

Noble

March 8, 2023



humanoid (any race)

Priest

March 8, 2023



humanoid (any race)

Scout

March 8, 2023



humanoid (any race)

Veteran

March 8, 2023



humanoid (any race)

Tribal Warrior

March 8, 2023



humanoid (any race)

Spy

March 8, 2023



humanoid (any race)

Lirien

March 8, 2023



Medium humanoid (half-elf), chaotic neutral, She/Her

Armor Class

14 (hide armor)

Hit Points

22 (4d8 + 4)

Speed

30 ft., climb 30 ft.

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

Skills

Acrobatics +5, Deception +4, Stealth +5

Senses

darkvision 60 ft., passive Perception 10

Languages

Common, Elvish, Thieves' Cant

Challenge

1 (200 XP)

Congenital Heart Defect. Lirien is easily tired and experiences Shortness of Breath. She has a -2 penalty on all saving throws against gas-based poison attacks and Constitution checks related to exertion. After three rounds of strenuous physical action such as melee combat, she must succeed on a DC 10 Constitution

saving throw or take one level of exhaustion until she stops the activity and rests for 2d10 minutes. Each round she continues, she needs to succeed on an additional saving throw, and the DC increases by 1 each round. Because she's used to assessing her physical capacity and finding creative solutions to perform physical tasks, once per long rest, she can choose to roll a Strength, Dexterity, or Constitution check with advantage.

Sneak Attack (1/Turn). The rogue deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

Description

Lirien is a charismatic half-elf rogue with a passion for adventure and a quick wit. Despite her congenital heart defect, she never lets it slow her down and is always up for a challenge. Growing up in a small village, Lirien always felt stifled and yearned for something more. When she learned of the Glaciadon's theft of the heartstone, she saw it as an opportunity to prove her bravery and do something good for her community. She's a bit of a risk-taker and isn't afraid to bend the rules to get what she wants, but her heart is always in the right place. She's known for saying, "Life's too short to play it safe," before taking the next risk.

Nonplayer Characters

March 8, 2023



Customizing NPCs

There are many easy ways to customize the NPCs for your home campaign.

Racial Traits. You can add racial traits to an NPC. For example, a halfling druid might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the Player's Handbook.

Spell Swaps. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

Magic Items. The more powerful an NPC, the more likely it has

one or more magic items in its possession. An archmage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter its challenge rating.

Zara

March 8, 2023

Medium humanoid ([dragonborn](#) (red)), Neutral Good Cisgender Woman (She/Her)

- **Armor Class** 16 (Unarmored Defense)
- **Hit Points** 26 (4d8 + 8)
- **Speed** 30 ft.

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

- **Saving Throws** Str +4, Dex +5
- **Skills** Perception +5, Stealth +5
- **Damage Resistances** fire
- **Senses** passive Perception 15
- **Languages** Common, Draconic, Draconic Sign Language
- **Challenge** 3 (700 XP)

[Hearing Loss](#) [IE 3]. Zara is hard of hearing, which gives a -3 penalty on hearing-related checks but +3 on saving throws related to attacks that use sound (e.g., banshee wail). (Note:

thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

Breath Weapon (1/rest). Zara exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Bonus Actions

Extra Attack (Unarmed Strike). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Flurry of Blows (4/rest). Zara can make two unarmed strikes as a bonus action.

Reactions

Deflect Missiles. Zara can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 + 7.

If she reduces the damage to 0, she can catch the missile if it is small enough for her to hold in one hand and she has at least one hand free. If she catches a missile in this way, she can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition she just caught, as part of the same reaction. She makes this attack with proficiency, regardless of her weapon proficiencies, and the missile counts as a monk

weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Slow Fall. Zara can use her reaction when she falls to reduce any falling damage she takes by 20.

Zara is a tall, red dragonborn with a fierce expression and sharp, curved claws. She is a skilled monk, using her agility and strength to deliver powerful blows in combat. Despite being hard of hearing, she is fiercely alert and able to surprise enemies with her lightning-fast reactions. She is proud of her heritage, wearing her dragonborn scales with pride and using her breath weapon to devastating effect in battle. Despite her fierce exterior, Zara has a kind heart and is fiercely loyal to her friends and allies.

Dorian

March 8, 2023

Small humanoid ([halfling](#)), Chaotic Neutral Cisgender Man (He/Him)

- **Armor Class** 14 (Unarmored Defense)
- **Hit Points** 37 (3d12 + 6)
- **Speed** 30 ft.

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

- **Saving Throws** Str +5, Con +4
- **Skills** Perception +1, Survival +1
- **Senses** passive Perception 11
- **Languages** Common, Halfling
- **Challenge** 2 (450 XP)

Attention Difference [IE 3]. When performing any sustained task, Dorian must succeed on a DC 11 Constitution saving throw. Failure indicates that he's been distracted – all related ability checks take 60 percent times as long to complete. While distracted, he has a +3 on passive Wisdom (Perception). On success, he becomes hyperfocused and has advantage on all related ability checks. While hyperfocused, he has a –3 penalty on passive Wisdom (Perception).

Rage (3/day). Dorian can enter a frenzied state for 1 minute, gaining advantage on Strength checks and saving throws, resistance to bludgeoning, piercing, and slashing damage, and the ability to make an additional attack on his turn.

Danger Sense. Dorian has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

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

Hyperfocused Rage (1/rage). Dorian's neurodivergence allows him to hyperfocus on combat during a rage and use his Reckless Attack on one Bonus Action, giving him +3 on one melee weapon attack and damage roll per rage.

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

Reckless Attack. When Dorian makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) bludgeoning damage. (+2 damage during rage)

Dorian is a small, scrappy halfling with a wild, untamed appearance. His hair is a wild mop of curls, and his eyes seem to constantly dart around, as if searching for the next adventure. Despite his size, Dorian is a formidable fighter, using his neurodivergence to his advantage as he enters a frenzied state in combat. He is quick on his feet and agile, able to dodge and weave through enemies with ease.