

Zilji Larka

July 29, 2023



Small humanoid ([rock gnome](#)), Lawful Good
Cisgender, he/him

Armor Class 9 (12 with [mage armor](#))

Hit Points 20

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	13 (+1)	17 (+3)	14 (+2)	13 (+1)

Saving Throws Intelligence +5, Wisdom +4

Skills Arcana +5, History +5, Investigation +5, Persuasion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Gnomish, Goblin

Challenge 2 (450 XP)

Spellcasting. Zilji is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Zilji has the following [wizard](#) spells prepared:

Cantrips (at will): [Fire Bolt](#), [Mage Hand](#), [Prestidigitation](#)

1st level (3 slots): [Burning Hands](#), [Hideous Laughter](#), [Mage Armor](#)

Arcane Recovery. Once per day when Zilji finishes a short rest, he can choose expended spell slots to recover up to a combined level of 1.

Artificer's Lore. Zilji doubles his proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

Evocation Savant. The gold and time Zilji must spend to copy an evocation spell into his spellbook is halved.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Sculpt Spells. When Zilji casts an evocation spell that affects other creatures that he can see, he 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.

Tinker. Zilji is proficient with tinker's tools and can use them to construct tiny clockwork devices.

Traits

Finger Difference (Missing Fingers). Zilji has 3 fingers and a thumb on his right hand, and 2 fingers on his left. When performing an action with his hands, he has a -1 penalty with his right hand and a -2 penalty with his left. He has adapted his spells' somatic components to work within his physical range and usually uses Mage Hand to write and assist with other tasks as needed, although he has no problem using his hands for basic tasks such as grooming and eating.

Missing Arms (Partial Forearms) [IE 1]. Zilji has a partial forearm on both sides. He is unable to use 2-handed weapons without a prosthesis. He has a -1 penalty on Strength (Athletics) checks that require two hands, such as climbing. In mounted combat, whenever he attacks or takes damage, he needs to

succeed on a DC 8 Dexterity saving throw or fall off his mount.

Actions

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

[Fire Bolt](#). Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 8 (1d10 + 3) fire damage.

Background

Zilji's family owned a business that repaired farming gadgets. Zilji struggled with some of the more intricate parts but was determined to help his community, so he sought out a local wizard and began apprenticing under them. Zilji found himself quite adept at magic and understanding how it functions, enabling him to easily adapt the somatic components of spells to his physical abilities. Now, he uses his magic to help his community as needed, even occasionally assisting his parents with repairs using [Mage Hand](#).

Personality

Zilji is lighthearted and helpful, quick to jump in wherever he sees a need, usually with a joke. He enjoys playing pranks on people who underestimate him and uses humor to challenge people's expectations of him and others with disabilities.

Plot Hooks

- The characters are traveling near the gnomish village when chaos erupts; a clockwork creature is rampaging through

it! Zilji calls for the party to come and help.

- Zilji went to visit his teacher several months ago and isn't usually gone this long. His family is concerned and asks the party to go find him. Before they reach the wizard's tower, they learn that Zilji got sidetracked and went to help someone in need. The party finds someone with general knowledge of the situation, but all they can do is direct the characters to the path where Zilji was last seen.
- Zilji's teacher has sent him on an errand to find a rare item, but it's currently in the possession of a goblinoid horde. He asks for the party's help finding the exact location of the item and recovering it.

Orrelius

July 29, 2023



Medium humanoid ([human](#)), Lawful Good

Cisgender male, he/him

Armor Class 15 ([blue dragon](#) scale mail)

Hit Points 116

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	9 (-1)	11 (+0)	18 (+4)

Skills Athletics +9, Insight +5, Medicine +5, Religion +4

Damage Resistances lightning (when wearing armor)

Senses passive Perception 10

Languages Celestial, Common, Draconic, Elvish

Challenge 14 (11,500 XP)

Spellcasting. Orrelius is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Orrelius has the following [paladin](#) spells prepared:

1st level (4 slots): [Protection from Evil and Good](#), [Sanctuary](#)

2nd level (3 slots): [Lesser Restoration](#), [Zone of Truth](#)

3rd level (3 slots): [Beacon of Hope](#), [Remove Curse](#)

4th level (1 slots): [Freedom of Movement](#), [Guardian of Faith](#)

Aura of Courage. While Orrelius is conscious, he and friendly creatures within 10 ft. can't be frightened.

Aura of Devotion. While Orrelius is conscious, he and friendly creatures within 10 ft. can't be charmed.

Aura of Protection. While Orrelius is conscious, he grants all friendly creatures (including himself) within 10 ft. a +4 bonus to all saving throws.

Channel Divinity. Orrelius's oath allows him to channel divine energy to fuel magical effects. When he uses his Channel Divinity, he chooses which option to use. He must then finish a short or long rest to use his Channel Divinity again. Some Channel Divinity effects require saving throws (DC 17).

Channel Divinity: Sacred Weapon. As an action, Orrelius can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, adds +4 to Orrelius' attack rolls, and the

weapon emits bright light for 20 ft. and dim light for 20 ft beyond that. Orrelius can end the effect either as part of any other action, if he is no longer holding the weapon, or if he falls unconscious.

Channel Divinity: Turn the Unholy. As an action, Orrelius can censure (mark with his holy symbol) fiends and undead. Each fiend or undead that can perceive him within 30 ft. must make a Wisdom saving throw (DC 17). On failure, the fiend or undead is turned for 1 minute or until it takes damage.

Cleansing Touch. Orrelius can use his action to end one spell on himself or on one willing creature that he touches, up to 4 times per long rest.

Divine Sense. As an action, Orrelius can detect good and evil. Until the end of his next turn, he can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. Orrelius can use this feature 5 times per long rest.

Improved Divine Smite. When Orrelius hits with a melee weapon attack, he can expend one spell slot to deal 3d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

Fighting Style: Great Weapon Fighting. Orrelius can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Lay on Hands Pool. Orrelius has a pool of healing power that can restore 70 HP per long rest. As an action, he can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

Actions

Multiattack. Orrelius can attack twice, instead of once, whenever he takes the Attack action on his turn.

Greatsword, +2. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Staff of Healing. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: [Cure Wounds](#) (1 charge per spell level, up to 4th), [Lesser Restoration](#) (2 charges), or [Mass Cure Wounds](#) (5 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Traits

Blindness [IE 4, Chronic]. Orrelius's vision is absent completely, and he has learned to navigate the world with no reliance on his eyes, depending on other senses instead. Because he has grown accustomed to this condition, he has a -4 on sight-related attack rolls, ability checks, and saving throws, including ranged combat beyond 10 ft., but a +4 bonus when using other senses to compensate, not because they've become stronger, but because he's learned to use them more effectively.

Orrelius does not have disadvantage to hit invisible creatures.

Background

In his early years, Orrelius, with the help of household servants, barely escaped a [dragon](#) raid on his ancestral homeland, but during his escape, cinders burned his eyes and permanently eliminated his vision. He spent many years training to adapt.

Due to the traumatic loss of his family and friends, Orrelius swore to fight evil in all its forms, and took the Oath of Devotion with an order of paladins who assisted in his training. Through his adaptive techniques, he has been able to productively battle evil and aid to preserve the good in the world. Orrelius hopes to one day soon track down those responsible for the destruction of his family and their holdings.

Personality

Orrelius is fun-loving, loyal to his friends, and devoted to his faith. His drive for perfection motivates and frustrates him at the same time, leading to unwarranted criticism of himself and his allies. Because of the skills he learned in order to navigate the world and vanquish evil independently while blind, he has grown accustomed to acting on his trained impulses but sometimes forgets to include his companions in his plans, which can put them in danger.

Orrelius's enjoyment of life extends to female companionship, which can distract him and cause him to neglect personal security. He is haunted by the memory of revealing to one woman information that led to a party member's death, and while he learned from his mistake, he's still vulnerable to temptation.

Plot Hooks

- The party has a run-in with a dragon and finds themselves trapped. Orrelius appears, applies healing, and joins in the fray as they take another stab at it.
 - Rumors of a fire-breathing dragon have spread across the countryside, and Orrelius is looking for valiant warriors willing to test their mettle against the creature. The creature turns out to be a chimera.
 - Orrelius has just returned from a rescue mission in the mountains, his wagon hauling three traumatized villagers and a wyvern head. He reports that the wyvern had a nest on a high ledge that was out of his reach, and he wants someone to go destroy the nest before the eggs hatch.
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Veritas Cadell

July 29, 2023



Medium humanoid ([tiefling](#)), Chaotic Good

Nonbinary, it/its

Armor Class 14 (leather armor)

Hit Points 27

Speed 18 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	16 (+3)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Dexterity +5, Intelligence +4

Skills Arcana +4, History +6, Insight +4, Investigation +6, Perception +4, Stealth +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Infernal, Thieves' Cant

Challenge 4 (1,100 XP)

Expertise. Veritas has expertise with thieves' tools, giving it a +7 to all related ability checks, which it especially enjoys using to disarm traps.

Cunning Action. Veritas can take a bonus action on each of its turns to take the Dash, Disengage, or Hide action.

Fast Hands. Veritas can use the bonus action granted by its Cunning Action to make a Sleight of Hand check, use its thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Infernal Legacy. Veritas's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). Veritas has the following spells prepared:

Cantrips (at will): [Thaumaturgy](#)

1st level (1 slots): [Hellish Rebuke](#)

Second-Story Work. Climbing no longer costs Veritas extra movement, and when it makes a running jump, the distance it covers increases by +3 feet.

Sneak Attack. Once per turn, Veritas can deal an extra 2d6 damage to one creature it hits with an attack with a finesse or ranged weapon if Veritas has advantage on the attack roll. Veritas doesn't need advantage on the attack roll if another

enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and Veritas doesn't have disadvantage on the attack roll.

Traits

Muscle Control & Gait Difference [IE 3]. Veritas has Spastic Diplegia Cerebral Palsy and walks with a “scissor gait” (knees and thighs pressed together or crossing each other) due to inability to control its leg muscles with precision. Its movement speed is reduced by 20 percent × (IE), and it has a -3 penalty on all Dexterity (Acrobatics) and Strength (Athletics) checks and saving throws involving legs. Veritas uses forearm crutches to reduce the IE by 1.

Actions

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

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

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Background

While Veritas was born to a welcoming family, its community didn't share those values. Not long after Veritas's birth, the stigma of its infernal ancestry led to community members abducting it to be “purified” by the local clergy. Because no ritual can heal a non-existent curse or ailment, it instead led to a series of seizures that permanently changed Veritas's body.

After rescuing their baby, Veritas's parents fled. While they met many welcoming individuals on their travels, Veritas's family wandered far and long before finding a community that would at least treat them with indifference.

Veritas learned about the cultures and histories of those that the family encountered, even though the interest wasn't mutual. This broad education led to a fascination with diverse groups of people. As Veritas learned to navigate the world with curiosity and deft use of its forearm canes, its family found friends among a team of archaeologists who hired Veritas to assist them to manage supplies. As Veritas observed the team at work, its expressed interest in histories and cultures – along with its keen eye for traps and fine details in the ancient ruins – earned Veritas the respect of the team. It became a full-fledged partner and has worked with them ever since, gathering funding through research and aiding adventuring parties in (literally) unlocking the secrets of the past.

Personality

Veritas is confident in its abilities and skills, which can sometimes give others the impression that it's being stubborn or domineering. In reality, this comes from years of experience and seeing others get hurt or fail in their goals due to ignorant or careless mistakes. Veritas has a deep reverence for ancient civilizations and wants their artifacts explored in the pursuit of knowledge, but only with respect for their creators.

Since Veritas spends more time among those who have been dead for eons than in present social circles, it may not always follow social norms, instead observing social conventions that only the oldest elves may have encountered.

Veritas's confidence with traps can lead to a friendly

deviousness; it may pretend that a disarming attempt failed, or even allow someone to get temporarily trapped, but Veritas never intentionally hurts anyone. It will do so playfully with its friends and allies, teaching them to be alert and demonstrating tricks of the trade to help them avoid trouble when it's not around. Those who would misjudge it for its infernal heritage may find Veritas playing into their fears, trapping them and terrifying them until it can no longer keep up the ruse and then releasing them amid raucous laughter. Those who would underestimate it because of its disability will likely find themselves caught in a most elaborate trap. At that point, Veritas will give the captive audience a lecture about the ancient civilization that originated the design – and only release them once the lesson is finished.

Plot Hooks

- The party needs to find or explore a dungeon or ruins, and Veritas can help them.
- The party finds a relic or runes, and they need someone to determine their meaning.
- The party finds themselves the victims of a trap in a ruin or dungeon that Veritas was investigating and is soon rescued when it hears them.

Dread

July 29, 2023



Medium humanoid ([tiefling](#)), Neutral Good

Nonbinary, she/they

Armor Class 10 (leather armor)

Hit Points 39

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	13 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wisdom +5, Charisma +7

Skills Arcana +3, History +3

Damage Resistances fire

Senses passive Perception 12

Languages Common, Infernal

Challenge 6 (2,300 XP)

Spellcasting (2 slots). Dread is a 6th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Dread has the following [warlock](#) spells prepared:

Cantrips (at will): [Eldritch Blast](#), [Mage Hand](#), [Minor Illusion](#), [Thaumaturgy](#)

1st level (at will): [Mage Armor](#)

1st level (once/long rest): [Bane](#)

2nd level: (each once/long rest): [Darkness](#), [Hellish Rebuke](#)

3rd level: [Darkness](#), [Dispel Magic](#), [Enthrall](#), [Fear](#), [Find Familiar](#), [Protection from Evil and Good](#), [Spider Climb](#), [Vampiric Touch](#)

Dark One's Blessing. When Dread reduces a hostile creature to 0 HP, the tiefling gains 10 temporary HP.

Dark One's Own Luck. Once per short rest, when Dread makes an ability check or a saving throw, they can use this feature to add a d10 to their roll. They can do so after seeing the roll but before the effects occur.

Gaze of Two Minds. Dread touches a willing humanoid and perceives through the humanoid's senses until the end of Dread's next turn (with an action to maintain on following turns) . The humanoid is blinded and deafened to their own surroundings.

Traits

Blindness [IE 4]. Dread's vision is absent completely; they have learned to navigate the world without reliance on their eyes, depending on other senses instead. Because they have grown accustomed to this condition, Dread has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft., but a +4 bonus when using other senses to compensate, not because they've become stronger, but because they've learned to use them more effectively. In addition: Dread does not have disadvantage to hit invisible creatures. Dread is proficient in the use of a stylus for tactile reading and writing.

Disinhibited Social Engagement [IE 3]. Dread has trouble understanding the nuances of relationships, such as the difference between "friend" and "friendly". As a child, they were overly trusting of people they didn't know and at the same time had trouble forming stable or meaningful bonds with others. As a result, Dread experienced multiple betrayals and now holds all people at an emotional distance, even though they long for connection. This gives them a -3 penalty on all Wisdom (Insight)

and Charisma (Deception) checks and saving throws against being charmed.

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Background

Dread was born in a noble human house. At birth, their mother loved them regardless of their unexpected appearance, but their father rejected them and insisted Dread be eliminated. Dread's mother gave her beloved child to her handmaiden, who took the child to a local farmer, who passed the child to a traveling merchant. In their first year, Dread moved from home to home, each of their foster parents caring for them but unable to give them a forever family until a vigneron (winemaking) couple in a distant country finally adopted them. Over time, the tiefling chose the name "Dread," after the reaction their appearance caused, embracing the irony of people's reaction based solely on their vision.

Dread loved their family and worked hard in the vineyard, learning to assess the health and maturity of the grapes by touch and smell. On the other hand, they found their

relationship with their parents strained, both desperately clinging to and pushing them away. As Dread tried navigating relationships with other children in the countryside, they often found themselves betrayed by those they believed to be friends.

Dread decided to trust nobody, not even their parents, and set out on their own, hiring themselves out to farms but never staying long, always looking for companionship but unable to discern true friends.

Eventually, they met a person they believed to be a fellow tiefling who offered them the promise of true companionship and power to protect Dread from those who would betray them. Though wary, Dread accepted the offer for what they wanted most, and learned too late that the tiefling was a devil. They did finally gain a trusted companion – their raven familiar, Void – and the warlock abilities to protect themselves, but their difficulties with relationships remain.

Personality

Dread listens more than they talk, but if asked to commit to anything, they begin talking, asking many often-redundant questions before agreeing. Dread keeps to themselves and prefers to work alone but will help those in need if Dread perceives an opportunity to help.

Dread uses Void's Perception or Gaze of Two Minds when needing to see something, but they find vision disorienting and uncomfortable, so they only use it when necessary.

Plot Hooks

- Dread is investigating rumors of a fiend sighting to determine the truth, and suspects the party's involvement

based on circumstantial evidence. The party must find the truth to clear their names.

- Dread is trying to find their birth family and uncover their origins. They enlist the adventurers to follow a lead while Dread investigates another.
- A local farm has been attacked, and Dread is rushing to investigate and help if possible. Dread encounters the party on the way, notices the adventuring gear, and insists that the party help.

Precision

July 29, 2023



Medium humanoid ([tiefling](#)), Chaotic Neutral
Cisgender, he/him

Armor Class 16

Hit Points 87

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Acrobatics +8, Athletics +5, Insight +6, Religion +4

Damage Resistances fire

Damage Immunities poison; disease

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish, Goblin, Infernal

Challenge 12 (8,400 XP)

Traits

Muscle Control [IE 4]. Precision's arms and hand muscles don't always act the way he wishes. The muscles are permanently contracted, and allow him only slight fine motor control. Precision's IE serves as a guideline for specific effects and, generally, a -4 penalty on all Strength checks and saving throws and attacks. Precision has learned to use his feet for unarmed attack rolls and can use his tail to draw and load his hand crossbow.

At the same time, the extra balance and exertion required tires him, so every time Precision attempts a Strength (Athletics) or Dexterity (Acrobatics) check, he must succeed on a DC 10 Constitution saving throw or reduce his movement by 5 until taking a short rest.

Abilities

Infernal Legacy. Precision's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day each: [Hellish Rebuke](#), [Darkness](#)

Ki. Precision can spend Ki Points to fuel ki features. He has 12 points per short rest, and his Ki save DC is 14.

Patient Defense. Precision can spend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Precision can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Stunning Strike. When Precision hits with a melee weapon attack, he can spend 1 ki point to make the target stunned until the end of Precision's next turn if he fails a Constitution saving throw (DC 14).

Evasion. When Precision 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.

Open Foot Technique. Whenever Precision hits with one of his Flurry of Blows attacks, he can impose one of the following effects on that target: fall prone if it fails a Dexterity saving throw (DC 14), get pushed up to 15 ft. if it fails a Strength saving throw (DC 14), or it can't take a reaction until the end of Precision's next turn.

Stillness of Mind. Precision can use an action to end one effect on himself that is causing him to be charmed or frightened.

Unarmored Movement Improvement. Precision can move along vertical surfaces and across liquids on his turn without falling during the move.

Wholeness of Body. Once per long rest as an action, Precision can regain 36 HP.

Tranquility. At the end of a long rest, Precision gains the effect of a [Sanctuary](#) spell (DC 14) that lasts until the start of his next long rest (unless it ends as normal).

Actions

Dart. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Flurry of Blows. After he takes the Attack action on his turn, Precision can spend 1 ki point to make two unarmed strikes as a bonus action.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. When Precision uses the Attack action on his turn, he can make one unarmed strike as a bonus action. Unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Extra Attack. Precision can attack twice, instead of once, whenever he takes the Attack action on his turn.

Reactions

Deflect Missiles. Precision can use his reaction to deflect or catch the missile with his toes when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 1d10 + 16. If he reduces damage to 0 and has a free foot, he can spend 1 ki point to make a ranged attack with the same missile (as with a monk weapon) with range 20/60.

Slow Fall. Precision can use his reaction when he falls to reduce any falling damage he takes by 60.

Background

Precision's parentage is unknown, as he was found as an infant on the steps of a monastery. The [monks](#) sought an adoptive home for him, but the local villages had no home for a tiefling with cerebral palsy. But Precision never missed what he never knew, and he loves the 22 monks who raised him and taught him the Way of the Open Fist, which he adapted to follow using his feet and tail.

As a young adult, he had a vivid dream about other tiefling children being taken by [devils](#), and he believed it to be a sign. Not knowing whether the dream referred to literal devils recruiting tieflings into their army or to the hellish situations many tieflings endure, he dedicated himself to finding other tieflings and helping them choose their own future—a future of hope.

As he travels, he watches for and keeps track of people who seem kind and accepting, who might be willing to foster or adopt an abandoned disabled or tiefling child.

Personality

Many people don't take Precision seriously, seeing his contracted arms and the way his muscles tend to tilt his head, and underestimate him as a result. He also tends to see humor in most situations in life, and is quick to laugh at irony or add a joke to bring a grin to any encounter. But when he sees someone in distress, especially a child, a tiefling, or anyone being mistreated, his smile disappears as he springs into action, typically leading with the hand crossbow strapped to his leg as he closes any distance, followed by a series of devastating kicks.

Plot Hooks

- Precision asks the party to help him find a kidnapping victim.
 - Rumors are reporting that a portal to the hells has opened, and devils are abducting tieflings. Precision is investigating the rumors and invites the party to assist him.
 - The party finds an abandoned tiefling child along the road. If they rescue them, they will eventually encounter Precision, who will help them find a suitable home.
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Eilwynn Ilaras

July 29, 2023



Medium humanoid ([high elf](#)), Lawful Good
Cisgender, she/her

Armor Class 13 (leather armor)

Hit Points 17

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Intelligence +4, Wisdom +4

Skills Animal Handling +4, Investigation +4, Nature +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Elvish, Giant, Gnomish, Sylvan

Challenge 2 (450 XP)

Spellcasting. Eilwynn is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Eilwynn has the following [druid](#) spells prepared: Cantrips (at will): Create Bonfire, [Druidcraft](#), [Shillelagh](#)
1st level (4 slots): [Cure Wounds](#), [Entangle](#), [Fog Cloud](#), [Thunderwave](#)

Fey Ancestry. Eilwynn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Mage Hand. Eilwynn can cast the [Mage Hand](#) cantrip at will. Her spellcasting ability for this cantrip is Intelligence.

Natural Recovery. Once per long rest during a short rest, Eilwynn chooses expended spell slots to recover. The spell slots can have a combined level of up to 1.

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

Wild Shape. As an action, Eilwynn can magically assume the shape of a beast that she has seen before twice per short rest. She can stay in beast shape for 1 hour before reverting to her normal form (or as a bonus action earlier or if she falls unconscious, drops to 0 hit points, or dies). Eilwynn prefers to Wild Shape into a [wolf](#).

Traits

Baseless Emotion (Panic/Nervousness, Worrying) [IE 2, Periodic].

Panic/Nervousness. Eilwynn has an overwhelming feeling of panic. All spellcasting and ability checks require that she either succeed on a Constitution saving throw to maintain concentration or make the subsequent check with a -(IE) penalty, and tasks that normally require a Constitution saving throw are made with a -(IE) penalty.

Worrying. Eilwynn has an overwhelming fear of the future, both near and distant. She has a -(IE) penalty on saving throws against the frightened condition and a -(IE) penalty on Charisma (Persuasion) checks as her own doubt makes her less convincing to others.

Eilwynn's traits fluctuate. At the end of each trait's duration, the trait gradually disappears over 1d100 hours.

The penalty to saving throws against the frightened condition is always present.

Eilwynn can reduce the IE to 1 by using a short rest to use her staff with breathing and grounding exercises or by succeeding on a DC 13 Constitution saving throw after 1d10 minutes in Wild Shape, repeating the attempt on failure every 1d10 minutes until succeeding.

Actions

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

Shillelagh. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Staff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Background

In Eilwynn's village, every young elf spends time adventuring as a rite of passage to expand their perception of the world and to learn to defend themselves and their village against any threat. Eilwynn grew up listening to the stories of those who had set out before her and mourned those who didn't return. She gets anxious when people leave and is relieved when they get back, she knows everyone currently away, and remembers what she heard about each quest.

Her time has come, and she's spent her life training with the druids in preparation. She feels as ready as her anxiety will let her. Some in the village have told her that she should take exemption from adventuring because of her anxiety, but she's determined to prove her competence, both to the village and to herself.

Personality

Eilwynn cares about everyone she meets. Sympathy and empathy motivate her, and she's known for helping those in trouble. She is trusting to a fault and worries about everyone, even when there is nothing that she can possibly do to help.

Plot Hooks

- The party is trapped or lost in the woods. A wolf approaches them and helps them out of the trap or guides them to a path, and then transforms back to elf shape. It is Eilwynn, eager to help. She offers to serve as a guide.
- Local ranchers have been complaining about wolves eating their sheep and have called for large-scale hunting. Eilwynn has been listening to the stories and doesn't believe the accounts reflect typical wolf behavior. She asks the party to help her protect the local wolf packs and find the truth.
- One of Eilwynn's peers recently died in a quest, and their parents left to investigate. Eilwynn is worried that the parents are looking for revenge more than information and will do something drastic. She asks the party to help her follow them and prevent tragedy.

Hadarai Liadon

July 29, 2023



*Medium humanoid ([elf](#)), Chaotic Neutral
Nonbinary, fae/faer/faerself*

Armor Class 15 (leather armor)

Hit Points 23

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Dexterity +6, Intelligence +3

Skills Acrobatics +6, Deception +6, Insight +3, Perception +3, Performance +4, Persuasion +4, Sleight of Hand +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elvish, Goblin, Orc, Thieves' Cant
Challenge 4 (1,100 XP)

Cunning Action. Hadarai can take a bonus action on each of faer turns to take the Dash, Disengage, or Hide action.

Fast Hands. Fae can use the bonus action granted by faer Cunning Action to make a Sleight of Hand check, use faer thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

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

Second-Story Work. Climbing no longer costs Hadarai extra movement, and when fae makes a running jump, the distance fae covers increases by +4 feet.

Sneak Attack. Once per turn, Hadarai can deal an extra 2d6 damage to one creature fae hits with an attack with a finesse or ranged weapon if fae has advantage on the attack roll. Fae doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and fae doesn't have disadvantage on the attack roll.

Spellcasting. Hadarai can cast the [Prestidigitation](#) cantrip.

Faer spellcasting ability is Intelligence.

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

Traits

Hair Growth Difference [IE 4]. *Hadarai has reduced hair growth relative to faer ancestry. While mostly cosmetic and cultural, it may result in a -4 penalty on certain Charisma checks, depending on the culture. The player and GM should discuss the effect in their campaign world. In extremely hot or cold environments, the saving throws as outlined in official fifth edition sources have a bonus or penalty of 2 accordingly.*

Actions

Dagger. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.*

Rapier. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.*

Shortbow. *Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.*

Background

Hadarai spent faer childhood climbing every tree in the forest and most of the buildings in the village. Since faer parents

often couldn't find faer (usually because they weren't looking up high enough), fae got faerself into trouble often. Fae would slip down and steal snacks and trinkets from neighbors and wouldn't be discovered unless a parent later found the item in a pocket or drawer.

As Hadarai neared adulthood, faer hair started falling out until none remained. For a long time, fae struggled with this and faer identity, and faer peers distanced themselves, fearing the hair loss was contagious. Fae tried to cover the hair loss by drawing on eyebrows and wearing wigs, hats, and bandanas, but those attempts seemed to draw attention to faer condition and made faer even more self-conscious. Fae withdrew from social interaction as much as possible, hiding in trees and on rooftops, with the birds and squirrels there making inadequate companions. Fae eventually attempted to ingratiate faerself back into faer social circles by pulling outlandish stunts and having more boisterous interactions; these did help somewhat, but felt uncomfortable.

In faer time on the roofs, fae encountered a hairless squirrel. Fae began feeding it and noticed that faer new friend, "Gulaabee," didn't seem bothered by its lack of fur, nor did its fellow squirrels react differently. Inspired by Gulaabee, fae gradually accepted faer new appearance and replaced the rowdy presentation with a quiet confidence, although fae can still draw attention when necessary and has learned to direct faer social interactions to faer benefit.

Personality

Depending on the demands of an environment, Hadarai presents as either quietly confident but cordial, or as the loud center of attention, manipulating conversations or swinging from chandeliers as needed. Fae enjoys wearing a variety of hats and

uses them as much for social and performance props as clothing.

Fae is comfortable in urban and wilderness alike but prefers places with tall buildings or trees, the higher the better, that fae can climb and prefers to spend long rests high in a tree or on the highest rooftop nearby.

Plot Hooks

- Hadarai has stolen a valuable item from a wealthy person who wants it back and hires the party to track Haradai down and return the item. However, the party discovers that Hadarai had a good reason to steal the item.
 - While climbing a tower, Hadarai discovered something disturbing at the top. Fae asks the party to help faer investigate, and respond to, this unsettling discovery.
 - Hadarai has been hired to acquire an object, but fae needs some help getting past some obstacles and hires the party to assist.
-

Naiara Trevica

July 29, 2023



Medium humanoid ([human](#)), Lawful Neutral

Cisgender, she/her

Armor Class 18 (*chain mail, shield*)

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Nature +1, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Dwarvish, Giant, Gnomish

Challenge 2 (450 XP)

Fighting Style: Dueling. When Naiara is wielding a melee weapon in one hand and no other weapons, she gains a +2 bonus to damage rolls with that weapon.

Second Wind. Once per short rest, Naiara can use a bonus action to regain 1d10 + 2 HP.

Action Surge. Naiara can take one additional action on her turn. This can be used 1 time per short rest.

Traits

Finger Difference (Shape Diversity) [IE 2]. Eight of Naiara's fingers bend sideways, away from her thumb. She has penalties to any action using her hands, giving a -2 on attack rolls, ability checks, and saving throws requiring grip.

Hand Stiffness [IE 2]. Naiara's fingers on both hands are difficult to move without extreme pain. She has a -2 penalty on any action that would use that joint, including attack rolls. When she succeeds on a melee attack, the vibrations from the impact are painful, and she needs to succeed on a DC 10

Constitution check to fight the pain and continue to hold her weapon.

Actions

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Assistive Devices

Compression Gauntlets. These gauntlets reduce arm or hand pain by 1 IE for 10d6 minutes per day and require an action to equip.

Weapon Brace. This brace attaches to the forearm and provides a wider grip for most melee weapons, along with a rubber strap for additional stability, reducing the IE or grip-associated actions by 1 IE.

Background

Naiara is a fourth-generation, middle-aged mercenary, spending her life traveling and fighting to provide for her family. She calls no place home, and no nation owns her loyalty, as she has seen both virtue and corruption wherever she has served. The intense fighting that has occupied her life has taken its toll on her hands as she developed arthritis in her fingers. While her fingers are weakened, Naira's resolve remains undiminished, and her reputation precedes her as she is sought by employers and feared by adversaries.

As her hands stiffened, Naiara worked with an orthotist to develop a brace to help her hold weapons, and her favorite armorer built a compression layer into her gauntlets to aid with the pain.

Personality

Naiara clearly delineates business and pleasure. When she's fighting, she's all business; it's neither personal nor passionate. When she's off-duty, Naiara enjoys a drink and a tavern song, and woe to anyone who would challenge her or threaten her friends. She doesn't appreciate "going to work" without payment, so when she's done with a challenger, she will expect some compensation from the challenger "for time and services rendered."

Between jobs, Naiara spends time relaxing with her family, most of whom work with her. She also enjoys using her time helping communities damaged by war, even if her own work brought upon the destruction. It was just business, after all, and the civilians bear no responsibility for their leaders' decisions.

Plot Hooks

- After a massive battle, Naiara is helping the village rebuild, but the magic crystal upon which the city's economy was built got damaged in the fight. She asks the party to track down a replacement crystal or the necessary ritual to repair it.
- During a recent battle, some of Naiara's family were taken as prisoners. She asks the party to help her rescue them. "That's war, but this is family."
- Naiara's armorer friend built an expensive suit of armor for a noble, but the noble took it and left without

paying. Naiara asks the party to help her exact payment.

Lechlun Adarian

July 29, 2023



Medium humanoid ([human](#)), Chaotic Neutral
Cisgender, he/him

Armor Class 13 (16 with Mage Armor)

Hit Points 38

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	17 (+3)	13 (+1)	11 (+0)

Saving Throws Intelligence +6, Wisdom +4

Damage Resistances psychic

Senses passive Perception 11

Languages Common, Elvish, Primordial, Undercommon

Challenge 6 (2,300 XP)

Spellcasting. Lechlun is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Lechlun has the following [wizard](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Dark Shape](#), [Mage Hand](#), [Prestidigitation](#)

1st level (4 slots): [Disguise Self](#), [Mage Armor](#), [Nullified Senses](#), [Protection from Evil and Good](#)

2nd level (3 slots): [Darkness](#), [Invisibility](#), [Untouchable Minion](#)

3rd level (3 slots): [Sphere of Annihilation](#), [Touch Oblivion](#)

Arcane Recovery. Once per day when Lechlun finishes a short rest, he can choose expended spell slots to recover up to a combined level of 3.

Forced Oblivion. Starting at 6th level, Lechlun's mastery of [Oblivion](#) manipulation allows him to cast [Counterspell](#) and [Dispel Magic](#) each once per long rest as a bonus action or reaction at 3rd level without expending spell slots.

Traits

[Diverse Face Shape](#) [IE 2]. Lechlun's face draws immediate attention. His features aren't within the range of shapes typical of his ancestry. These include underdeveloped cheekbones and jaw, eyes that slant downward, sparse eyelashes, and a notch in the lower eyelids. Consequently, when people who don't know him see him, they usually only see his face. This gives him +2 to Dexterity (Sleight of Hand) checks but -2 to Disguise checks or Dexterity (Stealth) checks to blend into a crowd, as well as a -2 penalty on Charisma (Persuasion) checks due to the discomfort many people experience around those with unexpected appearances.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing

damage.

Background

Lechlun's parents are wealthy jewelers. Growing up, Lechlun enjoyed watching them craft uncut stones into works of art, polishing them until he could see himself in them. He especially enjoyed playing with their store of obsidian. As Lechlun grew, his parents noted his intellect and creativity and enrolled him in a school of magic. Despite rejection by his peers due to his uncommon appearance, Lechlun excelled at his studies, and the more he learned, the more his curiosity led him to ask questions that other students had never thought of. He began to explore new angles of magic in his lonely spare time, and eventually found a way to access and harness [Oblivion](#), the primal force of annihilation. His teachers, who knew little about this energy but feared it, warned Lechlun to return to more familiar arcane traditions, but his curiosity could not be stifled, which led to his expulsion.

Lechlun continued his studies and research independently, financing his work by working in his parents' shop and using his magic to obliterate objects that can't be burned or eliminated with other methods of disposal.

Personality

Lechlun is "a friend to those who want to be friends with me." He has little use for individuals or societal structures that value the status quo over progress and is quick to dispose of anything he deems unnecessary. He resonates with those who struggle to fit into society for any reason, especially because of their appearance, and he values new art forms, food, and other unique experiences. Lechlun occasionally goes adventuring

for the sake of the new experience.

Plot Hooks

- A noble has a rare object that needs to be completely eradicated and has hired Lechlun to do the job, but Lechlun suspects that the object is important and asks the party to come with him to investigate.
 - A magic object is wreaking havoc on the environment, and Lechlun asks the party to help find and destroy it.
 - Lechlun is looking for a rare tome that will help him unlock more magical secrets. It's believed that a dangerous creature guards it, so he asks the party to help him recover it.
-

Aderyn Lloyd

July 29, 2023



*Medium Humanoid ([Half-Elf](#)), Chaotic Good
Non-binary, They/Them*

Armor Class: 18

Hit Points: 73

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	20 (+5)	14 (+2)	14 (+2)	16 (+3)	12 (+1)

Skills: *Acrobatics +13, Athletics +11, Deception +5, Investigation +6, Perception +7, Sleight of Hand +9, Stealth +13, Survival +7*

Senses: *Darkvision 60 ft., Passive Perception 17*

Languages: *Common, Deep Speech, Elvish, Thieves' Cant*

Challenge: *10*

Abilities

Cunning Action. *Their quick thinking and agility allow them to move and act quickly. They can take a bonus action on each of their turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.*

Fast Hands. *They can use the bonus action granted by their Cunning Action to make a Dexterity (Sleight of Hand) check, use their thieves' tools to disarm a trap or open a lock, or take the Use an Object action.*

Second-Story Work. *They can climb faster than normal; climbing no longer costs them extra movement. In addition, when they make a running jump, the distance they cover increases by a number of feet equal to their Dexterity modifier.*

Sneak Attack. *They know how to strike subtly and exploit a foe's distraction. Once per turn, they can deal an extra 5d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or a ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.*

Supreme Sneak. They have advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

Uncanny Dodge. When an attacker that they can see hits them with an attack, they can use their reaction to halve the attack's damage against them.

Actions

Dagger +1. Melee Weapon Attack: +10 to hit, 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Rapier of Wounding. Melee Weapon Attack: +9, 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage, 2 (1d4) necrotic damage.

Traits

Agnosia (Humanoid/Faces) [IE 1, Triggered by overstimulation and fatigue]. Disadvantage and -1 penalty to recognizing and remembering facial features

Attention Difference [IE 2, Frequent]. When performing a mundane task, Aderyn must make a DC 10 Wisdom saving throw. On a failure, they become distracted and have disadvantage on related skill checks and have a +2 bonus to Wisdom (Perception) checks. On a success, they have advantage on all related skill checks and a -2 penalty to Wisdom (Perception) checks.

Diminished Motivation [IE 2, Periodic]. To begin a task, they must make a DC 10 Wisdom check. They may reattempt every 2d4 minutes.

Eating Disruption (Anorexia) [IE 1, Frequent]. When it's time to eat, Aderyn must make a DC 12 Wisdom saving throw or be unable to force themselves to eat. On a success, they can eat and

must succeed on a DC 9 Constitution saving throw or experience Baseless Emotion (Guilt) or (Panic) until they succeed on the saving throw which they may reattempt every 10 minutes.

Executive Functioning [IE 2, Frequent]. -2 penalty to all initiative rolls and on a roll of 1 or less, Aderyn cannot use their bonus actions the first round. On any attempt to find something they previously owned, they have a -2 penalty to Wisdom (Perception) checks to find it. They have a -2 penalty to all reaction rolls.

Eye Color Difference (Sclera). -1 Charisma (Persuasion) checks, +1 Charisma (Intimidation) checks

Fatigue [IE 2, Chronic]. Every long rest, Aderyn must make a DC 14 Constitution saving throw or take 1 level of exhaustion during the duration. They must also make a DC 10 Constitution saving throw or experience insomnia and get no benefits from a long rest.

Hand Hypersensitivity [IE 2, Periodic]. +2 Wisdom (Perception) checks involving touch, cannot wear hand coverings without extreme discomfort

Hand Tremor [IE 1, Periodic and Triggered by Phobias]. -1 penalty to all Strength and Dexterity checks that require fine motor control

Leg Pain [IE 4, Chronic]. All Concentration checks, DC 14 Constitution saving throw per round to maintain concentration. Any round Aderyn uses their legs, must make a DC 16 Constitution saving throw or experience one level of exhaustion, cumulative each round of exertion requiring 5d20 x 4 per level of exhaustion rounds to recover afterward. They have a +4 bonus to saving throws against psychic damage.

Leg Weakness [IE 1, Periodic]. Movement speed reduced by 25 percent without assistance. Consider the Strength attribute to be 3 less for all Strength checks involving leg strength. Every round spent standing requires a successful DC 9 Constitution check, the DC increasing by +1 each round. Failure results in immediately needing to sit or be prone.

Phobia (Acrophobia/Arachnophobia/Trypanophobia) [IE 1, Triggered]. When within 10 ft. of the phobic stimuli Aderyn, must make a DC 9 Wisdom check or have a -1 penalty to all Intelligence, Wisdom, and Charisma ability checks.

Repetitive Movement [IE 3, Frequent]. For 3d4 rounds, Aderyn uses stimming to manage their emotions. When attempting to or unable to stim, Aderyn must make a DC 6 Constitution check to fight the urge each round with the DC increasing by 3 each round until the stimming behavior is engaged in. Failure to resist results in a -3 penalty to all ability checks until their stimming needs are met.

Sensory Processing Difference (Over-Responsivity/Auditory) [IE 4, Chronic]. When the stimulus is present, Aderyn must make a DC 12 Constitution check or act to avoid the stimulus however possible. Aderyn can attempt to remake this check each round. While avoiding, they take a -4 penalty to all Constitution checks and a +4 bonus to all Wisdom (Perception) checks involving hearing.

Sensory Processing Difference (Sensory Craving/Proprioception/Touch) [IE 4, Chronic]. When faced with these sensations, Aderyn must make a DC 12 Wisdom check to resist indulging in that stimulation, regardless of the consequences. This goes on each round the stimuli are present with the DC of the check increasing each round. While indulging, they have -4 on all Wisdom (Perception) and

initiative rolls.

Sensory Processing Difference (Under-Responsivity/Touch/Pressure) [IE 4, Chronic]. -4 penalty to Wisdom (Perception) rolls related to this stimulus. A -4 penalty to all Dexterity checks and +4 bonus to all rolls to resist pain or torture with resistance to psychic damage.

Social Interaction Difference [IE 3, Chronic]. They have trouble interpreting the social aspects of language, both verbal and non-verbal, and the feelings being conveyed. This can make them seem insensitive as they miss sarcasm, avoid eye contact, take expressions literally, or don't attend to the subject as neurotypical people would expect, or they tend to repeat phrases spoken to them as they process them. They have a -3 penalty on Charisma (Persuasion) and Charisma (Deception) and Wisdom (Insight) checks. They can use Masking to mitigate these effects.

Lower Body Stiffness [IE 2, Periodic]. Their hips and knees are difficult or impossible to move without extreme pain. They have a -2 penalty on any action that would use those joints, including attack rolls. Their daily walking distance is reduced by 40 percent.

Assistive Devices

Aaron's Axles of Agility

Wondrous Item, uncommon

These magic axles can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. Once installed, these axles have 3 charges. While sitting in the wheelchair, you can expend 1 charge as a reaction to dodge without using your action. The axles regain all expended

charges daily after a long rest.

Cadfael's Pressure Armor

Wondrous Item, uncommon

Usually chainmail but sometimes found in other configurations, this armor has 8 charges. While wearing it, you can expend 1 charge as a bonus action to cause the armor to constrict such that it applies deep pressure and a sense of calmness, like a hug, usually pleasurable for those that find hugs overwhelming. If you have Phobia (Claustrophobia), this armor will trigger it. The armor regains 2d4 expended charges daily after a long rest.

Valkeown's Fidget Focus

Wondrous Item, uncommon

This fidget has 3 charges and functions as both a fidget item for assisting with general focus and as a spell focus. While holding it, you can expend 1 charge as a bonus action to give you advantage on your next spell attack. The fidget regains all expended charges daily after a long rest.

Cane. *Reduces the associated IE penalty by 1 for Dexterity checks and saving throws. Requires at least one hand to be used for balance.*

Earplugs. *Aids with various hearing differences. Consult individual trait descriptions for details.*

Weighted Blanket. *At the end of a short rest under it, you receive a +1 on all saving throws related to your associated trait for 1d4 hours. If you take a long rest under the weighted blanket, then you must succeed on a DC 8 Constitution saving throw or wake up with Stiffness (Roll for Impact Extent) from*

the added weight during your sleep for 1d4 hours. Such a blanket can be made from two large animal pelts for a medium humanoid or two medium animal pelts for a small humanoid plus enough sand to make the total weight 10 percent of your body weight.

***Wheelchair.** Wheelchairs eliminate the movement penalty and add 50 percent to your dash movement unless on rough terrain, but many actions such as jumping are impossible while sitting in a typical wheelchair.*

Background

Born under a new moon to an elven landowner father and a human craftswoman mother, Aderyn was unwanted. Their early life, living with their mother and younger half-brother, was spent in school or pestering their older friends to teach them to fight. At 12, their mother disappeared, leaving their younger brother to relatives and leaving Aderyn to their father. Their father reluctantly acknowledged Aderyn, providing them with a place to live, but the hostility of the rest of the household prompted them to follow their older elven half-sister's path and leave, at fifteen years old. From then on until they reached adulthood, Aderyn drifted between house-shares in big cities, making temporary friendships and developing their skills.

As their resentment of authority grew, they trained themselves in freerunning, trespassing, and map drawing, using their skills to fight against tyranny and oppression. They were often found flying through the city in their wheelchair, hopping from one roof to the next flanked on either side by their companions in chaos: a young [raven](#) named Feathers, whom they trained to distract guards, and a [pseudodragon](#) named Scales, who accompanies them on missions as an emotional support animal.

They sold their services to a range of criminal clients, breaking into properties, scouting paths for thieves, and securing getaway routes.

Eventually, Aderyn's notoriety grew enough that they began being hired for other purposes, and now, at 24 years old, work in partnership with an adventuring [priestess](#) called Zora, providing the downtrodden with refuge and safe paths through an increasingly dangerous city.

Personality

Aderyn is always trying to do the right thing by people and works to befriend most people that they meet. However, they will not work with people who uphold systems of oppression and view anyone who does as an enemy. People in positions of power who abuse said power, are quick to taste Aderyn's justice and redistribution of wealth.

When entering new locations or situations, Aderyn is already looking for the fastest way in and out either to assure their own escape route or a potential break-in later with a client. However, even with well-laid plans, they are often the first to forget or even ignore the plan instead, opting for improvising on the spot. They do their best to listen though and will often use their [Fidget Focus](#) to support them in taking in the important details about each mission. Aderyn also prides themselves on always paying back their debts in one way or another. Oftentimes, this comes as money or helping a friend with a job, as long as it is in line with their ethics.

Plot Hooks

1. The party needs to break into a location and needs someone who knows how to get in and out easily.

2. The party runs into Aderyn as they are escaping from a recent break-in with a crew.
3. Aderyn is recruiting people at a local tavern or criminal hotspot for an upcoming break-in attempt.