

Eirik

November 30, 2023



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

November 30, 2023



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

November 30, 2023



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.

Orrelius

November 30, 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.

Naiara Trevica

November 30, 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.
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Lechlun Adarian

November 30, 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.
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Rohna Ginnsley

November 30, 2023



Medium Humanoid ([Human](#)), Neutral Good
Cisgender, she/her

Armor Class: 14

Hit Points: 20

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	16 (+3)	14 (+2)	16 (+3)	17 (+3)	18 (+4)

Skills: Nature +5, Perception +5, Performance +6, Persuasion +6, Sleight of Hand +5

Senses: Passive Perception 15

Languages: Common, Dwarvish

Challenge: 2

Abilities

Spellcasting. Rohna is a 2nd 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 (3 slots): [Comprehend Languages](#), [Detect Magic](#), [Identify](#), [Illusory Script](#), [Silent Image](#)

Bardic Inspiration. As a bonus action, a creature (other than her) 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.

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

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.

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

Traits

Muscle Control [IE 4, Chronic]. Rohna's arm and hand muscles don't always act the way she wishes, sometimes never doing so. A muscle may be permanently contracted or lacks fine motor control, generally causing a -4 penalty on all Strength checks and saving throws and attacks.

Assistive Device

Rohna's Manipulative Mobility (Mobility Aid)

Wondrous Item, uncommon

This metal and wood wheelchair has 4 arms extending up to 5

feet from it. The ends of the arms have modular attachment settings. While sitting in the wheelchair, you can move according to your movement speed, controlling direction and speed with your thoughts. You can control each arm separately, using their functions according to the attachment affixed to each arm. Each arm can carry up to 10 lb. The wheelchair includes attachments for grasping, pounding, and affixing handled tools such as cutlery. Modifying toolkits for use with the wheelchair increases the price of each kit by 20%. Other attachments cost 1–5 gp, depending on complexity. Switching attachments takes 1 action. Because you have no tactile feedback from the arms, any skill check performed with the arms has a –2 penalty. The arms cannot make the swift movements necessary for melee or thrown attacks but can load and fire bows, crossbows, and similar devices with the proper attachments and the same penalty.

Background

From childhood, Rohna's greatest passion had always been art; painting, sculpting, drawing – she adored them all. Hailing from a long line of enchanters whose work had them infusing various materials with magic (from construction, to blacksmithing, to whatever one could imagine), Rohna learned how to infuse magic into the paint she drew with and the clay she would sculpt with. At a certain point, however, she noticed her hands begin to shake as she would paint. It became harder and harder to make the sculptures and trinkets she once thrived in making. Eventually, Rohna could not stand long enough to make significant progress, or sometimes even stand at all. All of this changed when a local magical artisan, a longtime friend of the Ginnsley line, saw Rohna's frustration in the difficulty she now had making her art. He crafted a magical wheelchair for her,

made with wood and iron and infused with the arts of the Ginnsley family, with arms and hands that could be controlled with merely a whim. Rohna had a newfound confidence and excitement to continue her art, and a new set of arms and wheels to drive her forward as she continued on with her passion and joy of inspiring and uplifting people through her creation.

Personality

Rohna is warm, soft spoken, and compassionate beyond belief. She loves helping others with anything that they need. She never says no to someone who is looking for help. She will also serve everyone with a large smile. She knows that a smile and a little bit of love can completely change a person's day. She could not and would not hurt a fly even if it begged her to. Rohna loves children and her family, and seeks nothing more than to create art and make the world a more colorful place. She will take any opportunity to share her artistic abilities and give the gifts that she makes to others.

Plot Hooks

1. Adventurers may find Rohna in a beautiful scenic area painting her surroundings.
2. Adventurers may hire Rohna to enchant something they may need for a quest.
3. Adventurers may find Rohna painting with children at the local orphanage.