Synean Registry

An Account of Historical Figures

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| **Gridlock the Undwarfer**  Medium Humanoid (Orc), M, NG   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 17 | 195 | 30ft | +4 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 18/+4 | 12/+1 | 18/+4 | 11/+0 | 11/+0 | 16/+3 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Str +8, Con +8, Wis +4, additional +1 to all saves  Intimidation +7  darkvision 60ft, passive Perception 10  Common, Orc, Dwarf, Elf, Draconic  10 (5900 XP) |   Special Abilities   |  | | --- | | **Gruumsh’s Fury**  Add extra 4 (1d8) damage when Gridlock hits with a weapon attack (included in attacks). |   Actions   |  | | --- | | **Multiattack** Gridlock makes three melee attacks.  **Spear** Melee Weapon, +8 to hit, reach 5ft, one creature  Hit (1h): 12 (1d6+4+1d8) piercing damage. Throw 20/60.  Hit (2h): 13 (2d8+4) piercing damage  **Battle Cry (1/Day)** Each creature of Gridlock’s choice that are within 30ft and can hear Gridlock and not already affected by Battle Cry gain advantage on attack rolls until the start of Gridlock’s next turn. Gridlock can then make one attack as a bonus action. |   Bonus Actions   |  | | --- | | **Aggressive** As a bonus action, Gridlock can move up to his speed towards a hostile creature that he can see. | | **Mercenary**  Karnac Region  Roleplaying Notes  Talent   |  | | --- | | Gridlock has always had a talent for learning new languages and is able to become fluent to any language he sets his mind to mastering. |   Mannerism   |  | | --- | | While good natured and boisterous, Gridlock is quite loud when he speaks likely due to his Orc heritage and this can put some people off. |   Interaction   |  | | --- | | Orcs are frequently distrusted in the Syne region, despite the non-aggression pact the tribes have with the Myuran government. Gridlock has made a habit of accentuating his natural friendliness to help offset the prejudice he often faces. |   Useful Knowledge   |  | | --- | | Gridlock has a lot of knowledge about regional mercenary groups and bounty hunters as well as significant knowledge about local orc tribes. |   Ideal   |  | | --- | | Gridlock values respect for all, regardless of social class. |   Bond   |  | | --- | | Gridlock is very protective of colleagues, seeing them as his true tribe. |   Flaws & Secrets   |  | | --- | | Gridlock enjoys his mead a little too much at times. | |
| Special Equipment   |  | | --- | | **Adamantine Chainmail** Any critical hit against Gridlock becomes a normal hit.  **Ring of Protection** Gridlock gains a +1 bonus to AC and saving throws while wearing this ring.  *Mundane*: four spears, belt pouch w/10 gp. | |

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| **Leiliara**  Medium Humanoid (Wood Elf), F, CG   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | **KI** | | 15 | 180 | 45 | +4 | 5 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 13/+1 | 16/+3 | 12/+1 | 12/+1 | 15/+2 | 12/+1 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Strength +5, Dexterity +7  Athletics +5, Acrobatics +7, Insight +6,  Perception +6, Persuasion +5  passive Perception 16, Darkvision 60ft  Common, Elvish, Orc  8 (3900 XP) |   Special Abilities   |  | | --- | | **Fey Ancestry** Immune to magical Sleep, Advantage vs Charm.  **Mask of the Wild** Can hide while lightly obscured by natural phenomena. |   Actions   |  | | --- | | **Multiattack** Leiliara makes two melee attacks.  **Unarmed Strike** Melee Weapon, +7 to hit, reach 5ft, one target.  Hit: 6 (1d8+3) bludgeoning damage. Counts as magical weapon.  **Stunning Strike** (*1 Ki*) When a creature is hit with a melee attack, it must succeed on a Con saving throw or be stunned for 1 round.  **Dagger** Melee Weapon, +7 to hit, reach 5ft, one target.  Hit: 5 (1d4+3) piercing damage. Throw 20/60 ft. |   Bonus Actions   |  | | --- | | **Flurry of Blows** (*1 Ki*) Make two unarmed strikes after using an attack action.  **Open Hand Technique** When she hits with a Flurry of Blows, she can land an additional effect:   * Target must succeed on a Dex saving throw or be knocked prone. * Target must succeed on a Str saving throw or be pushed up to 15ft. * Target can’t take reactions until end of Leiliara’s next turn.   **Patient Defense** (*1 Ki*) Dodge  **Step of the Wind** (*1 Ki*) Dash or Disengage and jump double her normal distance. |   Reactions   |  | | --- | | **Deflect Missiles** When hit by a ranged weapon attack, she can reduce the damage by 13 (1d10 + 8). She can catch and throw the weapon if damage is reduced to or below 0.  **Slow Fall** Reduce fall damage by 25 points. | | **Business Representative**  Gunduck Brewery  Roleplaying Notes  Talent   |  | | --- | | Leiliara hides the fact that she knows Thieves’ Cant. She often makes excuses to have meetings in the Whisperwyn Black speakeasies so that she can catch a glimpse their bounty boards, giving her a leg up on roguish activities. |   Mannerism   |  | | --- | | Both her speech and her body language are very controlled and unassuming. Very few people know she is a capable fighter. |   Useful Knowledge   |  | | --- | | As a representative of Gunduk Brewery, she is very knowledgable about the brewery and it’s business relations. |   Ideal   |  | | --- | | Leiliara desires freedom from both oppression and tradition. |   Bond   |  | | --- | | Leiliara is captivated by Gridlock’s unusually pleasant nature and is infatuated with him. |   Flaws & Secrets   |  | | --- | | She knows Gunduk and who he is, information that many business competitors would kill for. |   Special Equipment   |  | | --- | | **Ring of Water Walking** While wearing this ring, Leiliara can stand on and move across any liquid surface as if it were solid ground.  *Mundane*: four daggers, belt pouch w/ 10gp. |  |  | | --- | |  | |

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| **Furgo Clueseeker**  Small Humanoid (Gnome), M, N   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 14 | 135 | 25 | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 9/-1 | 16/+3 | 10/+0 | 16/+3 | 14/+2 | 12/+1 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Dexterity +6, Intelligence +6  Sleight of Hand +6, Investigation +9, Insight +5,  Perception +8, Deception +4, Persuasion +4,  History +6 vs items (magical, technology, alchemy)  passive Perception 18, Darkvision 60ft  Common, Goblin, Thieves’ Cant  5 (1800 XP) |   Special Abilities   |  | | --- | | **Sneak Attack** 9 (3d6)  **Mage Hand Legerdemain** Mage Hand is invisible. Can also use Mage Hand to Pickpocket, Plant, Pick Locks, and Disarm Traps. |   Actions   |  | | --- | | **Spellcasting** +6 Spell Attack, DC 14  **Dagger** Melee Weapon, +6 to hit, reach 5ft, one target.  Hit: 5 (1d4+3) piercing damage. Throw 20/60 ft. |   Bonus Actions   |  | | --- | | **Nimble Escape** Disengage or Hide. |   Reactions   |  | | --- | | **Uncanny Dodge** Take half damage when hit by a foe that he can see. | | **Investigator**  Gridlock the undwarfer  Roleplaying Notes  Talent   |  | | --- | | Furgo has an exceptional memory, able to recall almost any detail with remarkable clarity. |   Mannerism   |  | | --- | | Even though he is not the nervous type, Furgo tends to fidget a lot when idle. |   Interaction   |  | | --- | | Furgo has a habit of explaining his thoughts in great detail at times, often taking a long time to build up to his point. |   Useful Knowledge   |  | | --- | | Furgo is nearly unmatched in his investigative talents and makes an exceptional detective. |   Ideal   |  | | --- | | Furgo is always looking for new experiences to investigate and ravenously consumes knowledge that helps him do so. |   Bond   |  | | --- | | Gridlock saved Furgo from a life of captivity and torture at the hands of goblins, and for that he is eternally grateful and unwaveringly loyal. |   Flaws & Secrets   |  | | --- | | Often unmatched in his skills as an investigator, Furgo sometimes forgets that he can be wrong. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[ 1 ]** (3) | Mage Hand, Message, Mending  Comprehend Languages, Detect Magic, Fog Cloud,  Magic Missile | | Special Equipment   |  | | --- | | **Eyes of Minute Seeing** While wearing them, Furgo can see much better than normal out to a range of 1 foot. He has advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.  *Mundane*: leather armor, four daggers, thieves’ tools, belt pouch w/ 10gp | |

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| **Marit**  Medium Humanoid (Human), F, NE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 16 | 16 | 30ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 11/+0 | 12/+1 | 11/+0 | 12/+1 | 14/+2 | 16/+3 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | additional +1 to all saves (ring)  Deception +5, Insight +4, Persuasion +5  passive Perception 12  Common, Elf  ⅛ (25 XP) |   Actions   |  | | --- | | **Rapier** Melee Weapon, +3 to hit, reach 5ft, one target  Hit: 5 (1d8+1) piercing damage.  **Hand Cr.Bow** Range Weapon, +3 to hit, 30/120, one target  Hit: 3 (1d6) piercing damage. |   Reactions   |  | | --- | | **Parry**  Add 2 to AC against one melee attack that would hit. Marit must see the attacker and be wielding a weapon. | | **Noble**  House Oesterr  Roleplaying Notes  Talent   |  | | --- | | Marit is a skilled dancer. |   Mannerism   |  | | --- | | She tends to stare into the distance when people are talking to her, as if they aren’t important enough to notice. |   Interaction   |  | | --- | | She is often rude, with biting remarks and passive aggressive jabs slung towards anyone below her station. |   Useful Knowledge   |  | | --- | | Despite being a lesser noble in House Oesterr, Marit is often aware of the greater planning done by the group’s leadership. |   Ideal   |  | | --- | | Marit desires to climb her way to the top of House Oesterr. |   Bond   |  | | --- | | She is drawn to the political power that the leaders of House Oesterr command, and desperately wants it for herself. |   Flaws & Secrets   |  | | --- | | Marit’s lust for power often blinds her. | |
|  | Special Equipment   |  | | --- | | *Mundane*: breastplate, rapier, hand crossbow, House Oesterr Signet Ring (per *The Song of Sigils*), belt pouch w/10 gp. | |

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| **Elitihne**  Medium Humanoid (Half Elf), F, CN   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 13 | 54 | 30ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 11/+0 | 14/+2 | 12/+1 | 10/+0 | 13/+1 | 14/+2 |  |  |  | | --- | --- | | **Skills**  **Senses**  **Languages**  **Challenge** | Deception +4, Persuasion +4, Religion +2  passive Perception 11, Darkvision 60ft  Common, Elvish, Draconic  2 (450 XP) |   Special Abilities   |  | | --- | | **Fey Ancestry**  Advantage on saving throws against being charmed. Immune to magical sleep.  **Dark Devotion**  Elitihne has advantage on saving throws against being charmed or frightened. |   Actions   |  | | --- | | **Multiattack** Elitihne makes two melee attacks.  **Spellcasting** +3 to hit, DC 11  **Dagger** Melee Weapon, +4 to hit, reach 5ft, one target  Hit: 4 (1d4+2) piercing damage. Throw 20/60. | | **Elder**  Coveted Scale of Might  Roleplaying Notes  Talent   |  | | --- | | Elitihne is a skilled actor and a master of disguise. |   Mannerism   |  | | --- | | She tends to tap her fingers on things when idle. |   Interaction   |  | | --- | | Elitihne is suspicious of everyone she meets, always wondering what their ulterior motives might be. |   Useful Knowledge   |  | | --- | | Due to her duties in the cult, Coveted Scale of Might, Elitihne is aware of the movements and locations of the larger kobold packs. |   Ideal   |  | | --- | | Elitihne wishes to bring change to the region by purging it of the stranglehold of the nobles, which she blames for any strife in the region. |   Bond   |  | | --- | | She is out for revenge, against people that represent her shameful past. |   Flaws & Secrets   |  | | --- | | Elitihne was once a noble, her old name long forgotten. She was responsible for the destruction of a village in a far off land. Instead of blaming herself, she blamed her station and gave up her nobility. She fell in with the Coveted Scale of Might who wishes to, among other things, see the noble leadership in the Syne region destroyed. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[ 1 ] (4)**  **[ 2 ] (3)** | light, sacred flame, thaumaturgy  command, inflict wounds, shield of faith  hold person, spiritual weapon | | Special Equipment   |  | | --- | | *Mundane*: leather armor, two daggers, belt pouch w/10 gp. | |

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| **Xiomara**  Medium Humanoid (Human), F, CN   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 12  *Mage Armor* 15 | 64 | 30ft | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 9/-1 | 14/+2 | 11/+0 | 17/+3 | 12/+1 | 11/+0 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Intelligence +6, Wisdom +4  Arcana +6, History +6  passive Perception 11  Common, Elvish, Draconic, Orc  6 (2300 XP) |   Actions   |  | | --- | | **Spellcasting** +6 to hit, DC 14  **Dagger** Melee Weapon, +5 to hit, reach 5ft, one target  Hit: 4 (1d4+2) piercing damage. Throw 20/60. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Kyrrik** CR ¼ (50xp) Pseudodragon Familiar   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 13 | 7 | 15/60 | 6/-2 | 15/+2 | 13/+1 | 10/+0 | 12/+1 | 10/+0 |   *Perception +3, Stealth +4, Passive Perception 13, Darkvision 60ft*   |  |  | | --- | --- | | **Special**  **Actions** | **Keen Senses** adv. on sight, hearing, smell Perception  **Maqic Resistance** adv. vs spells, magic effects  Melee, +2 to hit, 2 (d4) dmg  **Limited Telepathy** communicate simple ideas, emotions, and images with any creature that understands a language, up to 100ft.  **Bite** melee, +4 to hit, 4 (d4+2) pierce dmg  **Sting** melee, +4 to hit, 4(d4+2) pierce dmg  Target makes DC 11 Con save or poisoned 1 hour.  Fails by 5+, target falls unconcious until it takes damage or is woken by another creatures action. |   Understands Common and Draconic but cannot speak. | | **Mage**  The Errant  Roleplaying Notes  Talent   |  | | --- | | Due to her frequent dealings with Whisperwyn Black, Xiomara has learned how to decipher Thieves’ Cant. |   Mannerism   |  | | --- | | Xiomara frequently peppers her language with long words. |   Interaction   |  | | --- | | Xiomara has little interest in interacting with strangers and is more than willing to voice her contempt. |   Useful Knowledge   |  | | --- | | The study of curses and ancient enchantments are of great interest to Xiomara. She has exceptional knowledge in that area. |   Ideal   |  | | --- | | Xiomara strives to be creative in her magical studies and is always exploring new ways to create enchantments that deviate from the structured studies of typical mage schools. |   Bond   |  | | --- | | Xiomara desires to have her name written in the annals of wizarding history alongside names like Mordenkainen and Otiluke. |   Flaws & Secrets   |  | | --- | | Xiomara has a weakness for fine dining and exotic delicacies. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[ 1 ] (4)**  **[ 2 ] (3)**  **[ 3 ] (3)**  **[ 4 ] (3)**  **[ 5 ] (1)** | fire bolt, light, mage hand, prestidigitation  detect magic, mage armor, magic missile, shield  misty step, suggestion  counterspell, fireball, fly  greater invisibility, ice storm  cone of cold | | Special Equipment   |  | | --- | | **Cape of the Mountebank** While wearing it, Xiomara can use it to cast Dimension Door as an action. It leaves behind a cloud of smoke, and appears in a puff of smoke. Smoke counts as light obscuring but dissipates at the end of the next turn. Light or stronger wind will dissipate the smoke.  *Mundane*: two daggers, belt pouch w/10 gp. | |

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| **Delmon**  Medium Humandoid (Human), M, LG   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 18 | 72 | 30ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 16/+3 | 11/+0 | 14/+2 | 11/+0 | 11/+0 | 15/+2 |  |  |  | | --- | --- | | **Saves**  **Senses**  **Languages**  **Challenge** | Constitution +4, Wisdom +2  passive Perception 10  Common  3 (700 XP) |   Special Abilities   |  | | --- | | **Brave** advantage on saving throws vs being frightened. |   Actions   |  | | --- | | **Multiattack** Delmon makes two melee attacks.  **Greatsword** Melee Weapon, +5 to hit, reach 5ft, one target  Hit: 10 (2d6+3) slashing damage.  **Heavy Crossbow** Range Weapon, +2 to hit, 100/400, one target  Hit: 5 (1d10) piercing damage.  **Leadership (Recharges after short or long rest)**  For 1 minute, Delmon can utter a special command or warning whenever a nonhostile creature that he can see within 30ft of him makes an attack roll or saving throw. Creature can add d4 to its roll provided it can hear and understand the Delmon. Does not stack with other Leadership dice. Effect ends if Delmon is incapacitated. |   Reactions   |  | | --- | | **Parry** Delmon adds 2 to his AC against one melee attack that would it. Delmon must see the attacker and be wielding a melee weapon. | | **Knight**  Elysian Protectorate  Roleplaying Notes  Talent   |  | | --- | | Delmon is excellent with children and often spends time in orphanages, entertaining the kids. |   Mannerism   |  | | --- | | Delmon uses colorful exclamations, often resembling a caricature of himself. |   Interaction   |  | | --- | | Generally pleasant and always friendly, it’s very rare that Delmon makes enemies. |   Useful Knowledge   |  | | --- | | Delmon does a lot of work apprehending criminals across the Syne region and is familiar with the more notorious criminals. |   Ideal   |  | | --- | | Delmon always tries to foster a sense of community in settlements he lives in for any significant length of time. |   Bond   |  | | --- | | A deadly disease killed his sister Nina many years ago. She was nine years old at the time. He always has a small figurine with him, given as a gift by his sister before she died, in memory of her. |   Flaws & Secrets   |  | | --- | | Delmon stopped a high-ranking member of the assassins’ guild, Shiverblade Nigh. He killed the assassin in the fight, making Delmon a significant person of interest to the deadly group. | |
|  | Special Equipment   |  | | --- | | **Dimensional Shackles** Delmon can use an action to places these on an incapacitated creature from Small to Large size. Serves as mundane shackles but also prevents a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don’t prevent the creature from passing through an interdimensional portal. Once every 30 days, bound creature can make a DC 30 Strength (Athletics) check to break free and destroy the shackles.  *Mundane*: plate armor, greatsword, heavy crossbow, quiver w/ 20 bolts, belt pouch w/ 10gp. | |

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| **Drisafay Helviviir**  Medium Humanoid (Drow), F, NE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 16 | 100 | 30ft | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 11/+0 | 18/+4 | 14/+2 | 13/+1 | 11/+0 | 12/+1 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Resist**  **Senses**  **Languages**  **Challenge** | Dexterity +8, Intelligence +5, additional +1 to all saves (Robe of Stars)  Acrobatics +8, Deception +5, Perception +4,  Stealth +12  Poison  passive Perception 14, Darkvision 120ft  Common, Elvish, Thieves’ Cant  8 (3900 XP) |   Special Abilities   |  | | --- | | **Assassinate** During her first turn, she has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit scored against a surprised creature is a critical hit.  **Evasion** If Drisafay is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she takes no damage on a success and only half on a failure.  **Sneak Attack** 13 (4d6)  **Sunlight Sensitivity** Disadvantage on attack rolls and on Perception checks that rely on sight in direct sunlight. |   Actions   |  | | --- | | **Multiattack** Drisafay makes two melee attacks.  **Spellcasting** +4 to hit, DC 12  **Shortsword** Melee Weapon, +8 to hit, reach 5ft, one target  Hit: 7 (1d6+4) piercing damage. Poisoned: DC 15 Constitution or take 24 (7d6) poison damage. Half damage on a save.  **Light Crossbow** Range Weapon, +8 to hit, 80/320, one target  Hit: 8 (1d8+4) piercing damage. Poisoned: DC 15 Constitution or take 24 (7d6) poison damage. Half damage on a save. | | **Assassin**  Shiverblade Nigh  Roleplaying Notes  Talent   |  | | --- | | Drisafay is unbelievably lucky and has a knack of escaping danger. |   Mannerism   |  | | --- | | Drisafay’s slight Drow accent causes her to overenunciate her words when speaking in common. |   Interaction   |  | | --- | | She is always curious when meeting new people, partly to assess their potential threat to herself, but also because the overworld culture is still relatively new to her. |   Useful Knowledge   |  | | --- | | Drisafay, as a drow, is one of the few people in the region that have extensive knowledge about the dark elves and their home. |   Ideal   |  | | --- | | Drisafay desires to control every encounter and prefers to have an edge of some kind when engaging in a social interaction with someone. |   Bond   |  | | --- | | The leader of Shiverblade Nigh, an assassin named Given, was very involved with helping Drisafay adapt to the above ground world. She is eternally grateful for that and maintains a steadfast loyalty to him as a sign of thanks. |   Flaws & Secrets   |  | | --- | | Drisafay has a secret stash of tomes containing many of the secrets surrounding Drow magic, both of the arcane styles and of the divinely inspired. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[1/day ]** | dancing lights  faerie fire, darkness | | Special Equipment   |  | | --- | | **Robe of Stars** Drisafay gains a +1 bonus to saving throws. Drisafay can use an action to pull one of six stars off and use it to cast magic missile as a 5th level spell. Every dusk, the cloak recovers 1d6 stars up to the total of six. As an action, Drisafay can enter the Astral Plane along with anything she is carrying. She remains there until she uses an action to return to the same spot she left, or as close as possible if that space is occupied.  *Mundane*: studded armor, shortsword, light crossbow, quiver w/ 20 bolts, six vials of poison, belt pouch w/ 10gp. | |

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| **Lolen**  Small Humanoid (Gnome), M, N   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 12 | 40 | 25ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 10/+0 | 15/+2 | 10/+0 | 12/+1 | 14/+2 | 16/+3 |  |  |  | | --- | --- | | **Skills**  **Senses**  **Languages**  **Challenge** | Deception +5, Insight +4, Investigation +5,  Perception +6, Persuasion +5, Sleight of Hand +4,  Stealth +4  passive Perception 16, Darkvision 60ft  Common, Gnome, Elvish, Orc, Thieves’ Cant  1 (200 XP) |   Special Abilities   |  | | --- | | **Gnome Cunning** Lolen has advantage on all Intelligence, Wisdom, and Charisma rolls vs. magic.  **Artificer’s Lore** Double proficiency bonus on Intelligence (Arcana) checks related to magic items, alchemical objects, or technological devices.  **Sneak Attack** 7 (2d6) |   Actions   |  | | --- | | **Multiattack** Lolen makes two melee attacks.  **Shortsword** Melee Weapon, +4 to hit, reach 5ft, one target  Hit: 5 (1d6+2) piercing damage.  **Hand Crossbow** Range Weapon, +4 to hit, 30/120, one target  Hit: 5 (1d6+2) piercing damage. |   Bonus Actions   |  | | --- | | **Cunning Action** Dash, Disengage, or Hide | | **Business Owner**  Whisperwyn Black  Roleplaying Notes  Talent   |  | | --- | | Lolen is a very skilled bartender and is one of the best drink mixers in the region. |   Mannerism   |  | | --- | | Lolen loves to sing to himself when he is working at The Windy Wit Bar serving drinks. |   Interaction   |  | | --- | | Lolen is very friendly and gets along quite well with people he meets. |   Useful Knowledge   |  | | --- | | He is very knowledgeable about the rumors and relations of the people in Karnac. Even when Lolen doesn’t know something about a person, he probably knows someone who can find out. |   Ideal   |  | | --- | | Lolen believes that people should live and let live. He is laid back and likes to remind others that they’d be better off doing the same. |   Bond   |  | | --- | | Lolen is very protective of his bar and treats it almost like he would his child. |   Flaws & Secrets   |  | | --- | | The Windy Wit Bar has a secret room used for less-than-legal dealings and black market sales. While many suspect it exists, there is no direct proof and Lolen toes a thin line in maintaining it. | |
|  | Special Equipment   |  | | --- | | *Mundane*: shortsword, hand crossbow, quiver w/ 20 bolts, belt pouch w/ 10gp. | |

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| **Dragul**  Medium Humanoid (Half Orc), M, LE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 16 | 150 | 30ft | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 18/+4 | 15/+2 | 16/+3 | 10/+0 | 12/+1 | 15/+2 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Strength +7, Dexterity +5, Constitution +6  Athletics +10, Intimidation +5  passive Perception 11, Darkvision 60ft  Common, Orc  5 (1800 XP) |   Special Abilities   |  | | --- | | **Brave** Advantage on saving throws vs frightened.  **Brute** Melee weapons deal one extra die of damage when Dragul hits with it (included in attacks below).  **Relentless Endurance** When Dragul is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can’t use this again until finishing a long rest.  **Savage Attacks** When Dragul scores a critical hit with a melee weapon attack, he can roll one of the weapons damage dice one additional time and add it to the extra damage. |   Actions   |  | | --- | | **Multiattack** Dragul makes three melee attacks, or two ranged attacks.  **Longsword** Melee Weapon, +7 to hit, reach 5ft, one target  Hit (1h): 12 (2d8+4) slashing damage.  Hit (2h): 14 (2d10+4) slashing damage.  *See Special Equipment.*  **Shield Bash** Melee Weapon, +7 to hit, reach 5ft, one target  Hit: 9 (2d4+4) bludgeoning damage  Target Medium or smaller makes DC 15 Strength save or be knocked prone. |   Reactions   |  | | --- | | **Parry** Dragul adds 3 to his AC against one melee attack that would hit. Dragul must see the attacker and be wielding a weapon. | | **Warlord**  Sacrosanct  Roleplaying Notes  Talent   |  | | --- | | While rare that he ever discloses it, Dragul is a skilled poet, particularly fond of haiku. |   Mannerism   |  | | --- | | Dragul has a habit of pacing when idle. |   Interaction   |  | | --- | | His terse and direct method of speaking often comes off as being arrogant to people that don’t know him very well. |   Useful Knowledge   |  | | --- | | Dragul is a renowned combatant and personally knows most of the region’s best fighters. |   Ideal   |  | | --- | | Dragul often professes his adherence to the path of might but it his his personal honor that he values the most. |   Bond   |  | | --- | | Dragul is extremely protective of the very few people he considers an ally. |   Flaws & Secrets   |  | | --- | | Dragul is claustrophobic and gets irrationally angry when in tight quarters. | |
| Special Equipment   |  | | --- | | **Sword of Life Stealing (Longsword)** When Dragul attacks a creature and rolls a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn’t a construct or an undead. Dragul also gains 10 temporary hit points.  Mundane: Studded Leather, Shield, Belt Pouch w/ 10 gold. | |

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| **Drisafay Helviviir**  Medium Humanoid (Drow), F, NE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 16 | 100 | 30ft | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 11/+0 | 18/+4 | 14/+2 | 13/+1 | 11/+0 | 12/+1 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Resist**  **Senses**  **Languages**  **Challenge** | Dexterity +8, Intelligence +5, additional +1 to all saves (Robe of Stars)  Acrobatics +8, Deception +5, Perception +4,  Stealth +12  Poison  passive Perception 14, Darkvision 120ft  Common, Elvish, Thieves’ Cant  8 (3900 XP) |   Special Abilities   |  | | --- | | **Assassinate** During her first turn, she has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit scored against a surprised creature is a critical hit.  **Evasion** If Drisafay is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she takes no damage on a success and only half on a failure.  **Sneak Attack** 13 (4d6)  **Sunlight Sensitivity** Disadvantage on attack rolls and on Perception checks that rely on sight in direct sunlight. |   Actions   |  | | --- | | **Multiattack** Drisafay makes two melee attacks.  **Spellcasting** +4 to hit, DC 12  **Shortsword** Melee Weapon, +8 to hit, reach 5ft, one target  Hit: 7 (1d6+4) piercing damage. Poisoned: DC 15 Constitution or take 24 (7d6) poison damage. Half damage on a save.  **Light Crossbow** Range Weapon, +8 to hit, 80/320, one target  Hit: 8 (1d8+4) piercing damage. Poisoned: DC 15 Constitution or take 24 (7d6) poison damage. Half damage on a save. | | **Assassin**  Shiverblade Nigh  Roleplaying Notes  Talent   |  | | --- | | Drisafay is unbelievably lucky and has a knack of escaping danger. |   Mannerism   |  | | --- | | Drisafay’s slight Drow accent causes her to overenunciate her words when speaking in common. |   Interaction   |  | | --- | | She is always curious when meeting new people, partly to assess their potential threat to herself, but also because the overworld culture is still relatively new to her. |   Useful Knowledge   |  | | --- | | Drisafay, as a drow, is one of the few people in the region that have extensive knowledge about the dark elves and their home. |   Ideal   |  | | --- | | Drisafay desires to control every encounter and prefers to have an edge of some kind when engaging in a social interaction with someone. |   Bond   |  | | --- | | The leader of Shiverblade Nigh, an assassin named Given, was very involved with helping Drisafay adapt to the above ground world. She is eternally grateful for that and maintains a steadfast loyalty to him as a sign of thanks. |   Flaws & Secrets   |  | | --- | | Drisafay has a secret stash of tomes containing many of the secrets surrounding Drow magic, both of the arcane styles and of the divinely inspired. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[1/day ]** | dancing lights  faerie fire, darkness | | Special Equipment   |  | | --- | | **Robe of Stars** Drisafay gains a +1 bonus to saving throws. Drisafay can use an action to pull one of six stars off and use it to cast magic missile as a 5th level spell. Every dusk, the cloak recovers 1d6 stars up to the total of six. As an action, Drisafay can enter the Astral Plane along with anything she is carrying. She remains there until she uses an action to return to the same spot she left, or as close as possible if that space is occupied.  *Mundane*: studded armor, shortsword, light crossbow, quiver w/ 20 bolts, six vials of poison, belt pouch w/ 10gp. | |

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| **Spunky**  Small Humanoid (Kobold), M, LE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 15 | 35 | 30ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 8/-1 | 16/+3 | 10/+0 | 9/-1 | 13/+1 | 10/+0 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Strength +1, Dexterity +5  Athletics +1, Perception +3, Survival +3  passive Perception 13, Darkvision 60ft  Common, Draconic  CR 1 (200 XP) |   Special Abilities   |  | | --- | | **Sunlight Sensitivity** While in sunlight, Spunky has disadvantage on attack rolls and Perception checks that rely on sight.  **Pack Tactics** Advantage on attack rolls against a creature if at least one ally is within 5’ of the creature and isn’t incapacitated.  **Favored Enemy: Adventurers** Advantage on Survival checks to track Adventurers. Advantage on Intelligence checks to recall information about Adventurers.  **Fighting Style: Dueling** +2 damage when a melee weapon in one hand and no other weapons.  **Primeval Awareness** Use 1 spell slot to sense adventurers within 1 mile of Spunky. Does not reveal location or number.  **Horde Breaker** Once per turn, make an extra attack against a different creature within 5’ of the first target. |   Actions   |  | | --- | | **Multiattack** Spunky makes two melee attacks.  **Spellcasting** +3 to hit, DC 11  **Dagger** Melee Weapon, +5 to hit, reach 5ft, one target  Hit: 7 (1d4+3+2) piercing damage.  **Sling** Range Weapon, +5 to hit, 30/120, one target  Hit: 5 (1d4+3) bludgeoning damage. | | **Adventurer Slayer**  Spunky’s Punks  Roleplaying Notes  Talent   |  | | --- | | Spunky has a perfect memory. |   Mannerism   |  | | --- | | As is common with Kobolds, he speaks with a slight lisp. |   Interaction   |  | | --- | | Spunky is quick to anger, driven by his fury over his defeat at the hands of adventurers. |   Useful Knowledge   |  | | --- | | While he is familiar with the Coveted Scale of Might, he has earned quite a few contacts among rogues and mercenaries in his mission to hunt down adventurers. |   Ideal   |  | | --- | | Spunky is driven by his desire to seek retribution against adventurers, any adventurers, as he blames them all for his defeat and near death at the hands of some. |   Bond   |  | | --- | | Revenge is a dish best served in a careful manner after considering all the inherent risks involved. He’s vengeful, but not stupid. Regardless, he is driven to succeed. |   Flaws & Secrets   |  | | --- | | Spunky is prone to fits of rage when things don’t go his way. | |
| Spells   |  |  | | --- | --- | | **[ 1 ] (4)**  **[ 2 ] (2)** | cure wounds, hunter’s mark, longstrider  pass without trace | | Special Equipment   |  | | --- | | **Ring of Regeneration** Heals 1d6 hit points every 10 minutes as long as Spunky has at least 1 hit point. Limbs regenerated in 1d6+1 days as long as he has at least 1 hit point the entire time. Spunky wears the ring as a piercing on his ear along with several other decoy rings of similar design.  *Mundane*: dagger, sling, studded leather, pouch w/ 20 stones,  belt pouch w/ 10gp. | |

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| **Toter**  Medium Humanoid (Skeleton), M, N   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 20 | 70 | 30ft | +3 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 14/+2 | 10/+0 | 16/+3 | 10/+0 | 8/-1 | 12/+1 |  |  |  | | --- | --- | | **Saves**  **Immunity**  **Skills**  **Senses**  **Languages**  **Challenge** | Strength +5, Constitution +6  poison damage, exhaustion, poisoned  Athletics +5  passive Perception 9, Darkvision 60ft  Common  CR 3 (700 XP) |   Special Abilities   |  | | --- | | **Necromantic Curse** Toter can not be killed. When he is reduced to 0 hit points, he can still move at normal speed, communicate, and make reactions and saves, but he can no longer use actions or bonus actions until he completes a short rest. He can not be dismembered or otherwise changed in form whether by polymorph, melting, disintegration, or otherwise. Toter can not be healed, but he regains all hit points after a short rest.  **Undead Nature** Toter does not require air, food, drink, or sleep.  **Action Surge** Gain an extra Action in a turn once per short rest. |   Actions   |  | | --- | | **Multiattack** Toter makes two melee attacks.  **Spellcasting** +2 to hit, DC 10  **Longsword** Melee Weapon, +5 to hit, reach 5ft, one target  Hit: 5 (1d8+2) slashing damage. |   Bonus Actions   |  | | --- | | **Second Wind** Heal 1d10+5 hit points once per short rest.  **Weapon Bond** Toter can summon his longsword or shield to him as long as they are on the same plane of existence. |   Reactions   |  | | --- | | **Protection** Impose disadvantage on an attacker targeting an ally within 5ft. | | **Watchful Guardian**  Spunky’s Punks  Roleplaying Notes  Talent   |  | | --- | | Toter has an unusual ability to instantly understand coded speech, particularly Thieves’ Cant. He is not very good at responding in any subtle way however. |   Mannerism   |  | | --- | | Toter loves talking with his hands, which can be slightly dangerous to people nearby if he is still holding his sword. |   Interaction   |  | | --- | | He is insatiably friendly and loves engaging new people in cheerful conversations. |   Useful Knowledge   |  | | --- | | Toter has lived a long time, many thousands of years. While he didn’t make it a point to learn anything of importance, he can often recall ancient knowledge, almost accidentally. He usually relays this information as a side-comment during an anecdote. |   Ideal   |  | | --- | | Live and let live is his attitude, despite being undead. He does occasionally attempt to pursue his orders even in contrast of that sentiment… although his heart isn’t in it when he does. |   Bond   |  | | --- | | Toter has no particular bond and merely enjoys new experiences, even if they are small ones. |   Flaws & Secrets   |  | | --- | | Toter is distracted easily, and as he seems to impervious to death, he forgets to take things seriously. He has a habit of ignoring dangerous threats even when they are right in front of him. | |
| Spells   |  |  | | --- | --- | | **Cantrips**  **[ 1 ] (3)** | blade ward, shocking grasp (2d8)  comprehend languages, ray of sickness, shield,  witch bolt | | Special Equipment   |  | | --- | | *Mundane*: longsword, shield, plate armor, an empty glass vial that smells of perfume when opened. | |

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| **Glee**  Tiny Fey (Pixie), F, NG   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 15 | 12 | 10ft, fly 30ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 2/-4 | 20/+5 | 8/-1 | 10/+0 | 14/+2 | 15/+2 |  |  |  | | --- | --- | | **Saves**  **Skills**  **Senses**  **Languages**  **Challenge** | Dexterity +7, Charisma +4  Perception +4, Stealth +7, +2 to any other skill  passive Perception 14  Common, Sylvan  CR 1/4 (50 XP) |   Special Abilities   |  | | --- | | **Magic Resistance** Advantage vs spells and magical effects.  **Undead Nature** Toter does not require air, food, drink, or sleep.  **Action Surge** Gain an extra Action in a turn once per short rest. |   Actions   |  | | --- | | **Innate Spellcasting** +2 to hit, DC 12  **Bardic Spellcasting** +2 to hit, DC 12  **Superior Invisibility** Invisibility (concentration). |   Bonus Actions   |  | | --- | | **Bardic Inspiration** d8, (2) per long rest | | **Curious Storyteller**  Spunky’s Punks  Roleplaying Notes  Talent   |  | | --- | | Glee is an excellent singer. |   Mannerism   |  | | --- | | Glee loves exaggerating when she talks, almost as if she is recreating a scene from a play. |   Interaction   |  | | --- | | She is very curious when it comes to new people. She is generally happy and pleasant, otherwise. |   Useful Knowledge   |  | | --- | | Glee is well versed in the natural creatures within the Syne region. She can usually find dryads, treants, druids, and other nature-based creatures fairly easily. |   Ideal   |  | | --- | | After deciding to leave her reclusive life, she is endlessly enamoured with the idea of discovering the world of the larger humanoids. |   Bond   |  | | --- | | Glee nursed Spunky back to health and feels protective over him. She also loves talking to Toter as they have a similar naivety they both relish in. |   Flaws & Secrets   |  | | --- | | Glee loves human sweets, particularly fruit pies and a regional favorite, candied gobbers. | |
| Spells   |  |  | | --- | --- | | **Innate**  **1/day**  **Cantrips**  **[ 1 ] (4)**  **[ 2 ] (3)**  **[ 3 ] (2)** | druidcraft  *confusion, dancing lights, detect evil and good,*  *detect thoughts, dispel magic, entangle, fly,*  *phantasmal force, polymorph, sleep*  *light, mage hand*  *animal friendship, comprehend languages,*  *healing word, speak with animals, unseen servant*  *hold person, lesser restoration*  *sending* | | Special Equipment   |  | | --- | | *Mundane*: none. | |

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| **Murg**  Large Giant (Ogre), M, CE   |  |  |  |  | | --- | --- | --- | --- | | **AC** | **HP** | **SPD** | **PROF** | | 11 | 81 | 40ft | +2 |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** | | 19/+4 | 8/-1 | 16/+3 | 5/-3 | 10/+0 | 7/-2 |  |  |  | | --- | --- | | **Senses**  **Languages**  **Challenge** | passive Perception 10, Darkvision 60’  Common, Giant  CR 2 (450 XP) |   Actions   |  | | --- | | **Murg Friend!** By patting a creature on the back, the target gains the effects of the guidance cantrip.  **Murg Help!** As per mending cantrip.  **Murg Fix Boo-Boo!** Once per long rest, Murg can lick a creature to heal it for 1d8 hit points.  **Greatclub** Melee Weapon, +6 to hit, reach 5ft, one target  Hit: 13 (2d8+4) bludgeoning damage.  **Javelin** Ranged Weapon, +6 to hit, 30/120, one target  Hit: 11 (2d6+4) piercing damage. | | **Retired Ogre**  Spunky’s Punks  Roleplaying Notes  Talent   |  | | --- | | “Murg love mead. Murg drink most mead! Murg thirsty. Murg help move big stone for more mead.” |   Mannerism   |  | | --- | | “Murg has not mastered the ability to lower his volume in quiet areas.” |   Interaction   |  | | --- | | Murg lost most of his teeth from countless battles and old age. As a result, he can no longer eat meat or bones without it being prepared by skills beyond him. This has slowly led to him becoming somewhat approachable by the more civilized races as he can no longer eat them without assistance. He’s tame, by ogre standards. |   Useful Knowledge   |  | | --- | | “Murg still friends with other ogres in mountains. Me visit them sometimes when Murg bored.” |   Ideal   |  | | --- | | “Murg like mead. Mead sound ideal… what ‘ideal’ mean?” |   Bond   |  | | --- | | “Murg no longer able to feed himself good. Farmers help feed Murg if Murg help move dirt-sword. Murg like farmers. You no hurt farmers or Murg no like you!” |   Flaws & Secrets   |  | | --- | | “Murg no like big word or strange-big idea. Make Murg confused. Murg get bored and go away.” | |
|  | Special Equipment   |  | | --- | | *Mundane*: greatclub. | |