



Mortimer

Extra Life 2018

Mortimer was a fussy gray-and-white “tuxedo” tressym with a smushed in nose. Now he is a fussy ghostly tressym with a smushed in nose. Mortimer’s type is undead, and he is immune to poison, the poisoned condition, and exhaustion. Once per day, this incorporeal tressym can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object. If this traps Mortimer in a room or object, he meows until he is let out. He could just leave. But...he’s fussy.

Mortimer uses the statistics for a tressym from Storm King’s Thunder (except where noted). The owner of a certificate may re-summon Mortimer using find familiar as normal, should he be dismissed or reduced to 0 hit points.

CHARACTER NAME	PLAYER NAME



ADVENTURERS LEAGUE™

Certificate Identification Code

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