

Rendoya

December 28, 2022

Medium humanoid ([tiefling](#)), Chaotic Good Transgender Woman (She/Her)

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

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

- **Saving Throws** Wis +5, Cha +3
- **Skills** Arcana +5, Perception +5
- **Damage Resistances** fire
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Infernal
- **Challenge** 6 (2,300 XP)

Innate Spellcasting. Rendoya's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day: [Hellish Rebuke](#)

Spellcasting. Rendoya is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Rendoya has the following [Sorcerer](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Fire Bolt](#), [Message](#), [Shocking Grasp](#), [True Strike](#)

1st level (4 slots): [Mage Armor](#), [Magic Missile](#), [Shield](#)

2nd level (3 slots): [Blindness/Deafness](#), [Spider Climb](#)

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

Metamagic (6 Sorcery Points). Rendoya can use her sorcery points for the following effects:

Empowered Spell, Heightened Spell

Seizures (Clonic, triggered by stress) [IE 2]. Rendoya's muscles have spasms that make her face, neck, and arm muscles jerk rhythmically. During this seizure, she has a -4 penalty on all actions requiring the use of her arms and cannot cast spells requiring a somatic component. Casting a spell with a verbal component requires a successful DC 12 Constitution check. Failure results in the spell failing, but it does not use a spell slot. She must succeed on a DC 10 Constitution check to maintain concentration if needed. Clonic Seizures last 2d6 rounds.

The seizures are triggered by stressful situations. When entering combat or encountering other sources of stress, Rendoya must succeed on a DC 12 Wisdom saving throw to prevent the seizure. She can choose to fail the saving throw and experience the seizure to use her Seizure Surge.

Reactions

Seizure Surge. When Rendoya has a seizure, she can use her reaction to unleash a blast of magical energy. Each creature within 10 feet of her must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Rendoya is a powerful sorceress with dark hair and piercing red

eyes. Despite her neurological disorder, she is a skilled magician and strategically uses her seizures to her advantage, balancing the challenge of the seizure's effects with the benefit of channeling the energy into powerful blasts of magical energy. She is cunning and clever, always one step ahead of her enemies.

Lord Remington

December 28, 2022

Medium humanoid (human), Lawful Evil Cisgender Man (He/Him)

- **Armor Class** 14 (leather armor)
- **Hit Points** 84 (13d8 + 26)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	18 (+4)

- **Saving Throws** Int +8, Wis +6, Cha +8
- **Skills** Deception +8, History +12, Insight +6, Persuasion +8
- **Senses** passive Perception 12
- **Languages** Common, Draconic, Infernal
- **Challenge** 11 (7,200 XP)

Innate Spellcasting. Lord Remington's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell

attacks). He can innately cast the following spells, requiring no material components:

At will: [Blink](#), [Mending](#)

3/day each: [Expeditious Retreat](#), [Ray of Enfeeblement](#), [Major Image](#)

1/day each: [Haste](#), [Slow](#), [Death Ward](#), [Chain Lightning](#)

Regeneration. As long as his machine is running, Lord Remington regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Lord Remington makes two attacks.

Ravages of Time (Recharge 5–6). Ranged Spell Attack: +8 to hit, range 20/60 ft., one target. Hit: 49 (10d8 + 4) necrotic damage. A blue-green ray of temporal energy erupts from Lord Remington's hands and causes sudden aging to a part of the target's body.

Shortsword 0'Clock Sharp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage + 39 (10d6 + 4) necrotic damage. Lord Remington's sword channels his temporal energy, aging the point of impact.

Take Time. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Lord Remington touches another creature and steals some of its time. Lord Remington regains 17 (5d6) hit points, and the target must succeed on a DC 16 Wisdom saving throw or be petrified for 1d4 rounds, frozen in time.

Lord Remington is a tall, thin man with pale skin and dark, piercing eyes. He wears finely tailored leather armor and a cloak adorned with intricate clockwork designs. He is cold and

calculating, using his mastery of time magic to manipulate and control those around him. He is ruthless and cunning, willing to do whatever it takes to escape death after the grief of losing his mother when young. He is also a skilled actor and manipulator, able to charm and deceive even the most wary of individuals.

Erelmil

December 28, 2022

Erelmil (He/Him) (Scout)

Medium humanoid ([human](#)), neutral good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elvish
- **Challenge** 1 (200 XP)

Cunning Action. On each of his turns, Erelmil can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Erelmil deals an extra 7 (2d6) damage

when he 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 scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

Actions

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

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

Trait

Muscle Control (IE 2)

Erelmil's left arm is contracted, requiring an extra round to load his hand crossbow, and he can only make a single attack per round.

Ryia

December 28, 2022

Ryia (Scout) (She/Her)

Medium humanoid (human), chaotic good

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
- **Senses** passive Perception 16
- **Languages** Common, Elf
- **Challenge** 1 (200 XP)

Cunning Action. On each of her turns, Ryia can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Ryia 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 scout that isn't incapacitated and Ryia doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ryia makes two melee attacks.

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

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

Trait

Tooth Pain (IE 2). You have chronic pain in your teeth. Any action that requires concentration (e.g. maintaining a spell) requires a successful DC 10 + (IE) Constitution saving throw per round to maintain concentration. The pain makes talking difficult, causing a penalty of - (IE) on social Charisma checks, and spells with a verbal component require a successful

DC 8 + (IE) Dexterity check to cast successfully. Because this also causes eating difficulty, you must succeed on a DC 8 + (IE) Constitution saving throw to maintain concentration while eating or drinking. Because you're used to managing pain, even though this doesn't reduce the experience of pain, you have a + (IE) bonus to saving throws against psychic damage.

Ryia usually speaks in a soft, slurred manner, her tooth pain making it difficult to enunciate.

Elel Talthanryl

December 28, 2022



Elel Talthanryl (He/Him)

Medium humanoid (half-elf), chaotic evil

- **Armor Class** 11
- **Hit Points** 27 (5d8 + 5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

- **Skills** Medicine +4, Nature +3, Perception +4
- **Senses** passive Perception 14
- **Languages** Common, Draconic, Druidic
- **Challenge** 2 (450 XP)

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

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

Cantrips (at will): [Druidcraft](#), [Produce Flame](#), [Shillelagh](#)

1st level (4 slots): [Entangle](#), [Longstrider](#), [Speak with Animals](#), [Thunderwave](#)

2nd level (3 slots): [Locate Animals or Plants](#), [Hold Person](#)

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with [shillelagh](#) or if wielded with two hands.

Trait

Refractive Differences (Far-sightedness) (IE 3) The closer things get, the blurrier they get. You have a – (IE) penalty on attack rolls and Wisdom (Perception) rolls to see any details closer than (IE) × 5 feet. Ellel wears a corrective monocle, which reduces the IE of this trait to 1, but it falls out if he takes bludgeoning damage, at which point he continues without it until the end of combat. Because the Refractive Difference is only in one eye, his penalty is halved.

Kassios

December 28, 2022

Kassios (He/Him)

Medium Fey ([satyr](#)), chaotic neutral

- **Armor Class** 14 (leather armor)
- **Hit Points** 31 (7d8)
- **Speed** 25 ft., 35 ft. with cane

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

- **Skills** Perception +2, Performance +6, Stealth +5
- **Senses** passive Perception 12
- **Languages** Common, Elvish, Sylvan
- **Challenge** 1/2 (100 XP)

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

Spellcasting. Kassios is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Kassios has the following [bard](#) spells prepared:

Cantrips (at will): [Mending](#), [Light](#), [Vicious Mockery](#)

1st level (4 slots): [Charm Person](#), [Identify](#)

2nd level (2 slots): [Hold Person](#), [Suggestion](#)

Actions

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

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

Sword Cane. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. When used as a cane, this item reduces the IE of his [Lower Body Stiffness](#) by 1.

Variant: Panpipes. Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Traits

Kassios has [Hearing Loss \(IE 2\)](#) and [Lower Body Stiffness\(IE 2\)](#).

The caravan master is a charismatic [satyr](#) with sensational fashion tastes and a waxed mustache who uses a well-polished cane (actually a sword-cane). He possesses a cultivated theatricality developed during his past career as a troubadour.

The worldly Fey possesses knowledge of – and opinions about – almost everything, from classic Elven plays to the dramatic nuances of pyrotechnics. Kassios has a prosthetic bronze eye inlaid with an amethyst pupil. He also has hearing loss and wears a back brace beneath his ostentatious garb.

Tessaria

December 28, 2022

Tessaria (She/Her)

Medium humanoid (gold [dragonborn](#)), neutral good

- **Armor Class** 15 (breastplate)
- **Hit Points** 23(5d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	18 (+4)	14 (+2)	16 (+3)

- **Skills** Arcana +8, Deception +5, History +8, Insight +4, Persuasion +5, Religion +8
- **Damage Resistances** fire
- **Senses** passive Perception 12
- **Languages** Common, Draconic, Elvish, Primordial
- **Challenge** 1/8 (25 XP)

Actions

Breath Weapon. Tessaria can use her action to exhale fire in a 15 ft. cone. When she uses her breath weapon, each creature in the area of the exhalation must succeed on a DC 10 Dexterity saving throw. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. After she uses her breath weapon, she can't use it again until she completes a short or long rest.

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

Reactions

Parry. Tessaria adds 2 to her AC against one melee attack that would hit it. To do so, Tessaria must see the attacker and be wielding a melee weapon.

Traits

Tessaria has **Sensory Processing Difference (Over-Responsivity) (IE 2)** to repetitive high- and low-pitched sounds, such as scraping metal.

This gold dragonborn librarian is incredibly knowledgeable of history, religion, and the occult, and is traveling overland with her personal book-hoard. She speaks insightfully but bluntly. Her emotions can be difficult to read, and she can come across as standoffish. Reading and sipping tea help put her at ease. If confronted about her perceived attitude, she will say "I am kind, not nice." To Tessaria, kindness is genuine, whereas niceties are superficially polite.

Ssauri'yanik

December 28, 2022

Ssauri'yanik (They/Them)

Medium humanoid (red [dragonborn](#)), Neutral Good

- **Armor Class** 13 (chain shirt), 16 with Barkskin
- **Hit Points** 27 (5d8 + 5)

- **Speed** 25 ft.

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

- **Skills** Medicine +7, Nature +5, Persuasion +3, Religion +5
- **Damage Resistances** fire
- **Senses** passive Perception 13
- **Languages** Common, Draconic
- **Challenge** 2 (450 XP)

Divine Eminence. As a bonus action, Ssauri'yanik can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Plant Specialist. Ssauri'yanik has advantage on Intelligence (Nature) checks related to plants.

Spellcasting. Ssauri'yanik is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ssauri'yanik has the following [cleric](#) spells prepared:

Cantrips (at will): [Light](#), [Sacred Flame](#), [Thaumaturgy](#)

1st level (4 slots): [Cure Wounds](#), [Guiding Bolt](#), [Sanctuary](#)

2nd level (3 slots): [Lesser Restoration](#), [Spiritual Weapon](#), [Barkskin](#)

3rd level (2 slots): [Dispell Magic](#), [Spirit Guardians](#)

Actions

Breath Weapon. Ssauri'yanik can use their action to exhale fire in a 15 ft. cone. When they use their breath weapon, each creature in the area of the exhalation must succeed on a DC 11 Dexterity saving throw. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. After they use their breath weapon, they can't use it again until they complete a short or long rest.

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

Traits

They have a chronic degenerative condition similar to Ehlers-Danlos Syndrome, causing [Hyperelasticity \(IE 4\)](#) and [Skeletal Flexibility \(IE 3\)](#) and [Dislocation \(IE 3\)](#).

This red dragonborn is dedicated to helping others, an act of devotion that takes many forms, from curing wounds to providing support for people with disabilities. They love plants and herblore, which they use to make various tonics, smokables, and other medicines. Ssauri'yanik sells [Potions of Healing](#) and potions that replicate the effects of magic items for managing disabilities and traits. Their scaly skin has an elasticity to it and bruises easily.

Nona Watson

December 28, 2022



Nona Watson ([Wizard](#))

Medium Humanoid (Foxfolk), Neutral

Cisgender female, she/her

Armor Class: 11

Hit Points: 27

Speed: 30 ft.

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

Skills: Acrobatics +4, Arcana +6, Deception +4, History +6, Investigation +6, Religion +6

Senses: Passive Perception 12

Languages: Common, Deep Speech, Undercommon, Primordial, Foxfolk

Challenge: 5

Abilities

Spellcasting. Nona is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell

attacks). She has the following Wizard spells prepared:

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

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

2nd Level (3 slots): [Locate Object](#), [See Invisibility](#)

3rd Level (2 of slots): [Phantom Steed](#), [Sending](#), [Animate Dead](#)

Arcane Recovery. She has learned to regain some of her magical energy by studying her spellbook. Once per day when she finishes a short rest, she can choose 2 expended spell slots to recover.

Natural Liar. Once per long rest, on a failed Charisma (Deception) check, Nona may reroll it with advantage.

Necromancy Expert. The gold and time she must spend to copy a necromancy spell into her spellbook is halved.

Vitality Transfer. She can gain temporary sustenance from creatures she kills. Once per turn, if she kills a creature with a spell attack, she gains temporary hit points equal to half of the damage she caused to the target, up to double her wizard level.

Traits

[Attention Difference](#) [IE 2, Chronic]: Nona has trouble staying focused on one subject unless it's related to cryptids and her research related to them. Whenever Nona has to perform a sustained, potentially monotonous task, she must succeed on a DC 10 Wisdom saving throw. On a failure she is distracted and has disadvantage on all related skill checks. While distracted she

has a +2 on passive Wisdom (Perception) checks. On a success, she becomes hyperfocused and has advantage on all related skills checks with a -2 penalty on passive Wisdom (Perception) checks.

Intrusive Thoughts [IE 2, Frequent]: Nona struggles with thoughts coming to her head of terrible situations occurring or that she might have been wrong all along about her research, and struggles to move past these thoughts at times. Due to this, Nona takes a -2 penalty to saving throws against being frightened.

Baseless Emotion (Dread) [IE 1, Frequent]: Nona struggles with feelings of dread and the feeling that something is going to go wrong unexpectedly that might lead to harm for her or her sister. Due to this, Nona has a -1 penalty to resisting Charisma (Intimidation) checks and saving throws against the frightened condition.

Actions

Fire Bolt. Ranged Spell Attack: +6, 120 ft., single creature or object. Hit: 11 (2d10) fire damage.

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

Background

Nona is a down-on-her-luck researcher that enjoys researching various monsters that are said not to exist. As a young child, she had an encounter with a sphinx that left her fascinated with the occult and fantastical. While no one else believed Nona about her encounter with the mythical beast, her sister, Tallie, did. Tallie will often herald Nona's arrival in a location, notifying her sister of a nearby cryptid. Due to Nona's

interests, she has studied deeply in the necromantic arts, however, due to her outgoing personality and adventurous clothing, one would be hard pressed to guess what her magical proclivities are.

Assistive Devices

Wand of Calm Emotions. Nona uses this wand when her feelings of dread or anxiety become too much.

Personality

Nona is very extroverted and friendly, especially towards those who share in her love of researching the same things she does. At times Nona can become so excited that her close friends and Tallie, will let her know that she may want to try to take a moment to calm down a bit. Talking to her about her research is a fast way to make friends with Nona. While many might discredit Nona's work, she does not let this get her down since she believes deeply in the work she pursues. Due to this, she will not take the time to correct or argue with those who attempt to put down her life's work. After spending time with others, Nona often feels drained and needs time to recover.

Plot Hooks

1. The party is in search of a specialist to gain more knowledge about an obscure creature that many are not sure is even real.
2. The party runs into Nona hot on the trail of a reclusive creature of lore and she needs help tracking it down.
3. They catch a lecture at a local wizarding school where Nona is presenting on her research, and the reception is mixed.

Moonmaeven

December 28, 2022



Moonmaeven ([Druid](#)/[Bard](#))

Medium Humanoid (High [Elf](#)), Lawful Good
Cisgender woman (she/her)

Armor Class: 13

Hit Points: 60

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	14 (+2)	15 (+2)	12 (+1)	17 (+3)	17 (+3)

Skills: Acrobatics +5, Arcana +4, Deception +6, Insight +6, Investigation +4, Nature +4, Perception +9, Performance +9, Persuasion +6

Senses: Passive Perception 19

Languages: Common, Druidic, Elvish, Infernal

Challenge: 6

Abilities

Druid Spellcasting. Moonmaeven is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following Druid spells prepared:

Cantrips (at will): [Druidcraft](#), [Guidance](#), [Produce Flame](#), [Resistance](#)

1st Level (4 slots): [Charm Person](#), [Create or Destroy Water](#), [Detect Magic](#)

2nd Level (3 slots): [Enhance Ability](#), [Gust of Wind](#), [Heat Metal](#), [Locate Object](#), [Pass without Trace](#)

Bard Spellcasting. Moonmaeven is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following Bard spells prepared:

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

1st Level (4 slots): [Charm Person](#), [Comprehend Languages](#), [Identify](#)

2nd Level (3 slots): [Shatter](#), [Silence](#), [Suggestion](#)

Bardic Inspiration. As a bonus action, a creature (other than she) within 60 ft. that can hear her gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Cutting Words. As a reaction when a creature (that's not immune to being charmed) she can see within 60 ft. makes an attack roll, ability check, or damage roll, she can expend one use of Bardic Inspiration, roll the die, and subtract the number from

the creature's roll. She can do so after the roll but before knowing the result.

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

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

Natural Recovery. Once per long rest during a short rest, she chooses expended spell slots to recover. The spell slots can have a combined level of up to 2, and none of the slots can be 6th level or higher.

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

Trance. She doesn't need to sleep, but meditates semi consciously for four hours a day. While meditating, she can dream after a fashion; such dreams are actually 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, she 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 back to her normal form (or as a bonus action earlier or if she falls unconscious, drops to 0 hit points, or dies).

Traits

Baseless Emotion [Triggered by own shadow and the tricks that it plays on her]. In addition to the listed traits, any day that Moonmaeven experiences these for more than four hours, she needs to take a short rest or take one level of exhaustion due to the physical toll they take.

Dread [IE 2, Triggered]. Moonmaeven feels something looming, as if an unexpected event or entity will come unexpectedly to bring harm. Dread differs from worry in that it has an object, even if she doesn't know what or who that object is. She has a -2 penalty to resist Charisma (Intimidation) checks and saving throws against the frightened condition.

Restlessness [IE 2, Triggered]. Moonmaeven feels agitated or panicked. This causes her to be hypervigilant, giving her a +2 bonus to all Wisdom (Perception) in contested Dexterity (Stealth) checks but a -2 penalty to notice harmless details.

Memory Loss (Anterograde Amnesia) [IE 3, Chronic]. Moonmaeven is unable to form new memories but recalls her past until $1d100 \times 30$ days ago or after a specific story arc. Recalling new events, people, directions, or other details requires a successful DC 22 check to remember general information or a higher DC for specific details. She can still sometimes learn procedures and routines. All Experience Points she earns are divided by 4 or, if not using XP level advancement, when gaining or increasing a feat or proficiency, she needs an additional $3d20$ days to gain the bonus. It also takes her 15 times as long to prepare spells. This form of memory loss has no Frequency. When charmed, Moonmaeven gets an extra saving throw each round as she may forget her favorable impression of the source of the charm.

Actions

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

Assistive Device

Lyssa's Necklace of Remembering (Memory Loss)

Wondrous Item, Common

This orb, a dragon ouroboros of silver and gold twisting around a cabochon moonstone with two additional moonstones flanking it, is attached to a woven silver and gold necklace worn with the orb in the hollow of your throat. The orb glows gold after significant events (GM's or player's discretion) as it records the memory. When attempting to recall a memory, you have advantage on associated Wisdom checks. On success, the orb glows blue-violet, and you receive a vivid mental image of the memory.

Service Animal

Freckles

Medium beast (dog), unaligned

Armor Class 16 (studded leather barding)

Hit Points 27 (6d8)

Speed 40 ft.

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

Saving Throws WIS +5, CHA +4

Skills Insight +5, Medicine +5, Perception +5

Senses passive Perception 15

Languages -

Challenge 1/2 (100 XP) **Proficiency Bonus** +3

Evasive Maneuvering. If Freckles is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Freckles instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Keen Hearing and Smell. Freckles has advantage on Wisdom (Perception) checks that rely on hearing or smell.

On The Job. Freckles has advantage on Saving Throws against being charmed.

Powerful Build. Freckles counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Bonus Actions

Pocket Sized (For Your Convenience). As a bonus action, Freckles can be shrunk down to fit in her partner's pocket. It takes an additional bonus action to have her revert back to her true size.

Supportive. As a bonus action, Freckles can expend one of her hit dice (1d8) to help her partner regain hit points. She regains half of her expended hit dice at the end of a long rest.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Reactions

Attentive. Freckles has advantage on Insight (Wisdom) checks to perceive her partner's mood and can use her reaction to help them steady themselves in stressful or distracting situations, giving them advantage on Wisdom saving throws for the next minute.

Background

Moonmaeven was esteemed among the Druids as both a student and bard, however a hidden passion for glassblowing consumed her free time. Days before her sixteenth birthday, Moonmaeven was crafting a beautiful glass heart of deep hues of blue and purple, and as she dipped it into the furnace to gather a final, clear layer, a sudden crash of thunder distracted her, and the exquisite heart fell into the furnace. Without thinking, Moonmaeven reached into the molten glass and rescued it, cradling the heart carefully in her hands as she reattached it to the glass crown. It was then that Moonmaeven realized she wasn't a pureblooded Elf, and she began to seek the truth of her hidden Tiedfling heritage.

A few years later, Moonmaeven dreamed of receiving her Druid's cloak – the symbol of her acceptance as both a Master Druid and Master Bard. Within the intricately crafted designs of oak leaves and acorns, a delicate hand had also woven the patterns of the stars as they moved through the heavens, depicted the symbols for each of the elements, and had stitched glassblower's tools. Surprise filled Moonmaeven as she saw that each of the stars had been intricately stitched out of musical notes, quite literally filling the sky with her song. Waking, Moonmaeven's eyes glistened with unshed tears as she made her way to the

Druid's circle, finding everything exactly as she had dreamed it.

It was time.

Backlit by the rising sun, Moonmaeven's glass circlet of flowers glowed brightly as she entered the circle. Eyes closed, she made her way to the stone altar, bare feet silent on the grass. Lifting the robe reverently, she inspected it for a long moment before sliding her arms into the bell sleeves and adjusting it just so. Moonmaeven turned to face the other Druids, and for a moment, silence reigned. There was a collective intake of breath from the Druids around her as they sank to their knees, acknowledging her as their Queen. For all their knowledge, they lacked the words to adequately express their emotions, but she could see the pride shining in the other Druids' eyes. What she hadn't expected was to see such sadness, too. The Druids realized it was time for Moonmaeven to leave them and fulfill her destiny – a perilous journey from which she may not return.

Personality

Intrinsically regal, yet irreverent, Moonmaeven radiates an easy confidence that instills trust by virtue of her hard-working, down-to-earth demeanor. As a Druid, Moonmaeven is a fierce defender of nature, caring about every plant and animal she comes across. As a Bard, she is a fierce defender of people everywhere - particularly the downtrodden and forgotten.

Moonmaeven insists on fairness and equality, sharing stories of faraway lands where everyone has enough. She loves entertaining others and giving them hope for a better life. Her profession is that of a glassblower, and Moonmaeven takes great pride in crafting her work, infusing it (unknowingly) with her Elven and Tiefling essences. She always creates pieces that even the least

fortunate can afford, often giving them away freely so that they can have something to keep them warm at night.

Moonmaeven is clairvoyant and can see the future, but she cannot remember it. She only knows how things feel, which doesn't help, because sometimes the immediate choices are both positive or both negative, and she might not realize she picked the wrong path until the next set of choices becomes clear (d20 roll 15 or higher to make the right choice the first time). With every correct choice, Moonmaeven gets closer to the future she saw, and the rolls get easier to make (14, then 13, then 12, etc.) until she always makes the right choice without a roll. But because Moonmaeven is also often wrong with her early choices, her party finds it hard to believe her and often overrules her, which puts her back at needing to roll a 15 or higher again. If Moonmaeven fails the roll, she makes a wrong choice, and continues to make wrong choices until she rolls 18 or higher.

Plot Hooks

1. Moonmaeven has a reward available for whomever can find her missing glass art that was stolen a few nights before it was supposed to go on display.
2. Moonmaeven may request adventurers to hand deliver an expensive and one-of-a-kind glass art created for a special event. She rarely accepts jobs to create exclusive items, but this request came from someone special to her and she would never tell them no.
3. Moonmaeven teaches homeless children (and any who ask) basic spells such as [Goodberry](#) and [Create or Destroy Water](#) so they don't have to steal to survive, imbuing them with energy so they won't use a spell slot.