

Jasper Pincushion

April 23, 2024



Jasper Pincushion is an older adult TiggYWinkle Pact of the Chain Celestial Warlock who values conformity and hates the undead.

Small humanoid ([TiggYWinkle Therigen](#)), Lawful Good, He/Him

Armor Class 12

Hit Points 19 (3d8+6) (+8 temporary hit points)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +1, History +1, Insight +3, Persuasion +6, Tool Proficiency: Woodcarving +4

Senses passive Perception 11

Languages Common, [TiggYWinkle](#)

Challenge 1 (200 XP)

Proficiency Bonus +2

Spellcasting. Jasper is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Jasper has the following [Warlock](#) spells

prepared:

Cantrips (at will): [Chill Touch](#), [Light](#), [Quill Blast \(as Eldritch Blast\)](#), [Sacred Flame](#)

3rd Level (2 slots): [Charm Person](#), [Summon Calvien \(as Find Familiar but takes one action\)](#), [Manny Rebukes The Aggressor \(as Hellish Rebuke but causes radiant damage\)](#)

Friend to the Furry. Jasper can cast [Speak with Animals](#) at will, without expending a spell slot.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Bonus Actions

Love of Manny. Jasper possesses a pool of 4 d6s that he can use to heal one creature within 60 feet by spending up to 3 dice from the pool, restoring hit points equal to the total. This pool is refilled upon completing a long rest. The pool regains all expended dice when he has finished a long rest.

Manny's Resilience (1/rest). Jasper imbues himself with the power of his patron granting unusual resilience. He can gain 1d4 + 4 temporary hit points which last for an hour.

Personal Appearance

Size: 3ft 8in

Weight: 70 lb

Age: 60 years

[Tiggywinkles](#), members of the Beast-like [Therigen](#) people, look like a variety of small mammals such as skunks, mice, rabbits, and raccoons. The Pincushion family resembles hedgehogs but has wider faces and shorter snouts.

Jasper has long quills running down his back which end in purple tips. Often the quills lie flat, but when Jasper feels threatened, he curls up into a ball, presenting a thorny barrier to his adversaries. Jasper has a nub-shaped tail, known to wag when he's excited, so he avoids games of chance. His belly fur is a lovely off-white color whereas the fur on his face and the skin beneath are tanner.

Jasper has short legs, most of his height arising from his torso. His wardrobe is skimpy but stylish, including a battered and faded floppy hat that he never leaves the house without. From under the hat, his dark ears and a pair of small but startlingly blue eyes peer out. For modesty, he wears a loose-fitting kilt in the tartan of the Pincushion clan. The kilt is rather faded and showing signs of having been mended many times. On his feet, he prefers Birkenstock-style shoes for to easily slip on and off. He wears tattered wraps on his short arms as a compromise between warmth and avoiding the difficulties of coats getting caught on his quills. They cover the space between his hands and elbows, and whatever color they originally were has long since achieved a certain level of sun-aged brown. His smile is disarming and open with more than a hint of mischief, reminiscent of a life well-lived.

Jasper has a long, smooth, wooden staff cut from the blackthorn tree which he has fashioned for walking and which he has carved with a bewildering and eye-catching design that endlessly flows and curves with the start and the beginning impossible to find. He usually ties a bit of twine around his waist to which he has bound a series of leather pouches that carry various spell

components, money, and so forth.

Backstory

Jasper possesses a fierce hatred for the undead because his burrow was destroyed by undead [satyrs](#) and [gnomes](#). After the attack, an army of celestial Fluffiphants, The Ivory League, found him. Jasper joined the group to rid his land of undead. One of the fluffiphants, Manny, became Jasper's [patron](#) and asked him to mentor Calvin, a miniature satyr. Jasper is learning that not all undead are evil. Sometimes they just need a poke in the right direction. Calvin? What he's learning is still up for debate!

Calvin, Jasper's familiar and constant companion, is a small satyr with goat-like underparts. He wears copious black eyeliner and eyeshadow and carefully nurtures his hair and straightens it so that he can pull a tuft down over his left, or sinister, eye.

Calvin wears a sleeveless leather jacket covered in strange sewn-on sigils and bright colors which clearly possess some arcane meaning to him. Calvin wears soft, black, baggy trousers with an array of surprisingly capacious pockets where he keeps a rather suspect array of knick-knacks, hip flasks, and the odd carrot. He wears a brass chain from the rear of his studded leather belt to the front pocket, where hangs a keyring with several black iron keys that change in number whenever he draws them out. They are covered in glowing red runes, and sometimes they seem to have slitted eyes glaring from them.

Jasper constantly tries to direct Calvin to Jasper's idea of the right track.

Jasper collects small mementos from his victories and travels, something like a pebble from a battlefield, a clipping from a

tree, a button from a lost friend, and so on. Generally, as he collects them, he attaches a small paper label to the item reminding him of its origin, when he collected it, and a cryptic memo that reminds him of why he collected it. At his home burrow in the borough of Glenwood, his collection takes up several shelves, arranged in an order that he and no one else understands. In the field, Jasper relies on Calvien's capacious carrying capacity for labels, pen, ink, and string which the satyr readily supplies.

Jasper keeps encouraging Calvien to, "Get out of 'that phase,'" and cut his hair. If asked why, Jasper, who demonstrates a good heart and friendly demeanor, has such an odd-looking familiar, he smiles and says that he is looking after Calvien as a favor to an old friend.

Jasper has an excellent memory but often uses spoonerisms like the weather "roaring with pain" when he means "pouring with rain". At home, he enjoys an old rocking chair that has good lumbar support through well-placed wooden struts that pass between his quills. It is intensely uncomfortable for others to sit on.

A DC 5 Intelligence (History) check reveals that this is the Jasper Pincushion, a powerful mage and a great hero who has destroyed countless undead. In truth, Jasper has never really done much more than follow an army of celestial beings around as they purged undead influences from the world.

Designed by Corey Brown & PJ Coffey

Lyra

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Small humanoid (halfling), neutral

Armor Class 14 (leather armor)

Hit Points 21 (6d6)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	10 (+0)

Skills Animal Handling +6, Perception +4

Senses passive Perception 14

Languages Common, Halfling

Challenge 2 (450 XP)

Flyby. Lyra doesn't provoke opportunity attacks when her mount flies out of an enemy's reach.

Mounted Archer. Lyra has advantage on ranged attack rolls while riding a mount.

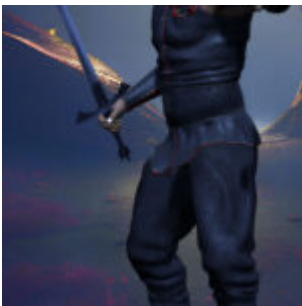
Wasp Command. Lyra can command [giant wasps](#) to attack a target. She can control up to 5 wasps simultaneously.

Actions

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Grelm

April 23, 2024



Medium humanoid (mixed ancestry: elf, goblin), neutral

Armor Class 14 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Goblin

Challenge 2 (450 XP)

Keen Hearing and Sight. Grellm has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Nimble Escape. Grellm can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. Grellm makes two melee attacks or two ranged attacks.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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

Eirik

April 23, 2024



Medium humanoid (human), neutral

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Favored Enemy: Beasts. Eirik has advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

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.

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

Seren

April 23, 2024



Medium humanoid (human), lawful good

Armor Class 12 (padded armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Saving Throws Str +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Actions

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

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2)

slashing damage if used with two hands.

Bonus Actions

Leadership (Recharge 4–6). Seren can use a bonus action on her turn to choose one friendly creature within 30 feet that can see or hear her. That creature gains advantage on their next attack roll before the start of her next turn.

Elowen

April 23, 2024



Medium humanoid (human), neutral good

Armor Class 13 (leather armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Skills Medicine +4, Nature +5, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25 XP)

Herbalist's Expertise. Elowen has advantage on Intelligence (Nature) checks related to identifying and working with plants.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Naelin

April 23, 2024



Medium humanoid (elf), neutral good

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Medicine +7, Persuasion +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1/2 (100 XP)

Spellcasting. Naelin is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Naelin has the following [cleric](#) spells prepared:
 Cantrips (at will): [Guidance](#), [Light](#), [Sacred Flame](#), [Thaumaturgy](#)
 1st level (4 slots): [Cure Wounds](#), [Shield of Faith](#), [Detect Magic](#), [Command](#)
 2nd level (3 slots): [Aid](#), [Spiritual Weapon](#)

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

Healing Word (3/Day). A creature of Naelin's choice within her line of action within 60 feet of her regains 1d4 + 3 hit points.

[Photosensitivity](#) [IE 3]. Naelin is sensitive to bright light, including all but the darkest cloudy days. While in moderate to bright light, she has a -3 penalty on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
 Hit: 3 (1d6) bludgeoning damage.

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April 23, 2024



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Brace

April 23, 2024



Medium humanoid ([half-orc](#)), Neutral Good
Cisgender, he/him

Armor Class 18

Hit Points 59

Speed 30 ft.

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

Saving Throws Animal Handling +4, Insight +4, Medicine +4, Perception +4, Persuasion +4, Religion +3

Skills Insight +4, Intimidation +3, Medicine +4, Persuasion +3, Stealth +0 (D)

Senses passive Perception 11

Languages Common, Elvish, Halfling, Orc

Challenge 7 (2.900 XP)

Spellcasting. Brace is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following [cleric](#) spells prepared:

Cantrips (at will): [Guidance](#), [Mending](#), [Sacred Flame](#), [Spare the Dying](#)

1st level (4 slots): [Bless](#), [Cure Wounds](#), [Healing Word](#), [Purify Food and Drink](#)

2nd level (3 slots): [Calm Emotions](#), [Lesser Restoration](#), [Prayer of Healing](#), [Spiritual Weapon](#)

3rd level (3 slots): [Beacon of Hope](#), [Create Food and Water](#), [Protection from Energy](#), [Revivify](#)

4th level (1 slot): [Banishment](#), [Death Ward](#), [Divination](#), [Guardian of Faith](#)

Better Together. Brace can strengthen his friends by each other's presence. As an action, he chooses a number of willing creatures within 30 feet of him (this can include himself) equal to his proficiency bonus and creates a magical connection among them. The connection lasts for 10 minutes or until he uses this feature again. While any connected creature is within 30 feet of him, he can grant that creature temporary hit points equal to 1d4 + his proficiency bonus for the duration as long as they stay within range. He can use this ability a number of times equal to his proficiency bonus, and he regains all expended uses when finishing a long rest.

Channel Divinity. Brace can channel divine energy two times per rest.

Channel Divinity: Bond of Friendship. Brace can use his Channel Divinity to bolster the confidence of his allies. As an action, he presents his holy symbol and chooses a number of willing creatures within 30 feet of him (this can include himself) up to his cleric level. While they remain within range, they have resistance to psychic damage and a bonus equal to his proficiency bonus on all saving throws against being frightened or charmed or on saving throws required by uncomfortable emotions such as Amplified Emotions or Baseless Emotions. The effect lasts for 1 minute or until he is incapacitated or dies.

Channel Divinity: Through Thick and Thin. Starting at 6th level, Brace's Better Together ability also gives each affected creature advantage on one Constitution or Wisdom saving throw of its choice while under the effects of this ability, and it also restores one hit die to each affected creature.

Channel Divinity: Turn Undead. As an action, Brace presents his holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. When an undead fails its saving throw against his Turn Undead ability, the creature is instantly destroyed if its challenge rating is at or below 1/2.

Relentless Endurance. Once per long rest, when Brace is reduced to zero hit points but not killed, he can drop to 1 hit point instead.

Actions

Handaxe. Melee Attack: +6 to hit, 20 (60) ft., single opponent. Hit: 6 (1d6 + 3) slashing damage.

Traits

Baseless Emotion (Worthlessness) [IE 2]: Brace feels persistent self-doubt about his abilities and value as a person. Comparing himself to others activates this feeling. He takes a -2 penalty to initiative rolls.

Humanoid Agnosia (Face) [IE 2]: Brace is unable to recognize humanoid faces or distinguish them from others. As a result, he has disadvantage and a penalty of -2 to on rolls to distinguish even the most basic of details regarding recognizing or remembering a humanoid's facial features. He's learned to focus on the other features to recognize individuals, which gives him a +2 to Intelligence checks to remember someone or know about a specific subject such as hairstyles or jewelry.

Intrusive Thoughts [IE 2]: Brace struggles with intrusive

thoughts about his own self-worth, especially related to his sense of masculinity and being worthy of love. He has a -2 penalty to saving throws against being frightened.

Missing (Right Hand) [IE 1]: Brace 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 check or fall off his mount.

Assistive Devices

Leather Strap. Used to hold Brace's shield to his forearm. He may use a bonus action to don or doff it.

Ring of Dispel Doubt

Wondrous Item, common

This brass ring features a clasp that resembles a comforting hand being placed on a shoulder. When worn, the Ring pulses with a gentle, reassuring warmth whenever you experience Intrusive Thoughts, giving you +2 on all saving throws against Intrusive Thoughts or magic effects that affect how you see yourself, such as Vicious Mockery. The ring helps you to ground and center yourself and focus on what matters to you. It reminds you of whatever you find calming, helping you to pull yourself out of, or cope with, troubling thoughts and moods and avoid maladaptive coping strategies.

Background

Brace was born and raised in an [orc](#) clan with strict gender roles and expectations that he struggled to meet. From a young age, he knew that once he was old enough, the clan expected him to marry and start his own family, and become a great warrior.

As Brace grew, he found that he did not feel romantic or sexual attraction towards anyone, regardless of their gender. This led to much doubt and worry that he would not be able to marry. Due to the physical difference of his right hand, he feared that he would not become a great warrior; he could not wield a greataxe, an important rite of passage in his Ooc clan.

Nevertheless, without role models offering a different way of being, Brace forced himself to live up to his clan's ideal of manhood. He began picking fights, treating others badly, and pushing himself beyond his limits to perform his clan's version of masculinity. As hard as he tried, it never felt right, and Brace's sense of self-worth diminished. He became plagued with intrusive thoughts about his fears of inadequacy. Adding to this, Brace struggled to recognize the faces of those around him, which led to unintentional arguments due to his clan's limited understanding of differences in perception. Brace was on the verge of becoming an outcast when a band of traveling adventurers passed through his clan's village.

Among the group was a follower of the Way of Warmth, a religious body dedicated to love, including friendship. Brace joined the band of adventurers and found acceptance, as well as mentors who guided him towards a more balanced way of being with his own masculinity. Eventually Brace became a cleric of the Way of Warmth and focused on channeling potent healing magic. He also became a warrior, successfully wielding not only handaxes but also a shield strapped to his right forearm for protection. Through all of this, Brace was able to become a kind and supportive person, and even found love for himself with a partner who was accepting of him.

Brace eventually left adventuring and settled down in a small rural town with his partner and found family. Together, they continue to protect it to this day. Brace also serves as the

town's healer.

Personality

Brace is a friendly and welcoming half-orc that speaks with a loud voice and has a booming laugh. He is happy to meet new people and swap stories – and hugs – with them. He is known to be supportive of friends and strangers alike, and has helped more than one band of adventurers seek shelter or complete a quest. He gives advice and helps people build connections to others as a means of self-discovery, similar to what occurred for him. However, Brace still finds himself at a loss when someone seeks romantic advice, and so sends them along to others who are better suited for the job. In his spare time, Brace has taken up cooking, and when someone stays with him and his partner, he makes large meals. He puts lots of love and enthusiasm into this practice even if it doesn't always come out the way he planned.

Plot Hooks

- The party needs a healer who is willing to travel with them for a short period of time.
 - The party is in a small town without an inn, and they need a place to stay.
 - The party needs advice on how to grow or overcome a challenge.
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Jaydrey Forewood

April 23, 2024



Small humanoid (halfling), Lawful Good
Cisgender, she/her

Armor Class 15 (Draconic Resilience)

Hit Points 38

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	17 (+3)

Saving Throws Constitution +4, Charisma +6

Skills Arcana +3, Medicine +2, Nature +3, Persuasion +6

Senses passive Perception 9

Languages Celestial, Common, Draconic, Halfling, Halfling Sign

Challenge 6 (2,300 XP)

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

Cantrips (at will): [Light](#), [Mage Hand](#), [Message](#), [Minor Illusion](#), [Ray of Frost](#)

1st level (4 slots): [Magic Missile](#), [Shield](#), [Sleep](#), [Thunderwave](#)

2nd level (3 slots): [Alter Self](#)

3rd level (3 slots): [Haste](#), [Lightning Bolt](#)

Dragon Ancestor (Silver). Whenever Jaydrey makes a Charisma

check when interacting with [dragons](#), her proficiency bonus is doubled if it applies to the check.

Font of Magic. Jaydrey has 6 sorcery points that she regains when she finishes a long rest. She can use her sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Elemental Affinity (Cold). When Jaydrey casts a spell that deals cold damage, she can add +3 to one damage roll of that spell. At the same time, she can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Quickened Spell. When Jaydrey casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell. When Jaydrey casts a spell, she can spend 1 sorcery point to cast it without any somatic or verbal components.

Lucky. When Jaydrey rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die. She must use the new roll.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than her own.

Naturally Stealthy. Jaydrey can attempt to hide even when she is obscured only by a creature that is at least one size larger than herself.

Actions

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

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

Traits

Face Cleft [IE 3]. Jaydrey has a split in her skin and skull on the front of her face that begins at her upper jaw and moves upward, halfway through her nose.

Consequently, when people who don't know her see her, they usually only see her face. This gives her +3 to Dexterity (Sleight of Hand) checks but -3 to disguise checks or Dexterity (Stealth) checks to blend into a crowd, as well as a -3 penalty on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances.

Jaydrey experiences a penalty of -3 on Constitution saving throws against face- and ear-related diseases and poisons, and an additional -3 on Charisma (Deception) checks involving speech. Jaydrey needs to take three times as long to eat meals to avoid choking and requires a full round to quaff a potion.

Background

Jaydrey's home village has a reputation for the variety of herbs they grow. Her parents traveled and sold those herbs throughout the region. On one such trip, they arrived at a village that had been stricken by a plague. When the Forewood family heard the village's plight, they stayed to revitalize the weak and soothe the dying with medicinal herbs. In the process, they also contracted the illness. As Jaydrey's parents lay dying, she was determined to help them, but their supplies were depleted. She knew of a more effective herb that grew in the nearby mountain range and so she set out, trying to regulate her own fever by staying close to the cold mountain springs. As Jaydrey stumbled

through the rocky wasteland, she fell on a rock and gashed her arm. Already exhausted, she couldn't focus enough to bind the wound properly and soon lost consciousness.

She awoke in a mountain chalet that was decorated with beautiful antiques. Beside her lay a coil of silver tubing and other medical equipment; her arm was bandaged and her fever nearly gone. A silver-haired woman brought her a cup of tea and bread with apple butter. In the days that followed, her host explained that she found Jaydrey in the river valley and brought her home, giving her a blood transfusion to restore her strength—but it would be weeks of recovery before Jaydrey noticed how truly strong she had become. As she passed her time reading tomes of history and arcana that filled the chalet library, they awakened her senses, and silver scales began appearing on her skin. She soon learned that her host was a [silver dragon](#). When she received the draconic blood that saved her life, the dragon's magic began flowing through her, binding her to the primal forces of land and sky. Her host taught her how to harness that magic until she was ready to leave her mountain sanctuary.

Jaydrey returned to the fallen village and spent months transforming the lifeless ruin into a memorial herb garden, replacing despair with healing, then returned to her home village to continue the family business. She follows her parents' example of compassion when encountering those in need.

Personality

Jaydrey emanates compassion. When she meets someone new, she immediately introduces herself, looks the person over, compliments something they're wearing or carrying, and then asks about it in order to learn more about them and show interest and care. Most of her conversations center on questions she asks of others out of sincere interest.

Plot Hooks

- A blight has been ravaging nearby crops, but there's something unnatural about it. Jaydrey asks the party to help investigate.
- A nearby village is facing a plague, and Jaydrey knows of a rare herb to treat it. She asks the party to help her retrieve it.
- A red dragon (or frost giant) is threatening Jaydrey's silver-haired benefactor, and Jaydrey is looking for those who can help fight off the threat.