

Evard Dale

November 18, 2022



Evard Dale ([Ranger](#))

Medium Humanoid ([Human](#)), Lawful Good

Cisgender man (he/him)

Armor Class: 16

Hit Points: 52

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Skills: Animal Handling +6, Deception +3, Perception +6, Sleight of Hand +5, Stealth +7, Survival +6

Senses: Passive Perception 16

Languages: Common, Draconic, Infernal

Challenge: 4

Abilities

Spellcasting. Evard is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following Ranger spells prepared:

1st Level (3 slots): [Alarm](#), [Cure Wounds](#), [Speak with Animals](#)

Favored Enemy (Dragons). He has advantage on Survival checks to track his favored enemies, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest). He is particularly familiar with one type of natural environment and is adept at traveling and surviving in such regions. His bonus is doubled for proficient skills when he makes a related Intelligence or Wisdom check. While traveling for an hour or more in his chosen terrain: difficult terrain doesn't slow his group's travel; his group can't become lost except by magical means; he remain alert to danger even when he are engaged in another activity; he can move stealthily at a normal pace (while alone); he find twice as much food while foraging; and while tracking creatures, he learn the exact number, sizes, and how long ago they passed through the area.

Fighting Style (Archery). He adopts a particular style of fighting as his specialty. He gains a +2 bonus to attack rolls he makes with ranged weapons.

Primeval Awareness. As an action, he can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of he (or within up to 6 miles if he is in his favored terrain). This feature doesn't reveal the creatures' location or number.

Hunter's Prey: Horde Breaker. He gains an additional attack feature. Once on each of his turns, when he makes a weapon attack, he can make another attack with the same weapon against a different creature that is within 5 ft. of the original target and within range of his weapon.

Traits

Baseless Emotion

Evard feels emotions without any relevant stimulus. Any day that he experiences these for more than four hours, he needs to take a short rest or take one level of exhaustion due to the toll they take on his mind and body.

Hopelessness [IE 2, Frequent]. Evard has the overwhelming feeling that his circumstances will only get worse, either in terms of his immediate circumstances, his entire life, or both. While experiencing hopelessness, Evard has disadvantage on all ability checks.

Worthlessness [IE 2, Frequent]. Evard feels persistent self-doubt that his abilities or value as a person are inadequate. Trying to compare himself to others only makes it worse. This emotion makes him reluctant to take risks and causes Evard to second-guess his actions. His experience of worthlessness gives him a -2 penalty to initiative rolls.

Actions

Longbow. Range Weapon Attack: +9 to hit, range 150 ft./600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Background

Evard Dale grew up the child of foresters who made a decent, if not extravagant, living harvesting various things (mushrooms, pelts, herbs, etc.) from the forest near a series of small to medium-sized settlements and selling their goods to the settlers. Evard's father died in an encounter with a vicious predator, and his mother moved into one of the neighboring towns. Evard's siblings grew up, got married, and started their lives elsewhere, leaving Evard to decide what he would continue to do for the rest of his life.

Evard occasionally thought about moving or changing his life or making a career for himself, but he would soon either get distracted, or an overpowering lethargy would come over him. Evard would have to wait for these feelings to ease up before he could go back to what he knew how to do: wandering the forest and using its bounty to survive. He would take on quests to help others as a source of income, and has grown to know the forest as if it was a part of his being. Everyone is grateful for his help, even though Evard remains reclusive.

Personality

Evard Dale is a competent but non-expert ranger, with a lot of local and nature knowledge. He loves surrounding himself with nature as that is what calms him the most. If Evard is in a depressive phase, he will shut himself down. In those times, he tends to keep to himself and to his small homestead, sometimes not even leaving his hut for days at a time. Others notice when Evard is gone after a few days. Due to this, he does not keep domestic animals that cannot take care of themselves. While experiencing his traits, he will neglect his appearance and not bother with any of the niceties of human interaction. If sought

out, Evard is polite and not aggressive, but he will not initiate contact nor ask for things he might want or need. In his non-depressive phase, he interacts with society on their terms. He is still neither charismatic nor outgoing, but he does go out of his way to make himself more acceptable to society in general and will go to the settlements and seek people for company and for trade. He will do what he needs to survive but not much more.

Plot Hooks

1. Adventurers may stumble upon Evard in the woods collecting food.
 2. Adventurers may stumble upon Evard if they are in a difficult encounter in a forest and he comes to rescue the party.
 3. Evard may hire adventurers to join him to seek out the mystery of a newly discovered temple he found in the forest.
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Emmara Tandris

November 18, 2022



Emmara Tandris ([Wizard](#))

Medium Humanoid (High Elf), Neutral Good

Non-binary (she/they)

Armor Class: 13

Hit Points: 29

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8 (-1)	16 (+3)	8 (-1)	18 (+4)	14 (+2)	12 (+1)

Skills: Arcana +8, History +8, Investigation +8, Perception +6, Persuasion +5

Senses: Passive Perception 16, Darkvision 60 ft.

Languages: Common, Dwarvish, Elvish, Gnomish, Halfling

Challenge: 9

Abilities

Spellcasting. Emmara is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). They have the following Wizard spells prepared:

Cantrips (at will): [Mage Hand](#), [Mending](#), [Message](#), [Light](#), [Prestidigitation](#)

1st Level (4 slots): [Comprehend Languages](#), [Identify](#), [Unseen Servant](#), [Mage Armor](#)

2nd Level (3 slots): [Detect Thoughts](#), [Locate Object](#), [Hold Person](#)

3rd Level (3 slots): [Counterspell](#), [Dispel Magic](#), [Sending](#)

4th Level (3 slots): [Polymorph](#), [Private Sanctum](#)

5th Level (1 slot): [Legend Lore](#), [Teleportation Circle](#)

Arcane Recovery. Once per day on a short rest, Emmara can recover spell slots up to a combined level of 5, with no spell slots over 6th level.

Potent Cantrip. Starting at 6th level, her damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against her cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. When she casts an evocation spell that affects other creatures that she can see, she can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Traits

[Tinnitus](#) [IE 3, Chronic]. Emmara hears a persistent ringing noise in the background, a byproduct of her years of setting off powerful evocation spells while adventuring. The tinnitus becomes worse when in a place with a large amount of background noise. Emmara takes a -3 penalty on all hearing-related Wisdom (Perception) and Charisma (Persuasion) checks when background noise is present.

[Vertigo](#) [IE 2, Frequent]. Emmara struggles with feeling dizzy, lightheaded, nauseated, and is unable to easily orientate

herself in space. Due to this, she has a -2 penalty to all Dexterity checks and saving throws, including initiative and Dexterity-based attack rolls, until Emmara takes a short rest. Emmara feels [Nausea](#) and will vomit on a failed DC 10 Constitution saving throw, which will leave her incapacitated for 1d4 rounds. This is triggered by quick movement and stress.

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Background

Emmara was a great adventurer in her youth, and traveled with a group called the Guardians of the Forest. Together, the group faced many evils from this plane of existence and others. During this time, Emmara collected various tomes of lore, arcane knowledge, and generally enjoyable books. They enjoyed meeting bookshop owners around the world. At times, she would even donate some of her books to collections of various libraries.

However, after a time and the loss of her closest friend, Oveus, Emmara decided that it was time to leave the Guardians of the Forest to create a different life for herself. She settled in a modest-sized city and opened her own library full of the many tomes from her travels. Adventurers now come to her with books of knowledge to be kept safe and shared with others. From time to time, a book is not returned, and Emmara closes the doors of their library to seek it out. What most adventurers fail to realize is that through the use of magic, she keeps a close eye on all of their books.

If Emmara finds that the adventurers fell while her book was in their possession, Emmara makes sure to collect any other tomes

on them and alert the party's next of kin. Inside Emmara's library, there is a memorial dedicated to all the people who have fallen in the pursuit of knowledge, with the first name being Oveus Stormwind.

Emmara wears Earrings of Grounding when she goes on errands to retrieve books; however, she will keep them off when going about her own library and day-to-day life unless something important is happening.

Assistive Devices

Phyllis's Ear Cuff of Grounding

Wondrous Item, Common

These gold earrings, shaped like plumbines running from the lobe up to a cuff and hanging from there, reduce the IE of Vertigo by 2 while worn. They must be removed to receive the benefits of a short or long rest and take one round to add or remove. When removed, you must lie prone for (IE) rounds or Faint.

Personality

Emmara is soft spoken; however, this should not be taken for hesitation. Contained in their words are knowledge and power that is easily conveyed without contempt. She cares deeply about her patrons, and wishes them well each time they head out on an adventure. When no one is looking, Emmara can be found gazing up at the memorial of fallen knowledge seekers, and if in the right mood, might reminisce about each of them telling their own stories. Due to this, she can become melancholy and detached at times, especially when others do not heed her advice when heading out on a dangerous adventure. Emmara is not one to argue

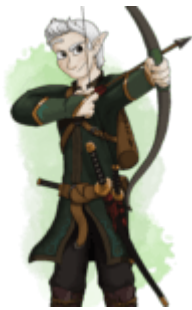
with someone or force adventurers to reconsider their course of action. Instead, she will wish them well while secretly praying they would reconsider.

Plot Hooks

1. The group is seeking an ancient tome of knowledge.
 2. Emmara arrives at the party's location searching for an overdue book held by another band of adventurers.
 3. The group is attempting to complete Emmara's last adventure with the Guardians of the Forest and wants to know what went wrong so they can do better.
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Eldris Moonbow

November 18, 2022



Eldris Moonbow ([Ranger](#))

Medium Humanoid ([Elf](#)), Neutral Good

Cisgender Man (He/Him)

Armor Class: 17

Hit Points: 170

Speed: 35 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	20 (+5)	18 (+4)	16 (+3)	14 (+2)	10 (+0)

Skills: History +8, Investigation +8, Nature +8, Perception +7, Persuasion +5, Sleight of Hand +5, Stealth +10

Senses: Darkvision 60 ft., Passive Perception 17

Languages: Celestial, Common, Draconic, Elvish, Giant

Challenge: 15

Abilities

Spellcasting. Eldris is a 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following Ranger spells prepared:

1st Level (4 slots): [Alarm](#), [Cure Wounds](#)

2nd Level (3 slots): [Find Traps](#), [Locate Animals or Plants](#), [Pass Without Trace](#), [Spike Growth](#)

3rd Level (3 slots): [Speak with Plants](#), [Water Breathing](#)

4th Level (2 slots): [Locate Creature](#)

Colossus Slayer. Once per turn, when he hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its HP maximum.

Elf Weapon Training. He has proficiency with the longsword, shortsword, shortbow, and longbow.

Escape the Horde. Opportunity attacks against him are made with disadvantage.

Evasion. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Favored Enemy: Beasts, Giant, Fiends, Celestial, Dragons. He has advantage on Survival checks to track his favored enemies, as well as on Intelligence checks to recall information about them. He also learns one language of his choice that is spoken by his favored enemies, if they speak one at all.

Fey Ancestry. He has advantage on saves against being charmed, and magic can't put him to sleep.

Fighting Style: Defense. While he is wearing armor, he gains a +1 bonus to Armor Class.

Hide in Plain Sight. He can spend 1 minute creating camouflage for himself from naturally occurring materials. Once he is camouflaged, he can try to hide by pressing himself up against a solid surface to gain a +10 bonus to Stealth checks as long as he remains there without moving or taking actions.

Land's Stride. Moving through nonmagical difficult terrain costs him no extra movement and he can also pass through nonmagical plants without being slowed by them and without taking damage from them. He has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Mask of the Wild. He can attempt to hide even when he is only lightly obscured.

Natural Explorer: Forest, Grassland, Mountain. He has a favored terrain type. His proficiency bonus is doubled for proficient

skills when he makes an Intelligence or Wisdom check related to it. While traveling for an hour or more in his chosen terrain, difficult terrain doesn't slow his group's travel, his group can't become lost except by magical means, he remain alert to danger even when he are engaged in another activity, he can move stealthily at a normal pace (while alone), he find twice as much food while foraging, and while tracking creatures, he learn the exact number, sizes, and how long ago they passed through the area.

Primeval Awareness. As an action, he can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of him (or within up to 6 miles if he is in his favored terrain). This feature doesn't reveal the creatures' location or number.

Trance. He doesn't need to sleep, but meditates semi consciously for 4 hours a day. While meditating, he can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Vanish. He can use the Hide action as a bonus action on his turn. Also, he can't be tracked by nonmagical means, unless he chooses to leave a trail.

Volley. He can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range. He must have ammunition for each target, as normal, and he makes a separate attack roll for each target.

Traits

Executive Functioning [IE 3, Chronic]. Eldris has trouble organizing himself, including his thoughts, his possessions, his emotions, his time, and his memory. He has a -3 penalty to all initiative rolls, and on an initiative roll of 1 or less (or a natural 1), he cannot use his action or bonus action for the first round due to indecision, but he can still use his reaction. Eldris has a -3 penalty on his passive Wisdom (Perception) to determine surprise, and if the plans for the day change, he must succeed on a DC 11 Constitution saving throw or have disadvantage on all Wisdom and Charisma checks for 3d4 minutes while he mentally adapts to his new circumstances and plans. On any attempt to find something that Eldris previously possessed, he has a -3 penalty on Wisdom (Perception) checks to find it. He has a -3 penalty on all reaction rolls. Because Eldris is used to having to compensate for his decision-making, he has developed creativity and resilience, so once per day, when making a non-combat ability check, he can choose to do so with advantage. Multiple days in a row with high stress or demands can temporarily increase the IE.

Actions

Extra Attack. He can attack twice whenever he takes the Attack action on his turn.

Katana. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Longbow. Ranged Weapon Attack: +10 to hit, range 150ft/600ft, one target. Hit: 9 (1d8 + 5) piercing damage.

Assistive Devices

Daniel's Mantle of Autistica

Armor (any armor), common

This armor's temperature changes in the presence of strong emotions. While wearing this armor, you become colder if any creature within 60 feet is feeling a strong hostile, angry, embarrassed, afraid, or other stressful emotions and warmer when within 60 feet of strong excitement, bliss, or other happy emotions, the temperature reflecting the intensity of the emotions. If more than one creature with different emotions is within range, the armor temperature rapidly fluctuates. The armor is immune to Heat Metal and other spells that influence material temperature, and if all creatures within range are experiencing similar emotions, you have resistance to fire or cold damage as applicable. If the temperature is fluctuating, you have disadvantage on concentration saving throws and Wisdom (Insight) checks until the fluctuations stop.

Background

As a wood elf, Eldris was raised in an ideal environment for one born with high functioning developmental differences. He never quite fit in with the other youths he grew up with, but elves are already a little different by nature, so it wasn't a terrible experience. Only when he ventured into the world of humans did he begin to fully understand his differences, which led him to seek out and eventually find his magic armor. He commissioned the armor and felt that he was able to continue his adventures in the world. Eldris enjoys spending time in nature where he can hunt and track his favored enemies. This helps him experience his emotions in a safe environment for him.

Personality

Eldris is quiet, and reserved. He has trouble collecting his thoughts and being able to communicate them to others. Due to that, he does not like to meet new people. He is often perceived as being arrogant or standoffish. Eldris has a strong sense of compassion and justice. He loves to take care of those who are unable to take care of themselves. Even though he does not enjoy being around others, he wants to make their lives better in any way he can. He prefers to work silently and help from the shadows.

Plot Hooks

1. Adventurers may seek Eldris' help to track down a specific enemy that he is trained in.
2. Adventurers may run into Eldris in a mountainous area and help with one of his assignments.
3. Adventurers may hire Eldris to fight alongside him in a large battle that is about to happen in a town nearby.

Caleb Burk

November 18, 2022



Caleburk ([Sorcerer](#))

Medium Humanoid ([Half-Orc](#)), Chaotic Good

Cisgender man (He/Him)

Armor Class: 13

Hit Points: 30

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Skills: Arcana +3, History +3, Insight +3, Intimidation +5, Investigation +3

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Celestial, Common, Draconic, Elvish, Orc

Challenge: 3

Abilities

Spellcasting. Caleburk is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following Sorcerer spells prepared:

Cantrips (at will): [Acid Splash](#), [Mage Hand](#), [Prestidigitation](#), [Shocking Grasp](#)

1st Level (4 slots): [Detect Magic](#), [Mage Armor](#)

2nd Level (2 slots): [Enhance Ability](#), [Levitate](#)

Dragon Ancestor. He has a green dragon as his ancestor. He can speak, read, and write Draconic, and he doubles his proficiency bonus for Charisma checks involving dragons.

Draconic Resilience. His max HP increases by 3. When he isn't wearing armor, his Armor Class equals 13.

Font of Magic. He has 3 sorcery points that he regains when he finishes a long rest. He can use his sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Metamagic. He gains the ability to twist spells to suit his needs.

Careful Spell. He can spend 1 sorcery point to allow up to 3 creatures to automatically succeed on the saving throw of a spell he cast.

Subtle Spell. When he casts a spell, he can spend 1 sorcery point to cast it without any Somatic or Verbal components.

Relentless Endurance. When he is reduced to 0 hp but not killed, he can drop to 1 hp instead once per long rest.

Savage Attacks. When he scores a critical hit, roll one of the weapon's dice one additional time and add it to the extra damage.

Traits

Amplified Emotion [IE 3, Chronic]. Caleburk experiences emotions strongly and deeply across the emotional spectrum. Because they come quickly, often without warning, he cannot prepare himself for them, and he reacts instinctively with little or no control.

Enjoyable Emotions. Caleburk experiences 1d6 + 2 of the

following in excess of typical experience: excitable, energetic, euphoric, needing less sleep, unusually talkative, racing thoughts, distractible, risk-seeking. During this time, he has a -3 penalty on Wisdom (Perception) checks and must succeed on a concentration check with a -3 penalty to maintain spells regardless of stimuli, but he need only half the necessary time for a short or long rest, and he gain +3 on initiative rolls.

Uncomfortable Emotions. When encountering a stressful situation, Caleburk must succeed on a DC 13 Wisdom saving throw or become overwhelmed by fear or anger. Failure on the saving throw gives him a -3 penalty on all ability checks that round, and this continues each round until he succeeds. He has a +3 bonus to Charisma (Intimidation) checks but a -3 penalty to Charisma (Persuasion) checks.

Learning Difference (Dyscalculia) [IE 2, Chronic]. Caleburk has a -2 penalty to any mathematical ability checks.

Sensory Processing Difference (Dyspraxia) [IE 2, Chronic]. When gaining or increasing a feat or proficiency based on Strength or Dexterity, Caleburk needs an additional 2d20 days to gain the bonus. Because Caleburk is used to having to work harder to gain skills, he has developed creativity and resilience, so once per day, when making a non-combat ability check, he can choose to make the check with advantage.

Vestibular Difference [IE 3, Chronic]. Caleburk makes a -3 penalty on all Dexterity checks and Constitution checks. Caleburk tires easily, so when traveling, his daily distance is reduced by 30 percent. He has a +3 bonus to Wisdom (Perception) checks to detect gradual slopes.

Action

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Assistive Device

Caleburk's Estimagus (Dyscalculia)

Wondrous Item, common

This abacus has 4 charges. While holding it, you can expend 1 charge as an action to calculate the answer to any mathematical question for which you know all of the necessary parameters, regardless how complex. If you don't know all of the parameters, you can estimate the answer based on the available information and have a sense of how broad the estimate is. The abacus regains 1d4 expended charges daily after a long rest.

Background

Caleburk's family is full of sorcerers. The family's history with dragons has been passed down from ages, and so they have a strong connection to the past. Caleburk's entire family went to the same school of magic, making a name for themselves there. They always expect the best from him, as they have worked their whole lives to make the world a better place for him. Thanks to their work and encouragement, Caleburk was selected to attend a different, much higher-ranking four-year academy, as soon as he was old enough. This was a different experience for him, as the staff and students did not already anticipate who Caleburk was.

Unfortunately, going to a prestigious magic school put a lot of pressure on Caleburk to advance the family name. The underlying

pressure to succeed and be the first at this school was something Caleburk did not initially anticipate. He began to notice he was having trouble in school, then he realized that he had some differences with his brain and processing. Caleburk is the first in the family to have a disability. Due to his disabilities, society did not have high expectations from him, even though he came from a prestigious magic family. He was initially worried that that would be a problem with his family, but to his surprise, they encouraged him to be the best that he can be and continued to push him to leave the world better for the generations after him.

Personality

Caleburk is fairly playful and sarcastic. However, he can't always understand sarcasm when it's aimed at him. He tries his best to keep up with conversations and observe others' behavior. He does not necessarily trust people right away, so he does come across as shy, but will most likely eventually warm up to you. Caleburk is charismatic even if at first, he may not appear so. He is hesitant to get to know people due to others not knowing about his disabilities but, as he warms up to others, he begins to feel comfortable sharing those parts of himself.

Plot Hooks

1. Adventurers might seek out Caleburk for help studying an ancient tome.
2. Adventurers might find Caleburk studying at a local magic academy.
3. Adventurers might be requested by Caleburk to go on a quest to seek out more about his draconic history.

Baldor Rockfist

November 18, 2022



Baldor Rockfist (Bard)

Medium Humanoid (mountain dwarf), Chaotic Good

Cisgender man (he/him)

Armor Class: 13

Hit Points: 122

Speed: 25 feet

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	9 (-1)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Skills: Insight +8, History +8, Persuasion +5, Deception +5

Senses: Passive Perception 15, Darkvision 60 ft.

Languages: Common, Dwarvish, Dwarvish Sign Language

Challenge: 17

Abilities

Spellcasting. Baldor is a 17th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following Bard spells prepared:

Cantrips (at will): [Light](#), [Message](#), [Prestidigitation](#), [True Strike](#)

1st Level (4 slots): [Charm Person](#), [Command](#), [Comprehend Languages](#), [Identify](#), [Unseen Servant](#), [Faerie Fire](#), [Expeditious Retreat](#), [Hideous Laughter](#)

2nd Level (3 slots): [Detect Thoughts](#), [See Invisibility](#)

3rd Level (3 slots): [Clairvoyance](#), [Tongues](#)

4th Level (3 slots): [Banishment](#)

5th Level (2 slots): [Scrying](#), [Dominate Person](#)

6th Level (1 slot): [Mass Suggestion](#), [True Seeing](#)

7th Level (1 slot): [Teleport](#), [Arcane Sword](#)

8th Level (1 slot): [Power Word Stun](#)

9th Level (1 slot): [Power Word Kill](#)

Bardic Inspiration. 3 times per short rest. As a bonus action, a creature (other than himself) within 60 ft. that can hear him gains an inspiration die (1d12). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Cutting Words. As a reaction when a creature (that's not immune

to being charmed) he can see within 60 ft. makes an attack roll, ability check, or damage roll, he can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. He can do so after the roll but before knowing the result.

Jack of All Trades. He can add half his proficiency bonus, rounded down (+1), to any ability check he makes that doesn't already include it.

Peerless Skill. Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

Song of Rest. If he or any friendly creatures who can hear his performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Traits

Hearing Loss [IE 4, Chronic]. Baldor has acute hearing loss and automatically fails any Wisdom (Perception) check based on hearing. In addition, he has a +4 bonus on saving throws related to attacks that use sound (e.g. banshee wail).

Attention Difference [IE 2, Chronic]. Baldor struggles to focus on some of the more mundane aspects of his job as a diplomat's apprentice, especially when meetings drone on about the economy, political squabbles, and more. When faced with these situations, Baldor must make a DC 10 Wisdom saving throw. On a failure he becomes distracted, and has disadvantage on all related skill

checks. While distracted, he also has a +2 on passive Wisdom (Perception) checks. On a successful save, he becomes hyperfocused on the topic and has advantage on all related skill checks and a -2 penalty to passive Wisdom (Perception).

Actions

Dragon Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, finesse.

Arcane Sword. Melee Spell Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (3d10) force damage.

Background

Baldor grew up in a wealthy merchant family. However, just before Baldor reached young adulthood, a sickness spread through his town and claimed his parents' lives. Without them, Baldor's business failed and, having lost his hearing due to the infection, Baldor turned to the only person he could think of, his uncle, Gamdor Rockfist, a well-respected diplomat to the council.

Gamdor happily took in his nephew and helped him learn sign language. During this phase in Baldor's life, he became invested in helping others recover from the damage done by the plague that had infected their town. He led projects to make sure children orphaned were able to be housed and fed, that anyone left with a disability was able to find fruitful employment, and that plans were put in place to prevent the plague from happening in the future. While helping the town, Baldor found a young, abandoned owl. He took the small owl in and named it Fozy. Through careful training, Fozy was able to support Baldor in his work by alerting him to dangers that Baldor could not hear easily on his own. Gamdor, impressed by his nephew, agreed

to take him on as an apprentice to learn the ways of a diplomat.

Personality

Baldor is a very outgoing and jovial person, with a good sense of humor. He is very passionate about his work as an apprentice diplomat, and makes sure to visit home regularly so that he can stay in touch with local concerns. Some on the council view him as impulsive and reckless in his approach to problem solving. In some ways this is true, but this is due to Baldor's young age. He wants problems solved now, especially when it comes to tasks that do not interest him such as the economy, mundane political squabbles, and the like.

Baldor is a person of action, so if the council gets caught up in indecision, he is likely to find a solution and carry it out without their consent. He believes it is better to seek forgiveness than to ask for permission. Such actions could include amassing a militia to fight off foes attacking a town, using his own money to get medicine for a spreading illness, or figuring out who is embezzling money from the collective's funds. Once Baldor puts his mind to something, he can make amazing things happen. When Baldor is distracted in council meetings, he will play with Fozy. The small owl can be found regularly perching on Baldor's shoulder or, when in a playful mood, on the young dwarf's head.

Plot Hooks

1. The party needs help navigating an important diplomatic problem and could use an ally.
2. A case is being ignored by officials and as they investigate, they find out that Baldor is also on the case.

3. Baldor hires the party to figure out who is stealing from the people and to help put a stop to it.

Appendix 6: FAQ

November 18, 2022



- **Some of these don't seem like disabilities. Why are they included?**
 - That's true. They're not disabilities. They're traits of disabilities or other experiences, and most disabilities have multiple traits. If you want more traits for your character, feel free to add more, and GMs are encouraged to change any of the tables or descriptions in this book to work better for their table.
- **Why did you categorize (X trait) in a certain category? It's technically...**
 - As stated from the beginning, this book isn't a medical journal, nor does it claim any kind of real-world accuracy. Choices were made for the sake of gameplay or due to many traits fitting multiple categories. Feel free to

adjust the tables and categories for your own setting or experience.

- **You missed one or more aspects of (X trait).**

- While that's entirely possible, note that, even though some of the traits are named after specific diagnoses, the listed trait may represent part of that diagnosis, and the rest of it is divided into other traits, usually listed as, "If you have multiple traits, you may choose...."

- **I wish you'd included trait clusters of common diagnoses.**

- We used the Real-world Examples for this purpose. Adding more sidebars or an appendix with these listings would have drastically increased the page count of an already large book. We also wanted to make a point of being as representative as possible, not diminishing rare conditions. That said, we hope to publish articles on our website in the future with some of these experiences, both common and rare. Email subscribers will get notifications of these and other supplemental material.

- **You don't know what (X trait) is like. You should've described it as...and/or given it...game effects.**

- You're probably right. I welcome feedback and am willing to take suggestions which may lead to published errata in the future, but note that everyone's experience is different, so you may experience it differently than others with the same trait. It's difficult or impossible to exactly match everyone's

experience with a single game mechanic, and you're encouraged to change it at your table.

- **Why did you use Constitution for maintaining focus?**
 - We based maintaining focus on the concentration mechanic in the Basic Rules, which requires a Constitution saving throw when taking damage. Wisdom is usually used for awareness and to resist urges, such as the urge to flee when frightened.

Zavari's Oozing Limb

November 18, 2022



Small ooze, unaligned

- **Armor Class** 10
- **Hit Points** 13 (3d6 + 3)
- **Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	1 (-5)

- **Damage Resistances** acid
- **Damage Immunities** lightning, slashing
- **Condition Immunities** blinded, charmed, deafened,

exhaustion, frightened, prone

- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9
- **Languages** –
- **Challenge** 1 (200 XP)

Adhesive. The Oozing Limb can adhere to anything that touches it as a bonus action. A medium or smaller creature adhered to the Oozing Limb is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

Amorphous. The Oozing Limb can occupy another creature's space and vice versa and can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Oozing Limb can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Symbiotic Bond. The Oozing Limb bonds with a willing intelligent creature as an action to form an adaptive limb, responding to telepathic commands like the appendage it's replacing. It secretes an adhesive to connect itself to its host and to hold objects. The acid secreted by the Oozing Limb will gradually ruin nonmagical wood, leather, cloth, and other materials softer than metal if used to hold them, snapping bow strings instantly.

When attached to its host, the Oozing Limb functionally becomes part of the host, sharing the host's hit points and other abilities like any other appendage. It gets no actions of its own, but the host can use its adhesive and pseudopod as unarmed attacks.

The Oozing Limb can detach on command as a bonus action. While detached, it retains its link and can follow simple commands up to 30 feet away from its host. If it moves further

away, it will attempt to return to its host but cannot sense it until within range. If separated from the host for 1 day, it will seek a new host.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 2 (1d4) acid damage.

Swarm of Eye Gnats

November 18, 2022

Small swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 17 (5d6)
- **Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning
- **Damage Immunities** piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 1/4 (50 XP)

Eye Gnat Life Cycle. These tiny transparent larvae live in the eyes of certain creatures with eye discharges, a different breed

for each type of discharge, feeding off the discharge. This creates a symbiotic relationship with the host. Because they are transparent – aside from an occasional blur across the eyelid, indistinguishable from a tear bubble without magnification – the host rarely knows they're there. They enter the pupa stage while the host is sleeping after 2d4 days, and after being hidden in the eyelid for 1 day. The following day, they hatch as eye gnats and fly to the nearest eyeballs, where they lay eggs coated in a toxin into the eyes of the target that causes the same condition, hatching 1d4 days later. A Lesser Restoration spell cast before the eggs hatch will heal the condition, but once they hatch, it will only kill the larvae – the eye discharge of the original host is now a permanent condition in the new host.

Eye Gnat Variant Immunity. Eye gnats are immune to damage from the substance they feed on, so those who feed on acid or poison are immune to acid damage and poison damage accordingly.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny gnat-sized insect, including most armor. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: The swarm does no damage. However, they lay eggs coated in a toxin into the eyes of the target.

Leg Leech

November 18, 2022

Tiny beast, unaligned

- **Armor Class** 10
- **Hit Points** 1
- **Speed** 1 ft., climb 1 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	1 (-5)	1 (-5)	7 (-2)	1 (-5)

- **Skills** Stealth +2
- **Senses** Tremorsense 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 0 (10 XP)

Telepathic Mobility. The leech attaches to a host's leg and reads its thoughts, stimulating the muscles in the paralyzed leg to move it according to the host's mental command. While resting, the leech stimulates the muscles to strengthen and tone them. Because the leg is numb, the host does not feel the mild twitching.

While attached, the leech lays eggs in the host's bloodstream which move to the other limbs and cause paralysis within 30 days. During this 30 day gestation period, magic that cures disease will destroy the eggs or baby leeches before the paralysis sets in permanently.

Once paralysis sets in, the internal leeches wait for lesions to transmit themselves to other hosts, escaping the body via blood.

Clockwork Ear Lizard

November 18, 2022

Tiny construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 2 (1d4)
- **Speed** 30 ft., climb 30 ft.

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

- **Saving Throws** Dex +5
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, The native language of its host
- **Challenge** 0 (10 XP)

Immutable Form. The lizard is immune to any spell or effect that would alter its form.

Magic Resistance. The lizard has advantage on saving throws against spells and other magical effects.

Simple Communication. The lizard climbs onto the ear of its host, and as it hears words spoken around it that are understandable to the host, it speaks the meaning in simplified language. In the presence of multiple voices, the lizard decides which voice seems most relevant or directed at the host and simplifies that voice. The lizard can also telepathically read the host's memories of learned skills, reminding the host of

lessons learned and offering tips from past uses of that skill. This reduces the IE of [Intellectual Disability](#) by 2 for the purposes of performing Intelligence-based skills. Note that the lizard must be audible to the host to receive the benefit, and the host has disadvantage on Dexterity (Stealth) checks when the lizard is talking.

Actions

Bite. *Melee Weapon Attack:* +5, reach 0 ft., one target. *Hit:* 2 (1d4) piercing damage.