

Lord Haven is a 57 year old experienced fighter and explorer. He lives for adventure, and will probably keep on exploring until his last days. He is a strong and well-built man, and the years that show in his wrinkled face and white hair are but a shadow on his posture and presence.

When he speaks he is calm and polite, but will quickly become enthusiastic, and even boisterous when talking about past adventures, or when planning a new one.

He is a man detached from wealth and money, and although he enjoys good wine and a fine meal, he is as happy sharing his food and talking with the guards in the guild's main hall as he is at an exquisite banquet with the nobility.

He won't spend much time in Haven Cross; only enough to rest and heal his wounds, and to plan for his next adventure.

The treasures and most of the magical items found in his journeys have been sent to his family, supporting their business and political prestige. The family wealth has supported the guild in times of need.

He is respected by the townsfolk and is considered to be the highest authority figure and responsible for the law in Haven Cross. He will judge and decide the fate of criminals.

He admires courage, resilience and honor.

He carries a magical long sword, the "True Companion". Only his closest friends know about its magic properties. The powers of the sword gave Lord Haven a reputation of always knowing when somebody is telling the truth or lying. Most townsfolk and guards believe and spread the rumor, and will advise absolute honesty when speaking to their lord. to never lie to him.

He is friendly and will talk to the characters if he is not engaged in other activities,

but his stay in town is usually short, and spent mostly preparing for new adventures.

A few topics of conversation that might arise:

-He once was the only survivor of a raid on a wyverns nest. After all his companions were killed, he was badly poisoned and almost lost his life, but single handed defeated the largest wyvern he has ever heard of.

-He understands that everyone can make mistakes, and believes in giving a chance to repair them.

-He believes that magic items are dangerous, as they are sure to attract the attention of powerful evil.

-He was once engaged to a half-elf druid, who he still meets once in a while during his travels. However, after a few years they both realized that their lifestyles could only bring a marriage to a bitter end, and they separated.

-He doesn't regret being childless. He has many nephews and nieces who he dotes upon.



Lord Haven wears a simple breastplate and a helmet.

His clothes are simple and durable. To those who do not know his identity he seems to be just another adventurer, albeit an experienced and powerful one.

He does possess expensive and fancy clothes and boots, which he will use when visiting his family.

He carries a shield, a short bow and his magic long sword:

### True Companion – +1 Long sword – Requires Attunement.

A masterfully crafted long sword, enchanted to never fail its wielder.

The pommel is shaped like a squire's helmet, with small black gems for the eyes.

While touching the hilt of the sword the wielder will automatically pass any insight checks. He will know if somebody is lying even if they roll a natural 20 on a Deception check. Lord Haven will not use the powers of this sword during casual conversations, but will use it for important matters or when judging criminals.

While using this power, the gems in the sword's pommel will glow a faint blue.

While attuned, the wielder cannot be disarmed unless he wishes to be, and he can use a bonus action to summon the sword to his hand as long as it is on the same plane of existence.

If somebody tries to attune to the sword while it is already attuned to someone else, they must engage in a Charisma contest in which the current wielder has advantage.

## LORD NATHANIEL HAVEN

*Medium humanoid (human), lawful good*

**Armor Class** 16 Plate Mail, Shield, Fighting Style (Defense)

**Hit Points**

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +6

**Skills** Animal Handling +5, Investigation +5, Nature +5, Survival +5

**Senses** passive Perception 11

**Languages** Common, Druidic, Elvish

**Challenge** 9 (5000 XP)

**Level 12 Battle Master Fighter.** Lord Haven is a 12th level Battle Master fighter. The DC for his maneuver attacks is 15.

**Know Your Enemy.** Player's Handbook page 73.

**Fighting Style: Defense.** Player's Handbook page 72.

**Superiority Dice.** Lord Haven has 5 superiority dice, which are d10s.

### ACTIONS

**Second Wind And Action Surge.** Player's Handbook page 73.

**Multiattack.** Lord Nathaniel Haven makes 3 attacks.

**Long Sword "True Companion".** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+3) slashing damage. "True Companion" is a magic weapon.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 10 (1d6+3) piercing damage.

**Maneuvers.** . Disarming Attack, Feinting Attack, Lunning Attack, Parry, Precision Attack, Riposte, Trip (Player's Handbook Page 74).

**Potion Of Greater Healing.** Lord Haven has 2 "Potions of Greater Healing" in his belt pouch. He can use one action to drink a potion and regain 4d4+4 hit points.

Samuel Wyrmsshadow is a 25 year old human. His father was one of the guards who came to the outpost when it was first built.

His father served his whole life as one of the best guards to Lord Haven.

Samuel was born in Haven Cross, and joined the guard as a teenager, while his father still served.

He showed great fighting skills, and a natural ability to assist his companions in combat.

Many times he saved the life of a fellow guard in difficult fights.

His love for Haven Cross, the respect of the townsfolk and the admiration of the other guards turned him into a natural leader. He was assigned to be the commander of the city watch.

Samuel Wyrmsshadow is the most respected person in Haven Cross. He trains the guards, listens to the population, fights for peace and evaluates those aspiring to join the guild.

His parents recently passed away, and he moved to live in the guild. He is not married although several women in town would like to change that.

He is friendly and will engage in conversation.

In battle he will try to avoid unnecessary bloodshed. If it is possible to capture a foe alive, or to fend off a beast without killing it, he will do so.

A few topics of conversation that might arise, and some of Samuel's beliefs:

- Peace is temporary. Enjoy it when it's here and fight for it when it's not.
- The weak should be protected, but every life is valuable and should not be taken if there is an alternative.

- He sometimes accompanies Lord Haven on adventures near the town, or to solve problems related to the peace and safety of Haven Cross.
- He would like to be married one day, but now he is satisfied with his duties as captain of the city watch and believes this is not the right time.
- He believes Lord Haven to be a fair and wise man, and is absolutely sure that he knows when somebody is lying, even though Samuel does not know of his magic sword.
- John Mercy is a good friend and has known him since he was a child. Samuel calls him uncle Johnny.
- He enjoys talking with Malcolm Vimes when they are seating on the guild's main hall, even though Malcolm don't talk much.
- He is very happy when the adventurers bring game or exotic meat to share with the guards.
- He does not drink alcohol. He like to have his mind clear at all times.
- He is not a good rider and will avoid horse riding if possible.
- He carries brass knuckles in his pocket at all times.
- His club is custom made. There is the word "Law" carved in the club. It was John Mercy's joke. The other guards found it funny and Samuel accepted it. It reminds him that keeping the peace might require brute force, but it doesn't need to be lethal.



Samuel Wyrmsadow wears simple half plate armor that is kept in pristine condition. He carries a custom made club, which is longer than a regular club and very well balanced. He also carries a heavy crossbow and a large shield.

He carries a bell and a horn, used to call for reinforcements, a pair of iron shackles and 30 feet of silk rope.

Samuel has brass knuckles in his pocket at all times, even when attending to occasions requiring him to be unarmed. He is very skillful in using them, and can easily knock out humanoids with a good hit.

In combat he prefers to deal non-lethal damage with his club when possible, and with the crossbow he will aim for the legs, arms or shoulders.

His extensive training with his custom made club gives him an edge in battle, enemies entering his reach provoke attack of opportunity if he is wielding the club.

He has a key ring with keys to all doors in the guild.



### SAMUEL WYRMSADOW

*Medium humanoid (human), lawful good*

**Armor Class** 18 (Half Plate, Shield)

**Hit Points** 50 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

**Saving Throws** Str +6, Con +6

**Skills** Acrobatics +4, Athletics +6, Insight +3, Perception +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 4 (1100 XP)

**Level 6 Battle Master Fighter.** Samuel Wyrmsadow is a level 6 Fighter with the Battle Master archetype. The DC for his maneuver attacks is 14.

**Know Your Enemy.** Players Handbook Page 73

**Fighting Style: Protection.** Players Handbook Page 72

**Superiority Dice.** Samuel Wyrmsadow has 4 superiority dice, which are d8. He knows the following maneuvers: Maneuvering Attack, Pushing Attack, Rally. (Players Handbook Page 72)

#### ACTIONS

**Multiattack.** Samuel Wyrmsadow makes 2 attacks with mellee weapons, or one attack with the heavy crosbow.

**Club.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

**Second Wind And Action Surge.** Players Handbook Page 73

**Brass Knuckles.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (1d20+6) bludgeoning damage. On a roll of 18,19 or 20 if the target is a humanoid of large or smaller size it must make a CON saving thrown with DC14 or be knocked unconscious

#### REACTIONS

**Swift Club.** When Samuel is wielding his custom made club and an enemy enters his reach (5ft) they provoke attack of opportunity.

William Wise is a 62 year old charismatic and friendly man. He became friends with Nathaniel Haven when they were still children. Their families lived close together.

The Wise family has a long tradition of raising wizards and scholars. They are the curators of a massive library in the city where William and Nathaniel were born.

Like many of his family members, William showed aptitude to the arcane arts, and started his studies early. A few times during his youth he accompanied Nathaniel Haven exploring the wilderness, and seemed to enjoy the tales he could tell after such adventures.

Once he was 22 years old he had enough knowledge of spells to be considered a dangerous adversary. At that time his friend Nathaniel decided to move out of the city.

With the blessing of his family, and an action the fortified the bonds between the families, William packed his books and departed along with Nathaniel's caravan.

Now, 40 years later the injuries suffered in the field and the countless hours spent studying his books have taken their toll on William's spine. He walks with the help of a cane, and is not able to carry much weight. That does not seem to be a big problem; his "Magic Servant" and "Magehand" spells help a lot with the mundane tasks. He is so used to the "Magehand" that many times he does not even know that he is using it, and might call on this magic power to scratch his head, twist the door knob, shake someone's hand or other trivial actions.

The Adventurers Guild has proven interesting to William. He took great joy in recording the most impressive feats achieved by the associates. He would invite them to tell their tale while using a powerful magic object, "The Orb of Truth." He uses his "Magehand" to write the story. He will offer magical potions as a reward for the tale, and as an incentive to the adventurers to accept speaking while under the influence of the Orb. Those potions are chosen at the DMs discretion, and are a better reward if adjusted to match the current PCs level.

For the players this can be quite interesting. It might be really fun to see them trying to hide the failures of their characters during an adventure without lying about it.

A few topics of conversation that might arise:

- His friends would often refer to him as "Old Bill" and the townsfolk as "The Wiseman". He used that to his advantage in making the guild approachable, and once his tower was completed he had a sign reading "Old Bill Wiseman's Tower" above the main door.
- He still would like to go on an adventure, if only his back was only strong enough to keep the pace.
- He will identify magical items for free, if the characters allow him to study the item for one week before telling them the properties. Otherwise he will charge the 100gp that the spell consumes in materials.
- Sometimes he uses "Minor Conjunction" to entertain the kids.
- He sends copies of the adventures which he records to his family's library, where they are organized into books and copies are sent back and kept in the Adventurers Guild's library.
- He was once turned to stone by a basilisk and brought back to human form by a cleric.





## William Wise - NPC - Page 2 of 2

William Wise is a powerful conjurer. Every night before he sleeps he will summon two “Mordekeine’s Faithful Hound” to guard the ground level of his tower; one in the garden and one inside the building.

There is a teleportation circle set in the top level of his tower. He keeps that a secret and only uses in case of emergency.

If attacked he will get to safety using “Dimension Door” or “Misty Step”, and then use “Sending” to alert Samuel Wyrmsshadow (NPC). He will avoid confrontation on his own, and use “Fog Cloud” or “Stinking Cloud” if he needs to slow his enemies. He will assist the guards with offensive spells if he sees them engaged in a fight.

He carries a key ring with keys to all doors in his tower.

He uses a magical item, the Orb of Truth, to acquire proof of quest completion or when recording an adventure. Before using it, William will explain how the Orb works and will ask if the adventurers agree.

### Orb Of Truth – Magical Item

A crystal sphere that is kept wrapped in black velvet. When uncovered it radiates an aura of truth that acts the same as the spell “Zone of Truth” (Player’s Handbook Page 289), with the difference that there is no saving throw. All those inside the affected area know that they are under the influence of the spell.

Completely the orb covering ends the effect.

### WILLIAM WISE

*Medium humanoid (human), lawful good*

**Armor Class** 9

**Hit Points** 31 (9d6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (+0)	18 (+4)	14 (+2)	12 (+1)

**Saving Throws** Int +8, Wis +6

**Senses** passive Perception 12

**Languages** Common, Dwarvish, Elvish

**Challenge** 4 (1100 XP)

**Arcane Recovery.** Player’s Handbook page 115.

**Minor Conjuration And Benign Transposition.** Players Handbook page 116.

**Spellcasting.** \*William Wise is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). \*William Wise has the following wizard spells prepared:

Cantrips (at will): *Firebolt, Light, Mage Hand, Message*

1st level (4 slots): *Fog Cloud, Identify, Magic Missile, Unseen*

*Servant*

2nd level (3 slots): *Flaming Sphere, Locate Object, Misty Step*

3rd level (3 slots): *Sending, Stinking Cloud*

4th level (3 slots): *Dimension Door, Mordenkainen’s Faithful*

*Hound*

5th level (1 slots): *Legend Lore, Teleportation Circle*



On a dark and foggy night a basket was left in front of the city's main temple. Inside was a child, roughly one year old, and a crudely written note bearing the word "Mercy". The acolytes heard the baby's cry, and brought him to the attention of the priest.

The temple was devoted to Caecus, the blind god of mercy and healing, where all the priests make a vow of blindness; those aspiring, or the newly appointed priests, wear blindfolds at all times. The high priests perform a somewhat shocking ritual to show their utmost devotion to his god, by removing their eyeballs, on a lonesome ceremony, done by the priest and the priest alone. They still keep their blindfolds, and consider the act a bond with their god, and not a sign of devotion to be show to the world.

The priests took good care of the baby during his short stay in the temple, but they knew that a child could not be raised there. They sought help in the noble families and merchants.

The Haven family was quick to answer, taking the baby to their manor to be raised by the housekeeping staff.

The child was received with great joy, and named John Mercy by the chief housekeeper.

In a house that already had five little lords, raising a helpless baby was not a burden to the staff.

John grew amongst the working staff. He was taught how to read and write, and once old enough he was eager to help with any tasks.

He soon became a stable boy, and was very good at helping the staff. He was especially good at packing provisions and tools in the saddle bags, putting an extra effort into making them easy and quick to retrieve. Nathaniel Haven, a little older than John Mercy, liked to play with him when they were young, and once he started leading his own hunting parties, Nathaniel made sure that only John would prepare his horse.

A few times Nathaniel invited young John to come along on shorter adventures, which John

gladly joined. He was happy to set-up camp, tend to the horses and just admire the landscape.

He would not partake in the hunting, but was glad to hear the tales at the bonfire before retiring to his tent.

When Nathaniel Haven decided to move out, John was excited with the idea of traveling to new lands, and asked if he could join young lord Haven.

Once in the outpost he showed great skills in organizing the so-important stocks, that would nourish the guards and staff, as well as the maintenance supplies, that would keep the outpost running. As the years passed and John grew into an experienced man he became responsible for all the outpost's supplies. He grew closer to Lord Haven, and would accompany him on many quests, being happy to set up the finest camping site possible, and choose the best equipment for the adventurers.

Once the Adventurers Guild was created, John was put in charge of the General Store; a duty that he heartily accepted and still takes great pride in.

His experience in setting up camps and packing for adventurers makes him a reference for advice on quests. Many adventurers will consult him before leaving on expeditions, and he knows a great deal about the town as well.

John Mercy is a 55 year old human, friendly, talkative and healthy. Many townsfolk admire his disposition

## John Mercy - NPC - Page 2 of 2

A few topics of conversation that might arise:

- Once, John spent a few months trying to find information about his parents, but could not discover anything. That was many years ago, and he is at peace with that. He is happy with the way his life turned out.

- John got married in Haven Cross. He has two children, and has adopted another three. Some of them work with him, others work as guards or farmers.

- He is a devote of Caecus, the blind god, frequenting the local temple and supporting it.

-He was the one who suggested that Lord Haven invite the priest of Caecus to set up a temple in town.

-He will gladly give information about the different biomes near Haven Cross. He knows a little about the most common life forms encountered in each of them and what to expect when camping.

John will avoid confrontation or violence. He will try to sort any altercations peacefully, and call the guards if seems fit.

If he needs to protect his family or friends he knows how to use a crossbow, and is quite familiar with his crowbar, used countless times to pry open heavy duty crates.

Lord Haven trained him in shooting crossbows and basic melee self-defense. That was helpful several times while setting up camp in dangerous environments. John Mercy is a level 2 fighter with "Fighting Style: Archery" and the feat "Crossbow Expert". He wears common clothes, but will wear leather armor when venturing outside the town.

### JOHN MERCY

*Medium humanoid (human), lawful good*

**Armor Class** 11 (12 if wearing leather armor)

**Hit Points** 13 (2d10 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

**Saving Throws** Str +3, Con +3

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/2 (100 XP)

**Crossbow Expert.** Player's Handbook page 165.

#### ACTIONS

**Crowbar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6+1) bludgeoning damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.





## Malcolm Vimes - NPC

Malcolm Vimes is a very old man. Some say his is over 100 years old, but nobody knows for sure. He is the administrator of the guild, being in charge of all the accounting, the purchase of supplies, and paying the guards and the adventurers quest rewards in cash.

He has been an employee of the Haven Family for generations. He outlived his wife, and was happy to be offered a position of responsibility in the guild a few months after her death. The change in the environment was good for him.

He takes great pride in his work, and will spend most of his time in the guild, talking with suppliers, checking the stocks, or going through the financial records.

For two hours in the morning and two hours in the evening he will be in the Adventurers Guild Ground Floor (Map), available to talk with the adventurers and pay their rewards. Whenever he is there, Samuel Wyrmsshadow will be seated next to him. He talks with Samuel, but mostly he listens.

He will chat briefly with the PCs, but will talk mainly about the logistics of getting supplies, the average cost of the life of a guard, how many barrels of oil the guild uses per month...

If the PCs present a scroll confirming the completion of a quest, he will exchange it for the money.

He has with him a Bag of Holding (Dungeon Master's Guide page 153) with 1000 Gold, 1000 Silver and 1000 copper coins, and a small tome where he keeps record of the daily transactions.

If attacked he will protect himself from harm, using his "Ring of The Resilient Sphere", and then he will shout for help (the description of the spell states that nothing can pass through the sphere, but I treat it as being an invisible barrier, that allows sound and light through.)

Malcolm Vimes has the stats of a "Commoner" (Monster Manual pg345).

### Ring of the Resilient Sphere - Requires Attunement

The ring is silver with four red gems. It has four charges. The wearer can use a Action, Bonus Action or Reaction to spend one charge and have the ring cast "*Otiluke's Resilient Sphere*" (Players Handbook pg 264). The spell persists for the whole duration, independently of concentration and cannot be ended at will. If the wearer is the target of a mellee or ranged attack, or any damaging spell or ability the ring will automatically spend one charge and cast the spell before the wearer is hit. That happens independently of the wearer, it will trigger even if the character is unconscious or unable to act. Every time a charge is spent one of the gems disintegrates. If all charges are spent the ring becomes a common silver ring.



## Guards - NPC

The guards in Haven Cross are well trained, well paid and respected by the local populace. They keep the town safe from the wild beasts and bandits.

Due to their training and motivation, they have advantage on checks against persuasion and intimidation.

The guards are mainly humans, both male and female, but there are a few half-orcs, half-elves and dwarfs.

They are constantly putting their training to the test, fending off the foes that bring problems to town. Their fighting skills are above those of guards found in large cities and towns.

When approached by the PCs they are friendly and will provide information about the town.

If attacked they will call for reinforcements. They will stand their ground, but will fall back if the battle seems lost, and will regroup at the guild hall. If the PCs decide to fight the guards, check Crime in Haven Cross for more information.

If possible the guards will avoid killing, trying to capture humanoids or fend-off beasts, but they are not as skilled as Samuel Wyrmsshadow, and in the heat of battle they might deliver the killing blow.

### GUARD - SHIELD, SPEAR AND JAVELINS

*Medium humanoid, lawful good*

**Armor Class** 18 (Breastplate)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 30 ft.

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

**Saving Throws** Str +4, Con +3

**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

#### ACTIONS

**Spear.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

### GUARD - WARHAMMER AND HEAVY CROSSBOW

*Medium humanoid, lawful good*

**Armor Class** 14 (Breastplate)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +3

**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

#### ACTIONS

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

### GUARD - SHIELD, CLUB AND NET

*Medium humanoid, lawful good*

**Armor Class** 17 (Breastplate and Shield)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 30 ft.

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

**Saving Throws** Str +4, Con +3  
**Senses** passive Perception 10  
**Languages** Common

**Challenge** 1/2 (100 XP)

#### ACTIONS

**Multitattack.** The Guard - Makes 2 melee or 1 ranged attacks.

**Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

**Net.** *Ranged Attack:* +3 to hit, range 5/15 ft., *Hit:* A large or smaller creature hit by a net is restrained until it is freed. More information on "Players Handbook page148"

### GUARD - HALBERD AND HAND CROSSBOW

*Medium humanoid, lawful good*

**Armor Class** 15 (Breastplate)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 30 ft.

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

**Saving Throws** Str +4, Con +3

**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

#### ACTIONS

**Halberd.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

### GUARD - LONGBOW AND SHORTSWORD

*Medium humanoid, lawful good*

**Armor Class** 16 (Breastplate)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 30 ft.

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

**Saving Throws** Str +2, Con +3

**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/2 (100 XP)

#### ACTIONS

**Short Sword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.





## Jolly Momo - NPC

Moses Morison, mostly called Jolly Momo, is a tall and large human. He is extremely friendly and likes good music, dance and any kind of entertainment.

He likes to run his inn and to cook during the evening, especially when bards are playing. Most bards in the region know that a good song means a free drink at Momo's Inn, when he is around.

He has a room in the basement, but will sleep in "*The Royal Chamber*" when there are no guests renting it.

His inn is very small and simple. The rooms are tiny and most of the beds are in the basement, with curtains to provide some privacy.

The staff keeps the inn clean and are friendly to travelers, especially to generous tippers. Only Momo resides in the inn; his staff have their houses nearby and come to work in shifts.

There are stable boys who prepares the hot and cold shower and tend for the horses and carriages, bartenders and a cook when he is resting, a couple strong bouncers, armed to keep the peace, and maids who clean and wash the linen.

Momo is a nice guy, sometimes travelers short on money are allowed to sleep for free in the stables, if there are no horses using the space, and members of the Adventurers Guild can have a bed in the basement if they promise to pay later.

He does not like real violence, but a fist-fight is entertainment for him, as long as his inn doesn't get damaged.

There are always a couple bouncers around. He will call on them if he believes things are getting out of control.

When there are bards or any kind of performers in his inn, he will offer them a mug of cheap ale after a good performance, and maybe one of his famous pork pies to go with it.

A few topics of conversation that might arise:

- He has 4 daughters living in a large city, but he never got married. He takes the long road to this city once in a while to visit them.
- He doesn't wander very far from his inn, and is happy to spend his time chatting with the travelers and listening to the bards.
- His recipes are mainly pork and chicken, cooked in many different ways.
- He sells mainly cheap wine and ale, but keeps a few expensive bottles and barrels in storage.
- He is a drinker himself, he will often say that it is not the quality but the quantity that makes you happy.
- He loves a good festival. He will leave his inn for several days to travel to any big festival near enough.
- He loves hot baths during cold weather and hot baths in the hot weather. He can often be found in the "Bathing Stalls".
- He will ask female PCs to dance if there is music playing.
- If the PCs are especially friendly with him, he will invite them to his room in the basement to chat and drink some good wine.

If attacked he will defend himself and call the bouncers to help.

Jolly Momo has the stats of a "*Commoner*" (*Monster Manual pg345*).

Bouncers have the stats of "*Veterans*" (*Monster Manual pg350*)





## The Gnome Family – NPCs – Page 1 of 2

Nifiz Keensmell is a gnome wizard and alchemist, he is married to Trili Knowsgreen, a gnome ranger. They have a daughter, Trina Foundya also a ranger.

They live in a gnome village deep in the woods, around 3 days travel from the gnomes lab, traveling through the thick woods without trails or marks.

Nifiz thinks of alchemy as a hobby, but he is really very good at it.

The whole family comes to the alchemy lab once or twice per month. They treat it as a family camping trip. Trili and Trina hunt and forage for ingredients while Nifiz stays in the lab preparing the potions.

They are all friendly and are happy to chat and spend time with the PCs.

Trili Knowsgreen is especially good at finding herbs and roots, while Trina Foundya is an expert tracker.

Nifiz makes potions on request, mainly for the Adventurers guild. If the PCs would like, they can make a request, paying in advance, and come to collect next month, or place an order with the guild clerks, and have their potion together with the guild's batch.

Nifiz can create common and uncommon potions, but rare, very rare or legendary potions are beyond his skills. He does not make any kind of healing potions, but provides the required mixtures by the temple in Haven Cross to infuse with healing power.

The gnomes will avoid violence. If attacked they will defend themselves and try to run into the woods.

### NIFIZ KEENSMELL

*Small humanoid (gnome), lawful good*

**Armor Class** 12

**Hit Points** 14 (4d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	13 (+1)	14 (+2)

**Saving Throws** Int +6, Wis +3

**Skills** Nature +6

**Senses** passive Perception 11

**Languages** Common, Gnomish

**Challenge** 2 (450 XP)

**Arcane Recovery.** Player's Handbook pg115

**Gnome Cunning.** Player's Handbook pg37

**Minor Alchemy.** Player's Handbook pg119

**Spellcasting.** Nifiz Keensmell is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Nifiz Keensmell has the following wizard spells prepared:

Cantrips (at will): *Mending, Message, Prestidigitation*

1st level (4 slots): *Expeditious Retreat, Jump, Longstride*

2nd level (3 slots): *Alter Self, Rope Trick, Spider Climb*

