonus action and cast spells while shifted

• Circle Forms: Can become more powerful beasts (e.g., dire wolf, giant eagle)

• Druidic Sense: Knows when land has been corrupted by unnatural forces

### Spellcasting (Druid 6)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Produce Flame, Thorn Whip, Druidcraft, Guidance

1st-level (4 slots):  
Cure Wounds, Faerie Fire, Entangle, Detect Magic

2nd-level (3 slots):  
Moonbeam, Barkskin, Lesser Restoration

3rd-level (3 slots):  
Call Lightning, Dispel Magic, Plant Growth

### Actions

Quarterstaff. +4 to hit, 1d6 bludgeoning (1d8 if two-handed)  
Thorn Whip. +7 to hit, 2d6 piercing and pull target 10 ft. closer

### Bonus Actions

Wild Shape (2/day): Examples:  
- Dire Wolf (CR 1): HP 37, Pack Tactics, Trip  
- Giant Eagle (CR 1): Fly 80 ft., Keen Sight  
- Giant Constrictor Snake (CR 2): Grapple/Restrain

### Tactics

• Opens with Entangle or Faerie Fire

• Shifts to beast form and strikes flanks or intercepts spellcasters

• Uses Moonbeam or Call Lightning if terrain allows

• Uses Dispel Magic to remove cursed effects or protect nature

### Roleplaying Erin

• Elusive and watchful; rarely seen twice in the same place

• Untrusting of outsiders; will test the party before aiding

• Answers to a hidden druidic circle tied to the Old Faith

### Equipment

• Staff carved with silver leaf glyphs

• Satchel of herbal reagents, druidic focus necklace

• Marked token from Jaroo granting recognition among forest druids

# Thalanil Starroot, Warden of the Hidden Grove

Medium humanoid (elf), neutral good  
Class: Druid (Circle of Stars) 5  
Background: Sage (Astrologer of the Old Faith)  
Race: Elf (high elf)

### Armor Class

17 (Leather armor + WIS + Shield spell)

### Hit Points

42 (5d8 + 15)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 14 (+2) | 16 (+3) | 13 (+1) | 18 (+4) | 12 (+1) |

### Saving Throws

Int +3, Wis +7

### Skills

Arcana +5, Insight +6, Religion +4, Nature +5

### Tools

Navigator’s tools, star map

### Languages

Common, Elvish, Druidic, Celestial

### Senses

Darkvision 60 ft., Passive Perception 14

### Features

• Star Map: Spellcasting focus; glows softly in darkness

• Starry Form (2/rest): Bonus action form — Archer, Chalice, or Dragon   
  
Archer: Radiant bolt (1d8+4, 60 ft.)   
Chalice: Bonus healing when casting healing spells   
Dragon: Advantage on concentration saves, hover 10 ft.

• Archer: Radiant bolt (1d8+4, 60 ft.)

• Chalice: Bonus healing when casting healing spells

• Dragon: Advantage on concentration saves, hover 10 ft.

• Guiding Light: Always knows north, detects planar irregularities

### Spellcasting (Druid 5)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Guidance, Produce Flame, Sacred Flame, Star Map Beam

1st-level (4 slots):  
Faerie Fire, Cure Wounds, Detect Magic, Entangle

2nd-level (3 slots):  
Moonbeam, Lesser Restoration, Enhance Ability

3rd-level (2 slots):  
Daylight, Aura of Vitality

### Actions

Quarterstaff. +4 to hit, 1d6 bludgeoning (1d8 two-handed)

Star Map Radiant Bolt (Archer form). +7 to hit, 1d8+4 radiant

### Bonus Actions

Starry Form (2/day). Lasts 10 minutes, does not require concentration

### Roleplaying Thalanil

• Speaks calmly in poetic phrases

• Maintains leyline harmony near Oakvein

• Trusts holders of Old Faith tokens or Erin’s referrals

• May ask players to cleanse an elemental wound in the land

### Equipment

• Star map disc (platinum-etched)

• Leather robe with celestial symbols

• 2 potions of healing, scroll of Augury

# Fenric Hollowtrail, Watcher of Oakvein

Medium humanoid (human), lawful neutral  
Class: Ranger (Hunter) 4 / Rogue (Scout) 2  
Background: Scout (Custom)  
Race: Human (Oerid-Flan)

### Armor Class

15 (leather + DEX)

### Hit Points

42 (6d10 + 6)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 11 (+0) | 16 (+3) | 14 (+2) | 12 (+1) | 15 (+2) | 10 (+0) |

### Saving Throws

Dex +6, Wis +5

### Skills

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

### Tools

Cartographer’s tools, tinker’s tools

### Languages

Common, Goblin, Thieves’ Cant

### Senses

Passive Perception 15

### Features

• Cunning Action (Rogue): Dash, Disengage, or Hide as a bonus action

• Sneak Attack (1d6): Bonus damage with advantage or flanking

• Favored Enemy: Humanoids (Temple agents, gnolls)

• Hunter’s Prey – Colossus Slayer: +1d8 damage to wounded targets

• Scout’s Step: Doesn’t provoke opportunity attacks after ranged attack

• Gnarley Forest Code: Can leave symbols along trees understood by Old Faith contacts

### Actions

Shortbow. +7 to hit, 1d6 + 3 piercing  
(+1d8 with Colossus Slayer; +1d6 Sneak Attack if flanking or hidden)  
Scimitar. +6 to hit, 1d6 + 3 slashing

### Tactics

• Uses ambush and terrain advantage to delay and observe

• Retreats if surrounded, using Cunning Action

• Will track a party silently for days before revealing presence

### Roleplaying Fenric

• Stern, watchful, and loyal to Old Faith scouts

• Reports to Jaroo, but distrusts city authorities

• May approach PCs after they’ve proven themselves in combat or through Erin

### Equipment

• Collapsible camp kit, 30 arrows, codebook (druidic + scout glyphs)

• 9 gp, 1 potion of climbing

• Ring with symbol of intersecting oak and moonroot sigils

# Iona of the Crossing, Seer of Canryell Ford

Medium humanoid (human), neutral  
Class: Wizard (Divination) 6  
Background: Sage (Water-Lorekeeper)  
Race: Human (ancient Flan lineage)  
Role: Oracle, lore-bearer, regional prophet

### Armor Class

13 (mage armor)

### Hit Points

36 (6d6 + 12)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 8 (–1) | 12 (+1) | 14 (+2) | 18 (+4) | 14 (+2) | 13 (+1) |

### Saving Throws

Int +7, Wis +5

### Skills

Arcana +7, History +7, Insight +5, Religion +6

### Tools

None (uses carved river stones as spell focus)

### Languages

Common, Flan, Elvish, Aquan

### Senses

Passive Insight 15

### Features

• Portent (Divination): Roll 2d20 after long rest; may replace any attack/save/check with result

• Arcane Recovery (1/day): Recover 3 spell levels after short rest

• Water-Linked Intuition: May divine nearby threats once per day using flowing water (10-mile radius scry)

### Spellcasting (Wizard 6)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Prestidigitation, Mage Hand, Minor Illusion, Message

1st-level (4 slots):  
Mage Armor, Detect Magic, Shield, Comprehend Languages

2nd-level (3 slots):  
Misty Step, Mirror Image, Suggestion

3rd-level (3 slots):  
Counterspell, Clairvoyance, Tongues

### Actions

Quarterstaff. +1 to hit, 1d6–1 bludgeoning  
(Rarely used; relies on protections and flight)

### Roleplaying Iona

• Appears serene and unblinking, often seated near water

• Offers cryptic guidance only when PCs are respectful or bear Old Faith tokens

• Knows rumors of Abbey activity, Nulb, and strange elemental readings in riverbeds

### Equipment

• Woven cloak of river reeds, small set of enchanted runestones

• Flask of sacred Gnarley spring water (used in rituals)

• Scroll: Water Walk, Legend Lore (encoded)

# Brother Rellen, Wandering Healer (Cult Spy)

Medium humanoid (human), neutral evil  
Class: Monk (Way of the Open Hand) 3 / Warlock (Air Cult Pact) 2  
Background: Charlatan (Healer’s Cover Identity)  
Race: Human (Baklunish appearance)  
Role: Infiltrator, manipulator, recruiter

### Armor Class

15 (Unarmored Defense)

### Hit Points

37 (5d8 + 10)

### Speed

40 ft.

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

### Saving Throws

Str +2, Dex +5

### Skills

Deception +6, Insight +4, Medicine +4, Acrobatics +5

### Tools

Healer’s kit, calligrapher’s tools

### Languages

Common, Auran, Elvish

### Features

• Martial Arts (Monk): Unarmed strikes use DEX, deal 1d4

• Ki (3 points): Flurry of Blows, Step of the Wind, Patient Defense

• Open Hand Technique: Flurry strikes can knock prone, push, or disable reactions

• Pact Magic (Warlock 2): Patron: Air Cult (custom)   
  
Gust, Feather Fall, Hex, Witch Bolt, Misty Step

• Gust, Feather Fall, Hex, Witch Bolt, Misty Step

### Spellcasting (Warlock 2)

Spell Save DC 13, Spell Attack +5

At-will: Gust, Prestidigitation  
1st-level (2 slots): Hex, Witch Bolt  
2nd-level (from Pact): Misty Step

### Actions

Unarmed Strike. +5 to hit, 1d4+3 bludgeoning  
Flurry of Blows. Two unarmed strikes as bonus action  
Quarterstaff. +5 to hit, 1d6+3 bludgeoning (1d8 if two-handed)

### Bonus Actions

• Step of the Wind (Ki): Dash or Disengage

• Misty Step: Teleport 30 ft.

• Flurry of Blows: 2 bonus attacks

### Roleplaying Brother Rellen

• Calm, soft-spoken, uses prayer and “wind” language

• Carries healing gear and sacred charms

• Secretly reports to Air Temple faction

• Uses misdirection and quick escape if uncovered

### Equipment

• Quarterstaff, fake Old Faith medallion

• Healer’s kit, scroll case with elemental glyphs

• Blue gemstone (75 gp) used as scrying focus

# Gloamhound

Medium beast, unaligned (druidic bond)  
Creature Type: Fey-infused wolf companion  
CR: 1/2  
Role: Tracker, loyal companion, nighttime scout

### Armor Class

14 (natural armor)

### Hit Points

27 (5d8 + 5)

### Speed

40 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 15 (+2) | 12 (+1) | 3 (–4) | 14 (+2) | 8 (–1) |

### Skills

Perception +4, Stealth +4, Survival +4

### Senses

Darkvision 90 ft., Passive Perception 14

### Languages

Understands Druidic and Sylvan (can’t speak)

### Features

• Keen Hearing and Smell. Advantage on Perception (hearing/smell)

• Shadow Blend. In dim light or darkness, gain advantage on Stealth checks

• Faith Link (Bonded). Can be mentally commanded by bonded druid/ranger within 60 ft.

• Fey Resilience. Advantage on saves against being charmed or frightened

### Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft.,  
Hit: 2d6 + 2 piercing, target must succeed DC 12 STR or be knocked prone (if Medium or smaller)

### Tactics

• Circles targets from shadows, attacks lone targets

• Retreats if bond-holder is in danger

• Distracts enemies with ambush tactics at night

### Optional Use

If summoned via druidic ritual, gains 1/day use of Pass Without Trace (self only)