



LIMITLESS NPCS

VOL. I

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Acknowledgements

We would like to thank our wives, children, families, and friends for supporting us in this crazy sidequest that seems to have turned into a full campaign.

When we started, we just wanted to create a simple set of tools to help DMs get over writer's block, and give them a direction when they were stuck. We had no idea we would receive so much love and support from the community.

Thank you,

- The Limitless Team

Limitless NPCs

Limitless Non Player Characters vol.1 Design Team

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A Note on Our Limitless NPCs

The purpose of this product is to make your life as DM easier. The following 100+ nonplayer characters can be dropped into any setting with little to no effort on your part. Each NPC has stats, treasure, and Further Adventure hooks to make writing followup adventures easier. Additionally, you'll find skill challenges, new magic items, new gods, and games to make your adventures more exciting. Feel free to change the details of these NPCs as needed to make them better fit your campaign.

We value your business and your feedback, send us your comments, questions and concerns to support@limitless-adventures.com

Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

Further Adventure™

Each Limitless Encounter will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them a friend or like us on [Facebook](#) or [Twitter](#)... You could join our e-mail newsletter and get free exclusives monthly at www.limitless-adventures.com ... Maybe you turn out to be a doppelganger...

NPC Roles

Role	Description
Ally	This NPC could join the party and fight along side the characters.
Charge	An NPC for whom the PC's have claimed responsibility.
Contact	This NPC has information they will share with the party, usually freely.
Foe	This NPC works against the party's goals in subtle or overt way.
Hireling	This NPC can be hired to do a task. (usually non-combat)
Merchant	This NPC has products or services for sale.
Sage	This NPC has information on a useful subject (shown in parenthesis) and available for sale or trade.
Quest Giver	This NPC has quests they will send the party on directly or will be at the center of a quest due to their background or station.

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These non player characters are typically used to bolster the party's resources, to provide assistance, or cover. But some may be easily crossed, and could cross the line from friend to foe.

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These non player characters have information and generally are willing to give it freely. Sometimes the information comes at a price, especially if they've been offended.

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These non player characters are a nasty bunch, typically looking for trouble. Some might fight tooth-and-nail against the party, others may have more subtle plans.

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These non player characters have goods and services for sale. Some are a little more trustworthy than others.

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These non player characters scale with the party, coming back time and again to foil our heroes. Never to be trifled with, they have long memories.

Albee the Awful

"The young man on the stage strums timidly at a battered lute, pit stains spreading on his cheap motley."

Creature(s)

Albee the Awful

Medium Humanoid (Human), Chaotic Good

Armor Class: 10

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

Tone Deaf Albee the Awful makes all Performance checks at disadvantage.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

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[red-haired, freckles]

Albee the Awful first appeared in Arcane Quarter. Albee is the house musician at the Itchy Wizard Inn, an establishment that caters almost exclusively to arcane casters who come to discuss theory and swap spells and barely notice the background music. Albee is a bumbling fool that can be used as a quest giver, a foil to the party's more talented bard, or as a loveable idiot in need of rescue.

Treasure

Albee carries 13 sp, and a worn lute worth 5 gp.

Further Adventuretm

Albee asks a PC to impersonate him for a performance and generate positive reviews...

Albee is convinced that nymph hairs wrapped around his lute strings create the perfect sound...

Albee's wretched performance incites a bar fight (see below) and the party is in the middle...

Tavern Brawler

Medium Humanoid (any race), Chaotic Neutral

Armor Class: 10

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Drunk The tavern brawler has disadvantage on Dexterity-based skills checks and saving throws.

Liquid Courage The tavern brawler has advantage on saves versus fear.

Actions

Unarmed Strike *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 3 (1+2) bludgeoning damage.

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

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Re-Skin

Alys the Wren

Str 8, Int 11, Chr 15

Performance +4

Remove *Tone Deaf*

Alys the Wren travels the countryside singing dirges at funerals.

[pale, sad]



Barrus Splinterhelm

"The barbarian is tall and gruff. Adorned in hides and furs, with a massive axe on his back, he cuts quite an imposing figure."

Creature(s)

Barrus Splinterhelm

Medium Humanoid (Human), Chaotic Good

Armor Class: 13 (hide armor)

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Con +5, Str +5

Skills Athletics +5, Survival +2,

Senses passive Perception 10

Languages Common

Reckless At the start of his turn, Barrus can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft. Hit: 9 (1d12 + 3) slashing damage.

[bones in beard, black teeth]

Barrus Splinterhelm can be found anywhere. He is a traveler and warrior looking to make a name for himself. He can fill the role of ally (low level parties) or hireling (higher level parties). He speaks loudly and can come across as uncouth. He despises weakness and cowardice, and will openly mock anyone who displays either trait. For all his bluster, Barrus has a soft spot for children and often stops to joke and play with them whenever possible.

Hireling

Barrus Splinterhelm can be hired to join a party for 2 gp a day. He will fight for the party to the best of his ability, but will not risk his life foolishly, nor will he allow himself to be placed in an obviously deadly situation: triggering a trap, for example.

Ally

If the party is level 1 - 4, Barrus sees himself as their equals in prowess and will gladly join the party, but will expect an equal share of the treasure.

Treasure

Barrus carries a pouch full of finger bones from a famous warrior ancestor. He casts the bones and reads the results when he is faced with a difficult decision. He also carries 3 gp, 12 sp, and an explorer's pack.

Further Adventure™

Barrus left his home to raise enough money and fame to marry the chief's daughter...

Barrus is possessed by the spirit of an ancestor seeking his lost sword...

Barrus's mother is cursed and he is searching for a way to break the magic...

Re-Skin

Breega Bonebreaker

Int 11, Chr 12

Breega is a fierce warrior and loyal to her friends, but social situations make her uncomfortable. She has crooked teeth that she covers with her left hand when speaking to new people.

[fearless, loyal]

Basmallic the Redeemed

"The dragon has deep red scales and black horns. Around the dragon's neck is a platinum holy symbol."

Creature(s)

Basmallic the Redeemed

Large Dragon, Lawful Good

Armor Class: 18 (natural armor)

Hit Points: 178 (17d10+85)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 10 (5,900 XP)

Saving Throws Dex +4, Con +9, Wis +5, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Lay on Hands (as lvl 10 paladin) As an action, Basmallic can touch a creature and restore up to 50 hit points to that creature. Alternatively, he can expend 5 hit points healing to cure the target of one disease or neutralize one poison affecting it. The dragon can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Actions

Multiattack The dragon makes three attacks: one with its bite and two with its claws.

Bite *Melee Weapon Attack* +10 to hit, reach 10 ft., Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw *Melee Weapon Attack* +10 to hit, reach 5 ft., Hit: 13 (2d6 + 6) slashing damage.

Anointed Fire Breath (Recharge 5-6) The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (8d6) fire damage and 27 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Basmallic the Redeemed is a lawful good young red dragon that claims to have encountered the god of metallic dragons. The dragon claims that during this religious experience, truths were revealed, questions were answered, and the true path was discovered. Basmallic can fit the role of mentor or quest giver.

Treasure

Basmallic has vowed a life of poverty, save for a platinum holy symbol to Bahamut worth 50 gp.

Further Adventure™

A cabal of dragon hunters don't buy Basmallic's transformation and try to kill the dragon ... Basmallic offers the location of his hoard if the PCs undertake a quest for the greater good... The party sees a dragon on the road trying to protect a wagon full of pilgrims from wyverns...

Wyvern

Large Dragon, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 110 (13d10+39)

Speed 20 ft., fly 80 ft.

Challenge 6 (2,300 XP)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Actions

Multiattack The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite *Melee Weapon Attack* +7 to hit, reach 10 ft., Hit: 11 (2d6 + 4) piercing damage.

Claws *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 13 (2d8 + 4) slashing damage.

Stinger *Melee Weapon Attack* +7 to hit, reach 10 ft., Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



Benero

"Portly and sweaty, the man in the cage is dressed in rags and sports several bruises in various stages of healing."

Creature(s)

Benero

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 27 (6d8)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Dwarven, Thieves Cant

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

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

Actions

Multiattack Benero makes two melee attacks.

Benero has no weapons, armor, or gear

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

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Benero first appeared in Sword Coast Encounters. Benero can be found in any urban setting, and is likely to be found in a thief's cage for some petty crime. While not evil, Benero has little respect for laws and order. Benero could act as a non-violent foe (see below), or a contact for rogues.

Treasure

Benero doesn't have much money, but what he does have is a particular set of skills; skills he's willing to hire out to the party.

Further Adventure™

Benero could be a spy placed in the party's path to steer them in the wrong direction...

Benero could have useful information the party needs, but demands clothes, foods, a dagger, and thieves' tools should the party contain a rogue...

Benero could pickpocket a member of the party and then run into the crowded street...

Catching Benero

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Acrobatics, Athletics, Perception

Failure(s):

- 1: The party gains a level of exhaustion. Further rolls are made with disadvantage.
- 2: The chase draws the attention of the city guards who order the party to halt. If they comply, Benero will escape.
- 3: Benero escapes the party, but should reappear in a later encounter.

Re-Skin

Bold Sanus - Half-Elf

Chr 18

Darkvision 60 ft.

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

Bold Sanus grew up as a daughter of a minor noble and a chamber maid. She learned courtly intrigue at a young age and now sells her services to the highest bidder, often taking menial jobs in powerful households to gain the information wanted by her employers.

Brother Grys

'Alms for blessings', the dirty acolyte shakes his beggar's bowl without even looking up. 'A single copper may feed many.' His robes and effects are dingy and torn. He glances up and sighs, shifting his attention back to the dirt beside him that he stirs with his free hand.

Creature(s)

Brother Grys

Medium Humanoid (Human), Neutral Good

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +4, Investigation +4

Senses passive Perception 12

Languages Common

Spellcasting The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will) *light, sacred flame, thaumaturgy*

1st level (3 slots) ○○○ *bless, cure wounds, sanctuary*

Actions

Club *Melee Weapon Attack* +2 to hit, reach 5 ft. *Hit:* 1 (1d4-1) bludgeoning damage.

[balding, dirty]

Brother Grys was first introduced in the Acolyte side quest. His crisis of faith in the organized church left him aimless, but still called to serve his deity. He genuinely wishes to help the poor and needy, and will use donations to feed the local homeless. He can serve as a Healer, a Contact among the homeless population, as well as a Quest Giver for adventures among the underbelly of society. If your party hasn't tried the Acolyte side quest, running into him initially can provide the hook for the initial scene of that adventure. He will heal those openly wounded, but would prefer to offer his services with a payment he can use for the greater good of the needy he serves.

Brother Grys could be convinced to join the party if they assist him in his goal of feeding the several dozen beggars and homeless in the area - whether with direct help or payment. He will only fight the undead, otherwise staying in his role as healer.

Treasure

Brother Grys has a beggar's bowl with 5 cp, a carved oak stick he uses as a walking stick and weapon (club), a small knife wrapped in cloth, as well as a holy symbol of his faith carved of wood worth 1 gp.

Further Adventure™

Some of the homeless women he knows, who frequently sleep near the quarry, have been missing for several days...

Street children are telling stories of a shining lady in the night who chases away bad dreams...

A lord in the area frequents a prostitute in the slums, and Grys has seen that he beats her...

Re-Skin

Sister Constance - Dwarf

Chr 11, Con 11, 11 Hit Points

Darkvision 60 ft.

Dwarven Resilience Constance has advantage on Saving Throws against poison, and has Resistance against poison damage.

Sister Constance is deliberate in her actions, and can be mistaken for being rude. She'd rather spend time getting things done, than asking for help.

[gruff, tidy]





Ella Brightshine

"The young elf has hair like honey, arranged with yellow flowers. She wears the brown and green homespun cloth of a wood elf scout."

Creature(s)

Ella Brightshine

Medium Humanoid (Wood Elf), Chaotic Good

Armor Class: 11

Hit Points: 4 (1d8)

Speed 35 ft.

Challenge 0 (10 XP)

Skills Perception +2,

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Fey Ancestry The wood elf scout has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Actions

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

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

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[quiet, unassuming]

Ella first appeared in Storm King's Thunder Encounters. Ella can be encountered in any forest where wood elves are found. She can play the role of quest giver.

Treasure

Ella carries 3 sp, a comb made of tortoise shell worth 3 gp, and a pouch filled with dried fruit and nuts.

Further Adventure™

Ella needs help gathering healing herbs (see below)...

Ella knows of a fairy circle rumored to contain magical powers...

An orc raiding party attacked Ella's tribe...

Herb Hunt

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, Survival

Success: Find enough herbs for Ella's friend to create healing potions.

Failure(s):

1: The hunt takes a full day

2: Fighting through briars causes a level of exhaustion

3: Tired, hungry, and covered in cuts; two levels of exhaustion are gained, and no herbs are found

Exhaustion Condition

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Fallion

"Fallion keeps to himself when off duty. His shaved head and beard are well-known on the battlefield, commanding sappers and other troops with a steady low voice. He fights wars of inches, of bricks and shovels, and rocks and ladders. Whether tunneling below fortifications, or protecting his own castle from a siege, Fallion keeps a level head, never rushing."

Creature(s)

Fallion the Combat Engineer

Medium Humanoid (Human), Lawful Neutral

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed: 30 ft.

Challenge: 3 (700 XP)

Skills: Perception +4, Survival +4

Senses: passive Perception 13

Languages: Common

Actions

Multiattack: The combat engineer makes two axe or shovel attacks.

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

Axe Melee Weapon Attack: +3 to hit, reach 5 ft., Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

[bald, calm]

Fallion was introduced with the other Combat Engineers in Siege. He's a level-headed man, used to making slow headway under immense pressure and short deadlines. He plans, and acts, in a deliberate manner. When not working, he reads and enjoys a quiet pint in the corner of the pub. Fallion, if approached with respect, can offer Sage advice on fortifications and battlements. He is also an excellent source of History in relation to battles and tactics. He enjoys a good game of chess, or other games of strategy.

Treasure

Fallion carries 20 gp, 15 sp, and 10 cp in separate pouches. He carries a blackened steel shovel that he calls **Bulette**.

Bulette

Wonderous item (shovel), uncommon (requires attunement)

Melee Weapon: 1d6 bludgeoning, 1d8 versatile

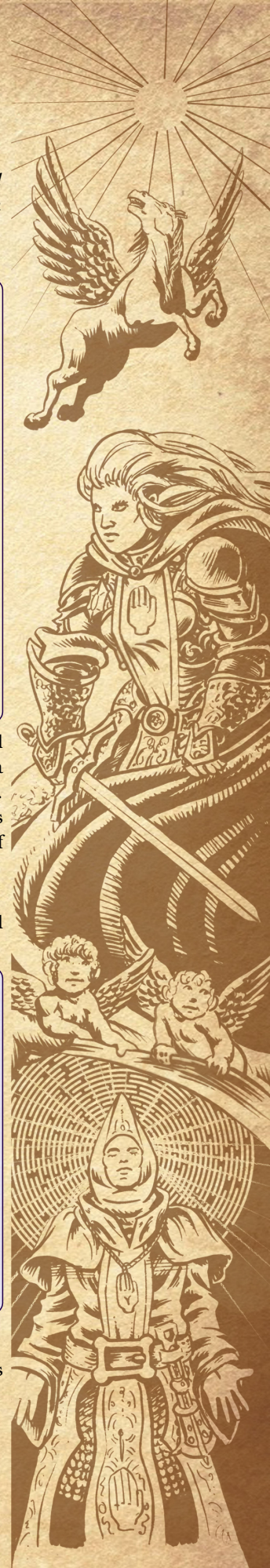
Bulette can be activated once per long rest as a bonus action to begin digging. For one hour, Bulette grants the user a 20 ft. burrowing speed in soil or sand. Once activated, the user can use a bonus action to swap between the shovel and other items (so they may attack) or may use the shovel as a non-magical weapon without swapping. The user must hold their breath while burrowing. This travel speed does not allow for anyone else to travel with the user, filling in the space behind them. To create a tunnel, the user must maintain a 5 ft. burrowing speed, which will create a narrow tunnel capable of allowing medium-sized creatures to crawl through. Sand tunnels have a 10% chance of collapsing, trapping and suffocating the occupants. Alternatively, the tunnel can be a 5 ft. deep trench. Sand trenches may collapse, but are easily escaped unless the creature is prone or incapacitated.

Further Adventure^{lm}

He can be hired to consult on (and participate in) difficult battles for a fee, if the problem is interesting...

Fallion likes to drink, which might loosen his tongue on backdoors into local fortifications...

Fallion became separated from an old friend in a recent battle; he'd pay to have his friend found...



Finnron Ashwood

"The elf wears green and brown clothing of homespun linen. His face is ageless and friendly. He wears a shortbow on one shoulder, and an elegant longsword in a deerskin sheath at his belt."

Creature(s)

Finnron

Medium Humanoid (Wood Elf), Chaotic Good

Armor Class: 14 (leather armor)

Hit Points: 16 (3d8+3)

Speed 35 ft.

Challenge 1/2 (100 XP)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common and Elvish

Mask of the Wild Finnron can attempt to hide even when only lightly obscured by foliage, rain, snow, mist, and other natural phenomena.

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

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

Actions

Multiattack Finnron makes two melee attacks or two ranged attacks.

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

Longbow *Ranged Weapon Attack* +5 to hit, range 150/300 ft., Hit: 7 (1d8 + 2) piercing damage.

[youthful, handsome]

Finnron can be found in any wooded area. He likes to travel from his village and meet new people and races, and has been known to join adventuring parties for short quests. He can fill the role of an ally. Finnron is cheerful and enjoys singing around the campfire.

Treasure

Finnron carries a fine elvish bow, named Kelgold, worth 75 gp, that has been in the elf's family for generations.

Further Adventure™

Finnron offers to escort the party through the wood, and leads them directly to a horde of gnolls plaguing his tribe...

Finnron can create **potions of healing**, but needs protection while gathering the herbs needed...

A noble has hired the party to find an elven scout to train a special band of his soldiers in stealth and archery...

Feral Gnoll

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 13 (hide armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 9

Languages Gnoll

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 6 (1d6 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	6 (-2)	8 (-1)	7 (-2)

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Forgotten

"The warrior is hidden in a dark cloak, a gloved hand resting on the pommel of a rusted sword."

Creature(s)

Forgotten

Medium Undead, Chaotic Good

Armor Class: 13

Hit Points: 39 (6d8+12)

Speed 30 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Turn Resistance Forgotten has advantage on saving throws against effects that turn undead.

Actions

Greatsword *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 9 (2d6 + 2) Slashing damage.

[skeletal, confused]

Forgotten can be found anywhere. He was raised from the dead for a purpose, but cannot remember who he was, or his purpose. He hides in shadows and thwarts criminals. He can fit the role of foe (see below), or ally.

Treasure

Forgotten carries 13 sp, and one of the following:

- 1.) A tarnished holy symbol of a CG god of freedom
- 2.) A signet ring of a minor house
- 3.) A fine steel shield bearing a silver dragon emblem

Further Adventure™

Reports of a death knight preying on the shadier elements of the city...

Forgotten has vague memories of a great purpose for his undeath and asks the party to help him investigate...

The party learns that a powerful relic was stolen after the temple's guardian wandered off...

The Forgotten's Mission

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Religion, History, Investigation

Success: The Forgotten was once a silver knight of Argenta, tasked with guarding a dangerous grimoire.

Failure(s):

- 1: A sage is required to locate the next clue, and the cost is 25 gp.
- 2: Local clerics try to destroy the Forgotten.
- 3: The party learns the Forgotten's mission, but wanders into a death trap laid by the cultists who stole the grimoire.

The Reichfell Grimoire

spellbook

This dark book is written in blood on sheets of humanoid skin. If decoded, the book lists the true names of three powerful demons (a balor, glabrezu, and Marilith). The book also functions as a spellbook, and contains only the *Gate* spell.



Har the Apprentice

"The young man swims in robes that are clearly hand-me-downs. Despite being in his late teens or early twenties, the man's hair is already in retreat."

Creature(s)

Har the Apprentice Mage

Medium Humanoid (Human), Neutral

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +4, Investigation +4

Senses passive Perception 11

Languages any one language (usually Common)

Spellcasting Har is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, identify, comprehend languages*

Actions

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

[balding, awkward]

Har could fill the role of Ally for a low-level party, or as an apprentice to a high-level caster. Har has recently left his master's side, either by completing his training, or after being dismissed for some transgression.

Apprentice Mechanics

A wizard may take on a junior wizard (1st level) to aid in arcane research. A wizard may only benefit from one apprentice at a time.

Requirements: Wizard, level seven or higher. The wizard is expected to keep his charge safe, and spend at least 8 hours a week teaching. The wizard will provide his apprentice with at least a modest lifestyle (2 gp per day), and provide starting gold (4d4x10 gp) for equipment. As with hirelings, the apprentice will leave if mistreated or placed in harm's way.

Benefits: An apprentice can aid her master in arcane research. As such, the wizard reduces the cost to transcribe spells into their spellbook by 25%; and each time the wizard gains spells for reaching a new level, they may add one additional spell to their spellbook. The additional spell must use a slot equal to or less than one-third the wizard's character level.

Treasure

Har carries a spellbook, a wooden wand spell focus, 3 gp, and 9 sp.

Further Adventure™

Har stole his spellbook from his former master and now his old teacher has finally caught up to him...

Har needs help finding his familiar, a toad named Gub, that was stolen by children...

The young wizard asks to accompany the party in order to pick rare herbs along their quest...

Re-Skin

Milly the Apprentice

Int 15, Wis 11, Chr 13

Staff *Melee Weapon Attack* +2 to hit, reach 5 ft., Hit: 3 (1d4+1) Bludgeoning damage.

Spells *burning hands, shield, detect magic*

Milly is bright, confident and helpful. She is eager to adventure and see the world, and to that end, will aid the party as best she can.

Hrothgar Frostbeard

"The druid wears white dragonscale armor; his beard is frozen and rimed with hoarfrost."

Creature(s)

Hrothgar Frostbeard

Medium Humanoid (human), Neutral Good

Armor Class: 14 (leather armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

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

Senses passive Perception 14

Languages Druidic, Common, and Giant

Spellcasting Hrothgar 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) ○○○ *animal messenger, barkskin*

Actions

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

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

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Hrothgar first appeared in Arctic Encounters. The druid will most likely be encountered in the wild of an arctic environment. He can play the role of healer, sage (Nature +5), or quest giver.

Treasure

Hrothgar carries 13 gp, an **oil of slipperiness**, and wears **dragonscale** armor.

Further Adventure™

Hrothgar is hunted by a pair of white dragons that believe the armor he wears was made from their mother's hide...

The druid needs help tracking down an ice mage that is corrupting the land...

Polar bears are disappearing and Hrothgar wants to know why...

Skill Challenge

Missing Bears

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, and Survival

Success: A remorhaz is eating the polar bears.

Failure(s):

1: The party gains a level of exhaustion (disadvantage on further checks until a long rest).

2: A crack forms and the party falls into a 20-foot crevice, suffering 2d6 damage from the fall.

3: The party gains another level of exhaustion, and the remorhaz ambushes the party.

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.



Jonis, Priest of Argenta

"The priest wears white robes and a silver holy symbol in the shape of a hand. From a thick leather belt swings a silvered mace that glows faintly."

Creature(s)

Brother Jonis

Medium Humanoid (Human), Neutral Good

Armor Class: 13 (splint armor)

Hit Points: 32 (5d8+10)

Speed 25 ft.

Challenge 2 (450 XP)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Draconic

Divine Eminence As a bonus action, Brother Jonis can expend a spell slot to cause his 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 he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting Brother Jonis is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will) *light, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *cure wounds, bless, sanctuary*

2nd level (3 slots) ○○○ *lesser restoration, aid*

3rd level (2 slots) ○○ *dispel magic, remove curse*

Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	13 (+1)	17 (+3)	13 (+1)

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Brother Jonis first appeared in Founder's Fen. Jonis can be found in any village or city in the House of Soothing, a small temple to the goddess Argenta. He can fill the role of healer, quest giver, or merchant.

Argenta, Goddess of Healing

Argenta is a neutral good deity of compassion and healing. She is most often depicted as a female silver dragon, and sometimes as a female woman of indeterminate race, with long silver hair. Her followers provide healing and succor to the sick and dying. Her symbol is a silver hand, palm out, and her domain is life.

Treasure

Jonis carries 15 gp, a holy symbol, and a silvered **mace of Disruption** called *Dawn*. In the temple, Jonis has **healing potions**, antitoxin, and holy water.

Further Adventure™

Brother Jonis hires the PCs to reclaim a relic stolen by bandits who hide in the swamp...

To heal a sick townsfolk, Jonis needs a rare moss that is known to grow in a troll cave nearby...

Someone (or something) is causing the dead in the cemetery to rise, and Brother Jonis hires the PCs to investigate...

Dawn (Mace of Disruption)

Weapon (mace), rare (requires attunement)

Dawn is a silvered mace. When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Jono the Rake

"The sailor is shirtless, his corded muscles and sun-browned skin drawing looks from passersby. He wears leather breeches and a worn cutlass. His blond hair is pulled back from his handsome face."

Creature(s)

Jono the Rake

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 13 (studded leather armor)

Hit Points: 45 (7d8+14)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Charisma +4

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Suave Jono has advantage on Charisma checks and saving throws.

Actions

Multiattack Jono makes two cutlass attacks.

Cutlass Melee Weapon Attack +5 to hit, reach 5 ft., Hit: 6 (1d6 + 3) slashing damage.

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

[gold front tooth, cocky]

Jono is a sailor and a mercenary. He can be found in any port town. He can fill the role of ally or hiring. Jono is prone to gambling, but secretly sends the lion's share of his winnings home to his mother.

Treasure

Jono has a pouch full of costume jewelry worth 5 gp, he also carries 3 gp and an explorer's pack.

Further Adventure™

Jono is anxious to join the party on their next quest, claiming to have insights on their current objective, but he really wants to get away from a jealous husband who is seeking revenge...

Jono fell in love with a mermaid and adventures to find a way to breathe underwater permanently...

Jono is wanted by a pirate crew he once served with and swindled...

Pirate

Medium Humanoid (any race), Any Alignment

Armor Class: 13

Hit Points: 19 (3d8+6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Intimidation +2, Acrobatics +5

Senses passive Perception 10

Languages any one language (usually Common)

Sea Legs The sailor has advantage to Dexterity checks made while on a ship at sea.

Actions

Cutlass Melee Weapon Attack +4 to hit, reach 5 ft., Hit: 6 (1d6 + 3) slashing damage.

Heavy Crossbow Ranged Weapon Attack +2 to hit, range 100/400 ft., Hit: 8 (1d10+3) piercing damage.



Jossa the Sea Priestess

"Thin and sharp-featured, the priestess wears sea-green robes and has shells worked into her plait."

Creature(s)

Jossa the Sea Priestess

Medium Humanoid (Human), Chaotic Good

Armor Class: 13 (studded leather armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Aquan

Sea Shaper Once a day, as an action, the sea priestess can cast *control water* per the spell of the same name.

Spellcasting The sea priestess is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Jossa 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*

3rd level (2 slots) ○○ *water breathing, water walk*

Actions

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

[skinny, haughty]

Jossa first appeared in Flotsam. Jossa can be found in any seaside community. She worships the sea and is likely to fill the role of healer (5th-level caster), sage (+4 Religion) or foe (see below).

Treasure

A locked (DC 15) poor box contains 13 gp. but stealing from the temple brings rough seas and possible storms.

Further Adventure™

Jossa needs help retrieving a relic stolen from the temple...

A plague has broken out and Jossa needs help curing the infected...

Giant crabs (see below) are crawling from the sea; the reason lies in a sunken ship...

Giant Crab

Medium Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 13 (3d8)

Speed 30 ft., swim 30 ft.

Challenge 1/8 (25 XP)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Amphibious The crab can breathe air and water.

Actions

Claw *Melee Weapon Attack* +3 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

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Re-Skin

Basha the Sea Witch - *Chaotic Evil*

Add **Trident of Fish Command**

Basha is a dark and evil witch possessed of much cunning. She is often sought out by local villagers for healing, potions, and charms. She is quick to help her neighbors, but demands much in return. Basha requires secrets, and sometimes even blood.

Lady Valinor DeSane

"The knight wears brilliant plate armor with silver emblems. Her helmet is adorned with falcon's wings, the feather fluttering in the breeze."

Creature(s)

Lady Valinor DeSane

Medium Humanoid (Human), Lawful Neutral

Armor Class: 20 (plate armor)

Hit Points: 104 (16d8+32)

Speed 30 ft.

Challenge 5 (1,800 XP)

Saving Throws Con +5, Wis +4

Skills Athletics +7, Animal Handling +4

Senses passive Perception 11

Languages Common

Brave Lady DeSane has advantage on saving throws against being frightened.

Actions

Multiattack The lady makes three melee attacks.

Longsword *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 8 (1d8+4) slashing damage.

Lance *Melee Weapon Attack* +7 to hit, reach 10 ft., Hit: 10 (1d12 + 4) piercing damage. Disadvantage on attacks made against creatures five feet away.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., Hit: 6 (1d10+1) piercing damage.

Leadership (Recharges after a Short or Long Rest) For 1 minute, lady can utter a special command or warning whenever a nonhostile creature that she can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand Valinor. A creature can benefit from only one Leadership die at a time. This effect ends if Valinor is incapacitated.

Reactions

Parry Lady Valinor adds 3 to its AC against one melee attack that would hit it. To do so, she must see the attacker and be wielding a melee weapon.

[bold, confident]

Lady DeSane could be found anywhere, usually on a quest. She can fill the role of ally or mentor. Lady Valinor is most concerned with justice and seeing that the lawless are brought to heel. As a questing knight, she is often mistaken for a paladin, but she is a warden of law, not goodness. DeSane believes in the letter of the law, not the spirit.

Treasure

Lady DeSane carries a magic longsword named Cirr (see below), a purse of 34 gp, and a **potion of greater healing**(4d4+4).

Further Adventuretm

Valinor is encountered with six children captured by ogres. She needs the party to escort the children to safety...

The knight is hunting for a rare herb needed to heal the daughter of her lord, but she knows little of herb lore...

Lady DeSane's squire is trapped in a roc's nest...

Cirr, the Horsemaster's Blade

Weapon, uncommon

Cirr is a +1 longsword and grants the wielder advantage on Handle Animal checks.



Lexi - Electrum Dragon Wyrmling

"The slender dragon appears to be metallic in origin, but its scintillating scales appear to be an alloy. The scales alternate silver and gold."

Creature(s)

Lexi, Electrum Dragon Wyrmling

Medium Dragon, Neutral Good

Armor Class: 17 (natural armor)

Hit Points: 45 (6d8+18)

Speed 30 ft., fly 60 ft.

Challenge 2 (450 XP)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Resistances cold, fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft. Hit: 9 (1d10 + 4) piercing damage.

Steam Breath (recharge 5-6) The dragon exhales a blast of steam in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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Lexi can be found anywhere. She can fill the role of ally or quest giver. Offspring of silver and gold dragons are the same as their father, but on rare occasions an electrum dragon is born.

Treasure

Lexi has yet to start her hoard, but demands an equal share of any treasure gained while she's a member of the party. She is fascinated by gems of all types and jewelry (even costume jewelry).

Further Adventure[™]

Lexi is being pursued by dragon hunters...

The young dragon needs help finding her parents, Garmorr the Golden (gold male), and Sussrrex (silver female)...

Sages across the land want to study the first electrum dragon in recorded history, Lexi would prefer to be left alone...

Dragon Hunters

Medium Humanoid (any race), Any Alignment

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2, Nature +2

Senses passive Perception 12

Languages any one language (usually Common)

Skilled Hunter The dragon hunter deals an additional 7 (2d6) damage to dragons.

Brave The dragon hunter has advantage on saves against fear effects.

Actions

Multiattack The dragon hunter makes two greatsword attacks.

Greatsword *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., Hit: 6 (1d10 + 1) piercing damage.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

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Morning Rain's Thunder

Morning Rain's Thunder is a shining white pegasus mare, tall and well-muscled with a massive wingspan. She's known for acting as a messenger to powerful good fey, and has a long history of fighting the forces of darkness as a steed for many heroes. She is ancient and wise, despite her sometimes skittish nature around strangers.

Creature(s)

Morning Rain's Thunder - Pegasus

Large Celestial, Chaotic Good

Armor Class: 12

Hit Points: 59 (7d10+21)

Speed 60 ft., fly 90 ft.

Challenge 2 (450 XP)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Actions

Hooves *Melee Weapon Attack* +6 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	15 (+2)	13 (+1)

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Morning Rain's Thunder was introduced in the Fey Pool. She is a powerful Ally for mid-level parties, able to carry two medium-sized riders while flying. She serves only good creatures, and is intelligent and wise enough to see through most ruses. If commanded by her master, she will gladly assist the party in battle.

She may be a feature of a deep forest nearby, known and trackable by rangers or druids, and can be approached there for help. She has a particular hatred for ogres and trolls, and will gladly assist attempts to eradicate them. If she is away from her master, she may recommend (or wish to travel) wearing her armor, particularly if the party is going up against much more powerful foes.

Treasure

Morning Rain's Thunder has access to and can wear a special form of scale mail, **Fey Barding** (AC 16, 15 if rider is in full plate), specially adapted to fit comfortably around her wings. This mail, a blend of leaf-shaped metal scales and other materials, shines in the light and is trimmed in white.

She cannot don or doff the armor herself (which takes 10 minutes to don, and 5 minutes to doff), and is frequently outfitted by her master's stables. It is generally only worn when she is planning to go into battle, and not everyday wear. Consider Morning Rain's Thunder a CR 3 monster when she is wearing her armor. Morning Rain's Thunder wears a ribbon around her neck with a small silver amulet bearing an emerald, worth 25 gp.

Fey Barding

AC 14+Dexterity (max 2 ; 1 if rider in full plate)

Fey Barding provides protection from damage to a horse (or horselike creature) similar to scale mail. It limits the beast to only one rider, and may drop to a max Dexterity bonus of 1 if the rider is in full platemail. While non-magical, Fey barding is specially constructed to be lighter than standard barding, so it does not prevent flight.

Further Adventure™

She will assist the party in exchange for defeating a Nightmare...

She can take the party to a temple carved into a cliffside to heal and hide from pursuers...

Her amulet can cast a *minor illusion* of a rider to lead flying enemies away...



Pel the Spellsword

"Short and reed thin, Pel doesn't cut an imposing figure. To the trained eye, a well-cared-for sword, calloused hands, and keen eyes tell a different story."

Creature(s)

Pel the Spellsword

Medium Humanoid (Human), Lawful Neutral

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2

Senses passive Perception 13

Languages Common, Draconic

Spellcasting Pel is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Pel has following wizard spells prepared:

Cantrips (at will) true strike, firebolt, message

1st level (2 slots) ○○ shield, sleep, magic missile

Actions

Multiattack Pel makes two longsword attacks and casts one cantrip.

Longsword *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 6 (1d8 + 3) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

[short, thin]

Pel is a fighter mage, and could be encountered as a sword for hire, a city guard, or as a bodyguard to a rich/powerful NPC. Pel can fit the role of ally, or contact (especially if used as a city guard).

Treasure

Pel carries a silvered longsword, 15 sp, a prized horse named Grease, and a **healing potion**.

Further Adventure™

Pel fears that his current employer is a necromancer...

Pel claims that an unknown (and possibly undiscovered) monster lurks in the sewers...

While chasing a group of guild thieves, Pel deputizes the party and hires them to give chase...

Chasing the Thieves

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Acrobatics, Perception

Success: You catch the thieves who surrender without a fight.

Failure(s):

1: A character crashes into a fruit vendor's cart, causing 25 gp in damages.

2: An item falls into a gutter during the chase and the player realizes they'll lose the thieves if they stop to pick it up.

3: The thieves escape, but plot revenge against the party for a later date.

Riding Horse

Large Beast, Unaligned

Armor Class: 10

Hit Points: 13 (2d10+2)

Speed 60 ft.

Challenge 1/4 (50 XP)

Languages -

Senses passive Perception 10

Actions

Hooves *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 8 (2d4 + 3) bludgeoning damage.

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

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

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Quentin Yerl

"The man is richly dressed in purple and black. He is bald with a pudgy face and sits smoking a clay pipe."

Creature(s)

Quentin Yerl

Medium Humanoid (Human), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 7 (2,900 XP)

Saving Throws Int +4, Wis +4

Skills Arcana +4, History +4, Religion +4

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Invocations Quentin is a 5th level spellcaster, his spellcasting ability is Charisma (spell save DC 13, +6 to hit with spell attacks). He has the following invocations he can use at will: Armor of Shadow (*mage armor*), Mire of the Mind (*slow*), Misty Vision (*silent image*)

Spellcasting Quentin is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following warlock spells prepared:

Cantrips (at will) +5 to hit, *eldritch blast*, *minor illusion*, *prestidigitation*

3rd level (2 slots) ○○ *counterspell*, *dispel magic*, *fear*, *fireball*, *remove curse*, *vampiric touch*

Actions

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

[loud, overdressed]

Quentin Yerl can be found anywhere. He is a member of a warlock fraternity known as the Brimstone Club, which first appeared in Arcane Quarter. Quentin is duplicitous and self-serving, but will aid the party if he feels that it will aid him. He can play the role of ally, contact or quest-giver.

The Brimstone Club

Part library, part eldritch social club, the Brimstone was created as a place where warlocks can safely discuss their arts without suspicion and derision. Arcana checks to glean information about the planes, the fey or fiends, are made with advantage in the Brimstone Club. The Brimstone Club can be dropped into any city in your game and is described in greater detail in Arcane Quarter.

Treasure

Quentin carries 213 gp, a **wand of the war mage +1**, and a ring in the shape of a demon's head worth 50 gp.

Further Adventure™

Quentin has information that the party requires for their next quest, but will only share it if they smuggle him past a trio of paladins seeking to arrest him...

Quentin could be possessed by a demon or devil when the party encounters him...

Quentin will aid the party in the location of a powerful magic item, but secretly seeks to claim an **iron flask** in the same hoard. The flask contains a pit fiend...

Wand of the War Mage

Wand, uncommon (+1), (requires attunement by a spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Rowan the Hermit

"The hermit is a large man, and well-muscled. Scars on his arms and face tell a violent story. He leans heavily on his walking stick and waves at you with a large, dark hand."

Creature(s)

Rowan the Hermit

Medium Humanoid (human), Lawful Neutral

Armor Class: 11

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Con +4, Wis +3

Senses passive Perception 11

Languages Common

Brave Rowan has advantage on saving throws against being frightened.

Reactions

Parry Rowan adds 2 to its AC against one melee attack that would hit him. To do so, the Rowan must see the attacker and be wielding his walking stick.

[weathered skin, scarred]

Rowan first appeared in Mountain Encounters. He can be found in any wild area, away from society. A life spent on the battlefield has driven him into seclusion. He can fill the role of mentor or quest giver.

Treasure

Rowan offers to clean and sharpen the PC's weapons. Any player that allows Rowan to do so will receive a +1 bonus to attack and damage for 1d4 days as Rowan tightens straps, replaces damaged clasps, oils and sharpens everything with great skill and care.

Further Adventure™

The hermit asks the party to carry a letter back to his wife, whom he hasn't seen in years...

Rowan needs help clearing a hive of giant centipedes from his vegetable garden...

Rowan was a knight and his liege lord was killed in a battle with a dragon. Rowan is ready to return and take vengeance with the party's help...

Giant Centipede

Small Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 4 (1d6+1)

Speed 30 ft., climb 30 ft.

Challenge 1/4 (50 XP)

Senses blindsight 30 ft., passive Perception 8

Languages -

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution save or take 10 (3d6) poison damage. If reduced to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

Paralyzed Condition

A paralyzed creature is incapacitated (see the condition) and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Incapacitated Condition

An incapacitated creature can't take actions or reactions.

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

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STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

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Sir Griffon Hardcourt

"The young knight is wearing the tabard of a minor noble house over plate armor. His rowdy laugh and unstable manner lead you to believe he is quite intoxicated."

Creature(s)

Sir Griffon Hardcourt

Medium Humanoid (Human), Neutral

Armor Class: 18 (plate armor)

Hit Points: 52 (8d8+16)

Speed 30ft.

Challenge 3 (700 XP)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Brave Griffon has advantage on saving throws against being frightened.

Actions

Multiattack Griffon makes two melee attacks.

Greatsword *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow *Ranged Weapon Attack* +2 to hit, range 100/400 ft., Hit:5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest) For 1 minute, Griffon can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Sir Hardcourt. A creature can benefit from only one Leadership die at a time. This effect ends if Griffon is incapacitated.

Reactions

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	11 (+0)	10 (+0)	15 (+2)

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Sir Hardcourt first appeared in Urban Encounters. Hardcourt can be found anywhere that ale flows freely. He can fill the role of ally, foe (especially when drunk), and patron. Griffon is every bit the entitled nobleman. He can be rude, haughty and arrogant, but he is also a brave and capable fighter.

Treasure

Griffon carries 12 gp, and wears a signet ring worth 20 gp. Sir Hardcourt comes from a wealthy family and can get access to up to 300 gp easily.

Further Adventure™

A drunken Hardcourt challenges a PC to a duel over an imagined slight...

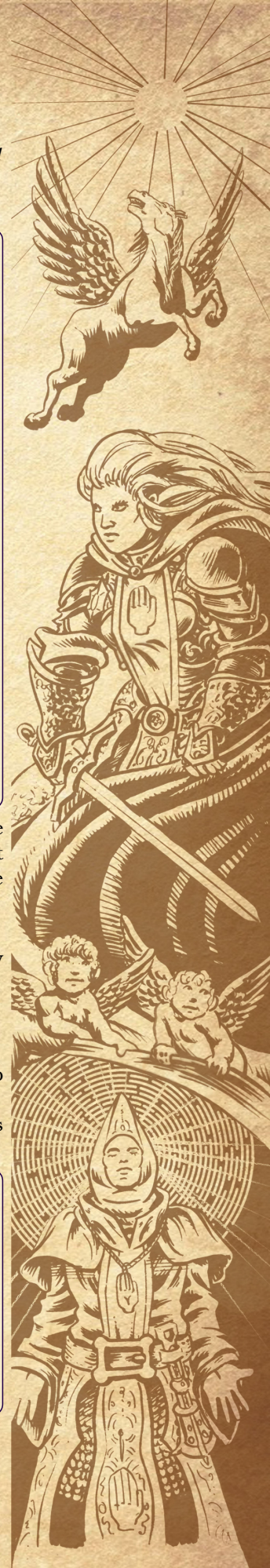
Griffon has been disowned by his family and seeks to join the party on their next adventure to earn the respect of his father...

Sir Harcourt needs the party's help in proving his paternity as his claim to his family's land is being questioned by a rival...

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.



Skimmer

"The tiefling is tall with red skin and black horns. He is dressed in breeches, a tunic, and a green cloak."

Creature(s)

Skimmer

Medium Humanoid (tiefling), Chaotic Neutral

Armor Class: 12

Hit Points: 27 (6d8)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Thieves' cant

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

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

Actions

Multiattack Skimmer makes two melee attacks.

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

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

Skimmer can be found in any urban setting. He poses as a guide, a porter, or a messenger, but uses these jobs to scout out heists and pick pockets. Skimmer can fit the role of hireling, or contact.

Treasure

Skimmer carries 13 sp, a brass key, and a silver ring engraved with "Endure", worth 1 gp.

Further Adventure™

Skimmer offers to show the party to a great treasure, a treasure located within a thieves' guild...

Skimmer's half-brother, Grifter, has gone missing and the party is hired to find him...

Skimmer tries to get the party's help with a violent group that has been attacking tieflings...

Finding Grifter

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Intimidation, Investigation,

Success: The party finds Grifter being held by a **cult fanatic** and four **cultists**

Failure(s):

1: The next check is made with disadvantage.

2: The skill used on the failed roll cannot be used again in this challenge.

3: The party discovers Grifter's location by accident, and the cultists get a full surprise round.

Grifter

Medium Humanoid (Human), Neutral Evil

Armor Class: 11

Hit Points: 22 (4d8+4)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Deception +6, Insight +3

Senses passive Perception 11

Languages Common

Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	17 (+3)

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

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Smalldawn - High Priest of Argenta

"The high priest of the goddess Argenta is a tiny speck of a gnome swimming in brilliant white robes adorned with a silver hand-stitched on the back. A saddled war dog lays at his feet."

Creature(s)



High Priest Smalldawn

Medium Humanoid (Gnome), Neutral Good

Armor Class: 12

Hit Points: 99 (18d8+18)

Speed 30 ft.

Challenge 12 (8,400 XP)

Saving Throws Int +6, Wis +9

Skills Religion +13, History +13

Senses passive Perception 15

Languages Common, Gnomish, Celestial

Gnome Cunning. Smalldawn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

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

Spellcasting Smalldawn is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The high priest can cast *dispel magic* at will and 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*

3rd level (3 slots) ○○○ *dispel magic, spirit guardians*

4th level (3 slots) ○○○ *banishment, death ward*

5th level (3 slots) ○○○ *flame strike, greater restoration*

6th level (1 slot) ○ *heal*

7th level (1 slot) ○ *plane shift*

8th level (1 slot) ○ *holy aura*

9th level (1 slot) ○ *mass heal*

Actions

Light Hammer *Melee Weapon Attack* +6 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

[serene, fierce when defending the helpless]

Smalldawn can be found anywhere. He can fill the role of mentor, sage (Religion +13), and healer (caster level 18). He is kindly and helpful, readily offering advice and tools.

Treasure

Smalldawn has taken a vow of poverty and has only a blanket and a wooden bowl.

Further Adventure™

The players are sent to seal a rift to the Negative Energy Plane...

Smalldawn must be escorted to the center of a battlefield, where he intends to broker a treaty...

The party must protect Smalldawn as he converts lost souls trapped in the underworld...

Mastiff

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 5 (1d8+1)

Speed 40 ft.

Challenge 1/8 (25 XP)

Skills Perception +3

Senses passive Perception 13

Keen Hearing and Smell Has advantage on Wisdom checks that rely on hearing or smell.

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	15 (+2)	20 (+5)	16 (+3)

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STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

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Sska - Mother Scale

"The Priestess is a female lizardfolk bent with age. She wears a necklace of shells and carries a worn staff. Her toothy smile is both warm and inviting."

Creature(s)

Sska - Mother Scale

Medium Humanoid (Lizardfolk), Neutral

Armor Class: 11

Hit Points: 27 (5d8+5)

Speed 30 ft., swim 30ft.

Challenge 2 (450 XP)

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

Senses passive Perception 14

Languages Druidic, Common, Draconic

Hold Breath Sska can hold her breath for 15 minutes.

Spellcasting Sska is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will) druidcraft, produce flame, guidance

1st level (4 slots) ○○○○ detect poison and disease, create or destroy water, speak with animals, cure wounds

2nd level (3 slots) ○○○ animal messenger, lesser restoration

Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	13 (+1)	14 (+2)	12 (+1)

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Sska first appeared in Founder's Fen. Sska will likely be encountered in a rural village near a swamp, among a tribe of peaceful lizardfolk, or tending a natural shrine in a swamp. She works best as a quest giver, healer, and sage (Nature +5).

Ilone, Swamp Goddess of Rebirth

Ilone is a lesser goddess of the swamp who embodies death, rebirth, and the cycle of life. Ilone is a dispassionate goddess that stays out of the politics of the multiverse unless the cycle of birth, death, and rebirth are affected. Ilone is rare among deities, in that she periodically dies and takes a new form and a new guise, after which her mannerisms, appearance, and tastes all change. Her philosophy and domains remain the same.

Deity	Alignment	Domain	Symbol
Ilone, Goddess of Rebirth	Neutral	Life, Death	black and white ring

Dogma

The followers of Ilone believe that all creatures are born, live, die, and are then reborn into a different vessel. Any act that keeps a soul trapped and prevents its rebirth is seen as a great imbalance that must be corrected. The clerics of Ilone and her paladins strive to destroy undead and devils - not as a moral affront, but because their actions prevent souls from being reborn.

Treasure

Mother Scale has no possessions, save for a worn sleeping mat, a simple wooden bowl and her shell necklace. She uses any wealth she finds or acquires to feed and care for others.

Further Adventure™

Ilone sees the undead as an affront and Sska sends the PCs to destroy a pack of ghouls...

Sska needs rare herbs and mushrooms, required for a reincarnation ritual, to be carried out by a visiting druid...

Someone has vandalized Sska's shrine...

Sunik Del

"The young human has shoulder-length blonde hair and a disproportionately large nose. His purple robes seem to have been tailored for a much shorter man."

NPC(s)

Sunik Del

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 45 (10d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Abyssal, Infernal, Common, Draconic

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *wall of force*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)

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[eager, large nose]

Sunik first appeared in Planar Encounters. The wizard can be found anywhere. He is likely to play the role of ally or foe. Sunik is left purposefully ambiguous so that he may fill either role.

Treasure

Sunik carries a spellbook, 34 gp, a hardwood staff, and a **potion of healing**.

Optional: A DC 15 Perception check reveals that Sunik's spellbook was not written in his thin, spidery handwriting (see below).

Further Adventure™

Sunik could be a madman responsible for the death of his adventuring party...

Sunik knows the location of a powerful artifact, but needs the party's help to claim it from a dangerous dungeon...

Sunik's former master, Porlan Blueheels, has been turned by a vampire, and Sunik means to release his old friend from undeath...

Del's Frog Familiar

Tiny Beast, Unaligned

Armor Class: 11

Hit Points: 1 (1d4)

Speed 20 ft., swim 20 ft.

Challenge 0 (10 XP)

Skills Perception +1, Stealth +3

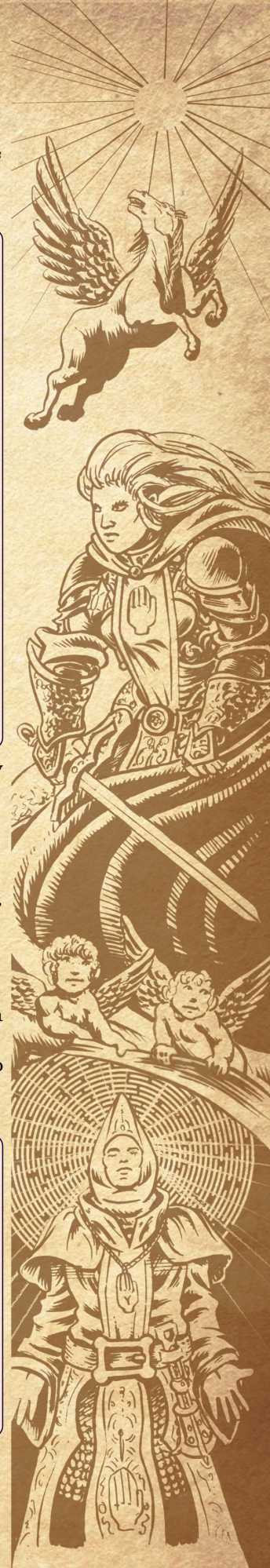
Senses darkvision 30 ft., passive Perception 11

Amphibious The frog can breathe air and water.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

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[enjoys smooth jazz, eats flies]





Adela the Tree Tender

"The tree tender has long grey hair, but her fine-featured face is ageless and kind. She smiles sweetly at you and raises her hand to offer you a green apple."

Creature(s)

Adela the Tree Tender

Medium Humanoid (Human), Neutral Good

Armor Class: 12

Hit Points: 99 (18d8+18)

Speed 30 ft.

Challenge 12 (8,400 XP)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages Common, Elvish, Draconic, Sylvan, Orc, Goblin

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

Spellcasting Adela is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Adela can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation, minor illusion, dancing lights*

1st level (4 slots) ○○○○ *detect magic, identify, mage armor, comprehend languages*

2nd level (3 slots) ○○○○ *detect thoughts, mirror image, misty step*

3rd level (3 slots) ○○○○ *counterspell, fly, dispel magic*

4th level (3 slots) ○○○○ *banishment, fire shield, stoneskin*

5th level (3 slots) ○○○○ *dream, scrying, wall of force*

6th level (1 slot) ○ *globe of invulnerability*

7th level (1 slot) ○ *teleport*

8th level (1 slot) ○ *mind blank*

9th level (1 slot) ○ *foresight*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

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Adela lives a quiet existence tending a garden, arboretum, grove, or similar setting. Adela first appeared in Arcane Quarter, as the keeper of a misty city garden. Adela appears deceptively simple, but she is in fact an extremely powerful archmage that can act as a key quest giver, mentor, or faction leader.

Treasure

Adela has a **sword of sharpness** named "*Ghent*", which she sometimes lends to adventurers she deems worthy.

Further Adventure™

Adela needs the party to rescue a group of adventurers searching for a rare mineral...

Adela needs a rare herb to cure Goldenbark, an awakened tree...

An evil druid seeks to corrupt and claim the garden...

Ghent (sword of sharpness)

Weapon (longsword), very rare (requires attunement))

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Cedric Coppertap (Doppelganger)

"The handsome bartender wears a crisp white apron. He flashes you a smile, showing several gold teeth."

Creature(s)

Cedric Coppertap (Doppelganger)

Medium Monstrosity (shapechanger), Neutral

Armor Class: 14

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Shapechanger The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack The doppelganger makes two melee attacks.

Slam *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

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

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Cedric first appeared in Arcane Quarter. Cedric will be encountered in his bar, the Sanctuary. The Sanctuary caters to wizards, warlocks, sorcerers and occultists. The bar is secretly owned by a lich known as the Silver Sorcerer. Cedric is not human, he is a doppelganger. Cedric reads the mind of his customers and passes the information gleaned onto his master. Cedric fills the role of rumormonger, contact, and he could serve as a quest giver to rogues.

Treasure

Cedric keeps an **elemental gem (sapphire)** and 2d12 gp in a strong box behind the bar.

Further Adventuretm

Cedric is reporting secrets he gleans from reading the minds of his patrons to his lich master...

Cedric seeks aid in dealing with thieves attempting to extort protection money from him...

Cedric hires the party to obtain a rare staff for an unnamed third party (the Silver Sorcerer)...

Elemental Gem (Sapphire)

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the conjure elemental spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Gem	Summoned elemental
Blue sapphire	Air elemental
Yellow diamond	Earth elemental
Red corundum	Fire elemental
Emerald	Water elemental





Artou the Slender

"The dwarven moneylender lays on his side atop a massive litter of red silk; his body spilling off of the cushion. Four half-orc attendants stand nearby, each fanning their master with a palm frond."

Creature(s)

Artou the Slender

Medium Humanoid (Dwarf), Lawful Evil

Armor Class: 10

Hit Points: 13 (3d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5,

Senses passive Perception 16

Languages Dwarvish, Common, Thieves' Cant

Double Talk Artou can double his proficiency bonus on deception rolls pertaining to a product or sale.

Actions

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

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Artou the Slender can be found in any large urban setting. He is something of an outcast and lends money at a rate of 25%. He can play the role of merchant, foe, or contact.

Treasure

Artou carries a purse with 50 gp in it. He also wears a jeweled dagger with a fake stone, worth 6 gp.

Further Adventure™

Artou hires the party to collect on a debt from an ogre too dangerous for his servants...

The party could find themselves in a desperate situation and must borrow money from Artou...

An NPC friend or hireling of the party has been beaten savagely by Artou's goon for nonpayment...

Ogre

Large Giant, Chaotic Evil

Armor Class: 11

Hit Points: 59 (7d10+21)

Speed 40 ft.

Challenge 2 (450 XP)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Actions

Greatclub *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin ○○○ *Ranged Weapon Attack* +6 to hit, range 30/120 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

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Artou's Goons

Medium Humanoid (Any), Chaotic Evil

Armor Class: 12 (leather armor)

Hit Points: 26 (4d8+8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Actions

Club *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	11 (+0)

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Drenner Proudforge

"The dwarf sitting near the fire in the tavern's great room is richly dressed, and sports a long braided grey beard. He beckons you closer with a hand laden with heavy gold rings."

Creature(s)

Drenner Proudforge

Medium Humanoid (Dwarf), Lawful Good

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30ft.

Challenge 3 (700 XP)

Saving Throws Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Dwarvish

Actions

Multiattack Drenner makes two warhammer attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

Heavy Crossbow *Ranged Weapon Attack* +3 to hit, range 100/400 ft., *Hit:* 6 (1d10 + 1) piercing damage.

[powerfully-built, grey beard]

Drenner first appeared in *Urban Encounters*. He can be encountered in any tavern or inn that the party frequents. The old dwarf was an adventurer in his youth and still derives a vicarious thrill from staying connected to the next generation of dungeon delvers. Drenner has a long grey beard, and heavy facial scarring. One scar has left a hairless line on his left cheek. Drenner can play the role of quest giver and patron.

Treasure

Drenner has a great deal of personal wealth and often funds adventuring groups. He has knowledge of several dungeons.

Further Adventure™

Once deep in his cups, Drenner tells the PCs he will accompany them on their quest and help them claim the treasure...

Drenner sends the party on a quest to recover a relic of his god held in a drow fane, for which he will reward them with a treasure map...

Drenner challenges the party to a drinking game ...

Drinking Challenge

Details: Proudforge and the PC each drain a mug of dwarven ale each round, after which each makes a Constitution saving throw.

The save DC starts at 12 and goes up by one every round.

The first one to fail three Constitution saves falls off his stool, too drunk to continue.

Optional: Impose the poisoned conditioned on hungover characters until they complete a second long rest.





Green Keth

"The druid is a dwarven female in a moss-colored tunic. From a pouch on her hip peeks a small squirrel."

Creature(s)

Green Keth

Medium Humanoid (Dwarf), Neutral Good

Armor Class: 11

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic, Dwarish, Common

Spellcasting Keth is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She 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) ○○○ *animal messenger, barkskin*

Actions

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

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

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Green Keth can be found in any wild setting. She can play the role of ally, healer, or quest giver.

Treasure

Keth has eight goodberries, 3 sp, a pouch of rare truffles worth 9 gp, and a pocket full of walnuts.

Further Adventure™

Keth needs help retrieving a wounded fawn that fell into a deep pit...

Helgrith, a nasty green dragon, has moved into Keth's forest and laid a clutch of eggs...

Wildfires threaten to destroy Keth's wood, and a band of magmin are to blame...

Ruby the Squirrel

Tiny Beast, Unaligned

Armor Class: 10

Hit Points: 2 (1d4)

Speed 20 ft.

Challenge 0 (10 XP)

Senses darkvision 30 ft., passive Perception 10

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	3 (-4)	10 (+0)	4 (-3)

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Magmin

Small Elemental, Chaotic Neutral

Armor Class: 14 (natural armor)

Hit Points: 9 (2d6+2)

Speed 30 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Death Burst When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

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Grish the Roper Gourmand

"Much to your surprise, the large stalagmite in the center of the cavern begins to talk to you with a massive, tooth-filled mouth."

Creature(s)

Grish the Roper Gourmand

Large Monstrosity, Neutral Evil

Armor Class: 20 (natural armor)

Hit Points: 93 (11d10+33)

Speed 10 ft., climb 10 ft.

Challenge 5 (1,800 XP)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Undercommon

False Appearance While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 22 (4d8 + 4) piercing damage.

Tendril *Melee Weapon Attack* +7 to hit, reach 50 ft., Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel The roper pulls each creature grappled by it up to 25 feet straight toward it.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

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Grish first appeared in *Subterranean Encounters*. The roper can be found in any cave or underground setting. He can fill the role of quest giver (usually seeking rare foods), foe (he is evil, though not usually violent) or contact. Grish has a great deal of knowledge of the subterranean species and their plots. Grish cares little for human and demihuman life, and uses PCs as pawns.

Treasure

Grish has 23 pp, some rare mushrooms, and a salacious diary hidden nearby.

Further Adventure™

Grish hires the PCs to retrieve a "priceless artifact" which is, in fact, a duergar cookbook...

Grish is craving a strange soup made from shrieker mushrooms...

A spiteful drow cook, of whom Grish wrote a scathing culinary review, has hired an assassin to kill the roper...

Grappled Condition

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see the condition). The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunder-wave spell.

Restrained Condition

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.





Heartwood

"To your surprise, the tree begins to talk to you. It gesticulates with leafy branches and lets out a deep laugh."

Creature(s)

Heartwood

Huge Plant, Lawful Good

Armor Class: 13 (natural armor)

Hit Points: 59 (7d12+14)

Speed 20 ft.

Challenge 2 (450 XP)

Skills Nature +6, History +6,

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 11

Languages Common, Sylvan, Elvish

Scholar Heartwood doubles its proficiency modifier on Intelligence-based skill checks.

False Appearance If Heartwood remains motionless, it is indistinguishable from a normal tree.

Actions

Slam *Melee Weapon Attack* +6 to hit, reach 10 ft., Hit: 14 (3d6 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	14 (+2)	15 (+2)	12 (+1)	13 (+1)

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Heartwood can be found in any forest. This intelligent tree can fill the role of sage (Nature & History +6) and mentor. He is an awakened tree, but cannot recall the druid who woke him from his deep slumber. He believes, "that the kind fellow was an elderly halfling."

Treasure

"The only treasure one needs is sunshine, rain, and a good story."

Further Adventure™

A forest fire threatens Heartwood and the party must put it out or convince it to flee its home...

Heartwood asks the players to rid the forest of a pack of gnolls led by an ogre mage...

Heartwood asks the party to carry several seedlings to a safe, sunlit valley...

Finding the Sunlit Valley

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Acrobatics, Nature, Survival

Success: The party delivers Heartwood's saplings safely to the Sunlit Valley

Failure(s):

- 1: The party stumbles into a field of toxic flowers and must make DC 13 Con saves or be poisoned.
- 2: The party runs afoul of a pack of wolves (use dire wolves for a greater challenge).
- 3: The party finds the Sunlit Valley, but it is inhabited by a hill giant.

Hill Giant

Huge Giant, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 105 (10d12+40)

Speed 40 ft.

Challenge 5 (1,800 XP)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Actions

Multiattack The giant makes two greatclub attacks.

Greatclub *Melee Weapon Attack* +8 to hit, reach 10 ft., Hit: 18 (3d8 + 5) bludgeoning damage.

Rock *Ranged Weapon Attack* +8 to hit, range 60/240 ft., Hit: 21 (3d10 + 5) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

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Indigo

"A large crowd surrounds a tall, slender musician in blue motley and a strange white mask. The man strums expertly on a fine lute made of spruce, bewitching all those within earshot."

Creature(s)

Indigo

Medium Humanoid (Elf), Chaotic Good

Armor Class: 10

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 0 (10 XP)

Saving Throws Cha +4

Skills +6 Performance, Persuasion +4, Perception +3

Senses passive Perception 13, darkvision 60 ft.,

Languages Common, Elvish

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

Prestidigitation Indigo can cast *prestidigitation* at will.

Skilled Performer Indigo doubles his proficiency modifier when making Performance checks.

[blue motley, white mask, elegant]

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

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Indigo first appeared in Urban 2. He can be found in any urban setting. He will fill the role of contact or quest giver. The elf is odd and enigmatic, often speaking in rhyme and song. Despite his quirks, he has traveled widely and has a great deal of information about local settlements.

Treasure

Indigo carries his lute, worth 50 gp, and 6d8 gp. If the party aids his performance, he shares 3d4 gp. He also wears a magic mask that he will not part with under any circumstance.

Further Adventuretm

Indigo hires the party to escort him to a local lord's manor, but fails to mention he is being tracked by a bounty hunter...

The party sees (DC 15 Perception) a group of pickpockets working the distracted crowd...

Indigo, having heard of the party's bard, asks them to join him in playing a set at a local tavern...

Ivory Mask of Elon

Wondrous item, uncommon (requires attunement)

This simple ivory mask grants the wearer advantage on Performance checks, but has a minor curse that makes the attuned anxious and uncomfortable when not wearing it. Only seven of these masks have ever been reported.

Bounty Hunter

Medium Humanoid (any race), Any Lawful

Armor Class: 14 (chainmail shirt)

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Insight +3, Perception +3, Survival +5

Senses passive Perception 12

Languages any two languages (usually Common)

Subduing Strike If a creature is below 15 hit points the bounty hunter adds 7 (2d6) damage to its first attack. If this attack brings the creature to 0 hit points or less, the creature falls unconscious and is stable.

Actions

Multiattack The bounty hunter makes three greatclub attacks.

Greatclub *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 7 (1d8 + 3) bludgeoning damage.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 Hit: 6 (1d10 + 1) piercing damage.





Jana the Falconer

"Tall and confident, the falconer wears the livery of a minor noble house and a massive leather gauntlet. She smiles at you and pushes a red curl from her brow."

Creature(s)

Jana the Falconer

Medium Humanoid (Human), Lawful Good

Armor Class: 11

Hit Points: 5 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Nature +3, Animal Handling +4

Senses passive Perception 12

Languages Common

[tall, red curls, confident]

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

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Jana first appeared in *Urban Encounters 2*. She can be found in any urban area. She best fills the role of contact.

Blood Hawk

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed 10 ft., fly 60 ft.

Challenge 1/8 (25 XP)

Skills Perception +4

Senses passive Perception 14

Keen Sight The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 4 (1d4 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

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Treasure

Jana has little in the way of treasure: 7 sp, and a dagger. However, her hawk is extremely valuable and rare. Additionally, Jana hunts for several nobles and has several contacts.

Further Adventure™

A druid has taken control of the hawks that he feels are being exploited...

The hawks have a disease that makes them aggressive, and Jana needs help curing them...

Jana needs to hunt in the nearby woods, but a nest of gricks make the hunting ground unsafe...

Grick

Medium Monstrosity, Neutral

Armor Class: 14 (natural armor)

Hit Points: 27 (6d8)

Speed 30 ft., climb 30 ft.

Challenge 2 (450 XP)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Stone Camouflage The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 9 (2d6 + 2) slashing damage.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

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Jib the Street Rat

"The street urchin grins at you, holds up your coin purse, and bolts into the crowd, laughing as he goes."

Creature(s)

Jib the Street Rat

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 4 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Nimble Jib can move through the space of any creature that is of a size larger than himself.
[wild, dirty, foul-mouthed]

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

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Jib the Street Rat can be found in an urban setting, but is more likely to be found in a city. He can fill the role of hireling, contact or charge.

Treasure

Jib has 4 cp, a burnt pastry that a baker threw out, a lucky rabbit's foot, and a wooden holy symbol of a forgotten deity.

Further Adventure™

Jib lifts an important item off one of the players, but is promptly picked up by the town guard. The player must infiltrate the watchtower to either retrieve the item or learn of its location...

Jib joins the party as a hireling, apprentice, or squire to seek protection from the Gore Street Gang (See below)...

Jib's sister is addicted to a new street drug called Mist, and he needs the party's help getting her away from the life...

Gore Street Thug

Medium Humanoid (Human), Chaotic Evil

Armor Class: 11

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Pack Tactics The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack The thug makes two melee attacks.

Club *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 5 (1d6 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

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Re-Skin

Drucilla the Rag Lady

Str 10, Int 12

Drucilla has the appearance of a filthy woman of advanced age, but she is in fact much younger. A layer of grime, raggedy clothes, and years of poor diet make her appear much older than she actually is. Drucilla is enigmatic and often speaks in riddles. She can fill the role of contact.





Jorn the Beggar

"The beggar won't meet your eyes. His skin is covered in lesions and his clothes are filthy rags. He reeks of urine and excrement."

Creature(s)

Jorn the Beggar

Medium Humanoid (Human), Chaotic Good

Armor Class: 10

Hit Points: 3 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	8 (-1)	10 (+0)	10 (+0)	8 (-1)

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[pathetic, simpering]

Jorn the Beggar first appeared in *Urban Encounters*. He is a pitiable thing, weak and sickly. Jorn does have one strength however: he is ignored by his common man, and as such, he hears a great deal of things. Jorn fills the role of contact.

Treasure

Jorn carries a crude crutch made from a branch, and a dented beggar's cup.

Further Adventure™

Jorn could be a shape-shifted dragon (see below), or even a god testing the party's compassion...

The beggar could be an exiled noble, even a king...

Jorn witnessed a murder or treason that will have a political impact. The party must keep him alive to testify...

Young Copper Dragon

Large Dragon, Chaotic Good

Armor Class: 17 (natural armor)

Hit Points: 119 (14d10+42)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 7 (2,900 XP)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Actions

Multiattack The dragon makes three attacks: one with its bite and two with its claws.

Bite *Melee Weapon Attack* +7 to hit, reach 10 ft., Hit: 15 (2d10 + 4) piercing damage.

Claw *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6) The dragon uses one of the following breath weapons.

Acid Breath The dragon exhales acid in a 40-foot line, 5 feet wide. Each creature in that line must make a DC 14 Dex save, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Con save. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turn.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

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Kennek

Kennek is a scrawny sailor, balding somewhat, with leathery skin and most of his teeth. He smells of too much wine at just about any time of the day. He's known for transporting trade goods and commercial cargo like lumber and grain on his keelboat, "The Ploughman".

Creature(s)

Kennek (Sailor)

Medium Humanoid (Human), Neutral

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Sailing +2

Senses passive Perception 10

Languages Common

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

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[horrible breath, often drunk]

Kennek is a Merchant who can offer the party transportation along the coast, or partway up many rivers on his keelboat. He can also transport larger items, livestock, or trade goods that the party may wish to bring. There's enough room for two horses and a carriage on deck, but it might take an hour or more to load. Transportation is 1 sp per mile on the open water of a bay, close to shore on the ocean (use point to point distance between the origination and destination), or down river. Transportation up river is 2 sp per mile.

Kennek has a trained songbird named "Mavis" that lives on his keelboat. It can fly free as it chooses, but roosts in the cabin. It always returns to him if possible. Mavis is the most important aspect of Kennek's life, and he will frequently talk to her out loud at length, even with other people present.

Mavis (Songbird)

Tiny Beast, Unaligned

Armor Class: 12

Hit Points: 1 (1d4)

Speed 5 ft., fly 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 11

Languages -

Actions

Claw Melee Weapon Attack +0 to hit, reach 5 ft., Hit: 1 piercing damage.

Bite Melee Weapon Attack +0 to hit, reach 5 ft., Hit: 1 piercing damage.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

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Treasure

Kennek has detailed maps of the area, along with weather information and a current almanac. Beneath a board in the cabin of the keelboat is a 5 yard bolt of moderate quality silk worth 15 gp.

Further Adventure™

Kennek knows of some trade opportunities up river in which he would love the party to invest... Kennek, once out to sea, grabs the anchor and nods to the party as he jumps overboard... Apologetically, once well under way, Kennek admits that he's lost and has no idea how to get back on course...

Ploughman

keelboat

Speed: 1 mph

Crew: 1

Passengers: 6

Cargo: 1,000 lbs.

Armor Class: 15

Hit Points: 100

Damage Threshold: 10





Lord Dandre Kane

"Lord Kane cuts a dashing figure in his armor. His salt and pepper hair is combed back and he has a groomed mustache."

Creature(s)

Lord Dandre Kane

Medium Humanoid (Human), Lawful Neutral

Armor Class: 14

Hit Points: 55 (10d8+10)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws +1 on all saving throws*

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common,

Actions

Multiattack Lord Kane makes three rapier attacks

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

Reactions

Parry The Lord Kane adds 2 to its AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

Lord Dandre Kane wears a Ring of Protection. He also has an exquisite suit of full plate armor that he rarely wears at the manor.

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

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[well-groomed, richly dressed]

Dandre first appeared in Founder's Fen. He is the lord of Founder's Fen, though he could be placed anywhere in your campaign. He can fill the role of patron and quest giver.

Treasure

Dandre wears a **ring of protection** and, while wealthy, he rarely carries more than a dozen gold pieces.

Further Adventure™

The noble hires the party to guard him at a masquerade ball he is hosting...

The lord invites the PCs on a hunt to find a white stag...

Several attempts have been made on the Lord's life. He brings in the PCs to find the would-be killer...

The Hunt for the White Stag

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, Survival

Success: The party finds the white stag, which the lord allows to escape unharmed.

Failure(s):

- 1: The party uncovers a nest of giant spiders.
- 2: A group of sprites attempt to foil the hunt.
- 3: The stag eludes the party.

Ring of Protection

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

Madam Grey

"The madam is a beautiful woman of indeterminate age. She studies you intently with wise eyes."

Creature(s)

Madam Grey

Medium Monstrosity (shapechanger), Neutral Evil

Armor Class: 14

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Shapechanger The madam can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher The madam has advantage on attack rolls against any creature it has surprised.

Surprise Attack If the madam surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack The madam makes two melee attacks.

Slam *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts The madam magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the madam can continue reading its thoughts, as long as the madam's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the madam has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Madam Grey first appeared in Flotsam. It runs a brothel ship in the pirate town of Flotsam, but could run its establishment anywhere. It will fill the role of contact, foe, or quest giver.

Treasure

Madam Grey has 150 gp, but its real currency is secrets. It reads the minds of those in its establishment.

Further Adventure™

Madam Grey's client list has been stolen and it pays the party to retrieve it...

The Madam needs to be escorted to safety after one of its clients learned her true nature...

A tiefling girl named Kria wants out of the life and asks the PCs to smuggle her away...

Kria

Medium Humanoid (tiefling), Chaotic Neutral

Armor Class: 12

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Deception +5, Persuasion +5, Sleight of Hand +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common

Thaumaturgy Kria can cast the Thaumaturgy cantrip without material components.

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

Actions

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





Mako the Sahuagin

"Mako has thick, scaly arms, a mouth full of serrated teeth, and red fins on his face."

Creature(s)

Mako

Medium Humanoid (sahuagin), Lawful Evil

Armor Class: 12 (natural armor)

Hit Points: 22 (4d8+4)

Speed 30 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Common

Blood Frenzy Mako has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness Mako needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy Mako can magically command any shark within 120 feet of it, using limited telepathy.

Actions

Multiattack Mako makes two melee attacks: one with its bite and one with its claws.

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 3 (1d4 + 1) piercing damage.

Claws *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 3 (1d4 + 1) slashing damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	12 (+1)	13 (+1)	8 (-1)

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Mako first appeared in Flotsam. He can be encountered in the ocean, or in any port town. Mako is a fight promoter and mercenary. He is likely to fill the role of foe or ally depending on who is paying.

Treasure

Mako carries little in the way of treasure.

Further Adventure™

One of Mako's sharks is sick and requires a potion made from a rare red algae...

Mako is hired to attack the party and sets a trap to drop them into shark infested waters...

Mako offers the players a large sum to fight in a gladiatorial battle against a pirate crew...

Hunter Shark

Large Beast, Unaligned

Armor Class: 12 (natural armor)

Hit Points: 45 (6d10+12)

Speed 0 ft., swim 40 ft.

Challenge 2 (450 XP)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Blood Frenzy The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 13 (2d8 + 4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

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Finding Red Algae

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Nature, Survival

Success: You find a patch of red algae.

Failure(s):

1: Under the sea. Next check is made with disadvantage.

2: You are carried away on a strange and powerful current, losing one day in the process.

3: You find the red algae but there are a number of sharks swimming nearby.

Margold the Mage

"The mage has long blonde hair that nearly reaches the ground, and a pleasant face. She wears purple robes and carries a staff with an owl carving at its tip."

Creature(s)

Margold the Mage

Medium Humanoid (Human), Lawful Neutral

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Draconic, Common, Elven, Terran

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, charm person, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, lightningbolt, fly*

4th level (3 slots) ○○○○ *greater invisibility, confusion*

5th level (1 slot) ○ *dominate person*

Actions

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

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She can be found anywhere and plays the role of mentor, merchant, and sage (Arcana +6)

Treasure

Margold carries a **wand of web**, her spellbook, and 125 gp.

Further Adventure™

Margold needs the party to claim an item she created for a black dragon who never paid...

She hires the party to infiltrate a mage's guild to spy on them...

Margold needs a second for a wizard's duel...

Infiltrate the Black Tome Mage's Guild

Complexity: 8 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana, Deception, Insight

Success: Successfully infiltrate the mage's guild and gather information without being discovered as frauds.

Failure(s):

1: The guild members become suspicious, the next check is made with disadvantage.

2: A guild member uncovers the party, but will stay quiet for 500 gp.

3: The party is discovered and must fight mages to escape alive.

Wand of Web

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.





Millicent the Illuminator

"The book seller is stooped over a lectern, examining a book with a large magnifying glass. Her gray hair is pulled back into a bun, and she is dressed in scholarly robes."

Creature(s)

Millicent the Illuminator

Medium Humanoid (Human), Neutral Evil

Armor Class: 12

Hit Points: 21 (6d8)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Dwarven, Thieves' Cant

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	9 (-1)	15 (+2)	14 (+2)	16 (+3)

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Millicent first appeared in Marketplace. She can be found in any urban setting large enough to justify a book store. Her shop, Books, Tomes, Scrolls, and Codices, is actually a front for her real passion: forgery. Millicent can fill the role of merchant, contact, sage (+5 to forge documents) or foe.

Available Products

Item	Price	Weight
Book	25 gp	5 lb.
How to Make Friends: A Necromancer's Primer		
The Halfling Farmer's Almanac		
The Art of Not Getting Killed: A Coward's Guide to Adventuring		
Sava and Joran: Elvish Love Poems		
Beauty is in the Mouth of the Beholder: The Jella Thatcher Story		
Godric's Bawdy Ballads: Vol. 56		
The Process and Methods of Locating Ley Lines		
The Hidden World: Peering Into the Plane of Shadow		
Manual of the Lightened Heart (cursed item, see below)		
Ink (1 ounce bottle)	10 gp	-
Ink pen	2 cp	-
Paper (one sheet)	2 sp	-
Parchment (one sheet)	1 sp	-
Sealing wax	5 sp	-

Further Adventure™

A false document leads back to Millicent's shop...

Millicent hires the party to track down a rare signed book, secretly wanting the author's signature so she can forge it...

Millicent hires the party to protect her from rival thieves...

Manual of the Lightened Heart

Wondrous Item, very rare

This book contains a series of poems and homilies directed at personal growth through austerity, written in magical script. If you open the book and read any of the words contained within, all coinage and gemstones on your person will vanish (gone elsewhere), leaving only a single copper piece. The manual then loses its magic, but regains it in a decade.

Pockmark

"The creature before you is covered head to toe in what appear to be chickenpox. It scratches wildly and flashes you a broken-toothed grin."

Creature(s)

Pockmark

Medium Humanoid (Human), Chaotic Good

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Stealth +1,

Senses passive Perception 10

Languages Common

Plague Ridden The sewerfolk are infected with sewer plague and have 1d3 levels of exhaustion when encountered.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	6 (-2)	8 (-1)	10 (+0)	6 (-2)

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Pockmark is a sewerfolk, who appeared in Sewers. He can be found in any urban setting large enough to have a sewer system (or its equivalent). Pockmark can fill the role of hireling or contact.

Treasure

None. Pockmark has had anything he's ever owned ripped from his grasp.

Further Adventure™

Pockmark knows of a dungeon entrance located deep in the sewers that he says contains great treasure, but is guarded by a massive crocodile called "Snag"...

A transmuter is kidnapping sewerfolk and using them in horrible experiments that turn them into aberrations...

The party has been asked to seal off a leaking pipe in the sewers that threatens to flood the undercity...

Giant Crocodile

Huge Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 85 (9d12+27)

Speed 30 ft., swim 50 ft.

Challenge 5 (1,800 XP)

Skills Stealth +5

Senses passive Perception 10

Hold Breath The crocodile can hold its breath for 30 minutes.

Actions

Multiattack The crocodile makes two attacks: one with its bite and one with its tail.

Bite *Melee Weapon Attack* +8 to hit, reach 5 ft., Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16).

Tail *Melee Weapon Attack* +8 to hit, reach 10 ft. Hit: 14 (2d8 + 5) bludgeoning damage, and must succeed on a DC 16 Str saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

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Prone Condition

A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.





Selious Crane

"The mage is thin and awkward. His face is kind and dominated by a massive nose and bushy eyebrows."

Creature(s)

Selious Crane

Medium Humanoid (Human), Neutral Good

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Languages Common, Draconic, Elven, Dwarven

Senses passive Perception 11

Spellcasting Selious Crane is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

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)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	12 (+1)

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Selious first appeared in Founder's Fen. In the small village of Founder's Fen, he lived in the Redrock Tower where he researched local arcane mysteries, but he can be placed anywhere in your campaign. He can fill the role of mentor, merchant (items upon request), or quest giver.

Treasure

Selious Crane has a personal cache of 243 gp, a **wand of magic detection**, and a **potion of speed**.

Further Adventure™

Selious hires the PCs to guard his apprentices, as they hunt for a rare component found deep in the wild...

Selious sends the PCs to search for an apprentice who went missing in nearby ruins...

One of the apprentices accidentally summons a creature that escapes the tower...

Apprentice Mage

Medium Humanoid (any race), Any Alignment

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +4, Investigation +4

Senses passive Perception 11

Languages any one language (usually Common)

Spellcasting The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○○ *mage armor, identify, comprehend languages*

Actions

Dagger *Melee Weapon Attack* +3 to hit, reach 5 ft. *Hit* 3 (1d4+1) Piercing damage.

Apprentices train under more powerful spellcasters and usually perform menial tasks for their room, board, and training.

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

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The Large Man

"The large man in the corner is more lean and tall than muscled, with stubbly facial hair covering years of scars. A few laughing compatriots sit around him in the dank bar. He looks up and sneers, 'Whadayouwan'."

Creature(s)

The Large Man (Spy)

Medium Humanoid (any race), Neutral Evil

Armor Class: 12

Hit Points: 27 (6d8)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

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

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

Actions

Multiattack The spy makes two melee attacks.

Dagger *Melee Weapon Attack* +4 to hit, reach 5 ft. Hit: 4 (1d4 + 2) piercing damage.

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

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

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

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Originally appearing in Coastal Encounters, The Large Man is a known slave trader and smuggler. The Large Man may serve in the role of rumormonger and contact, staying among the rogues and underbelly of coastal society. He'll venture inland occasionally to capture slaves, and particularly loves fey-descended peoples as his quarry, selling them to ship captains and slave ships. He can assist the party in low-profile transport.

The Large Man is always interested in wagering, and is willing to take a bar bet on any number of silly feats. He's not particularly strong, but he's very nimble. Throwing daggers at a suitable target is one of his favorite games.

Treasure

He carries 3 daggers: one rolled up with fabric on his forearm, one on his belt, and one in his boot. The dagger in his belt has a scrimshaw handle carved from whale bone, featuring a cameo of an unknown elvish woman, and is worth 5 gp. He generally has 10 gp, 6 sp, and 16 cp in his belt pouch, but may have less (half) if he's been drinking for a while.

Further Adventure™

If his payment is negotiated too low, he might accept the deal, but sell the party as conscripts...

The Large Man might just (for a fee) let any criminals being investigated know about the party's investigations...

The Large Man might ask for assistance in moving some "cargo" in return for a large favor...

Re-Skin

Lucky Tam - *Chaotic Neutral*

Dex 18, Con 8, 21 Hit Points

Sleight of Hand +5, Stealth +5

Lucky Tam loves to roll dice, and has a serious gambling problem. Tam will cheat and use *Sleight of Hand* to try to win a game 50% of the time.

[talks too much]





Willa Thatcher

"The thatcher's wife is young and pretty, she covers her smile shyly behind her hand, embarrassed of a gap between her front teeth. She greets you warmly, but is unable to hide of a note of sadness in her voice."

NPC(s)

Willa Thatcher

Medium Humanoid (Human), Neutral Good

Armor Class: 13 (studded leather armor)

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Perception +3,

Senses passive Perception 13

Languages Common

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

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[gapped front teeth, pretty]

Willa Thatcher can be encountered in any town or village (less likely in a city). She fills the role of quest giver or contact. Willa has a secret. Willa's husband, Bill, fell off a roof He injured his neck and died in his bed three days later. He then rose from the dead, or rather into undeath, as a zombie. Willa has been hiding him in their cottage and is desperate for help.

Treasure

The Thatchers are not wealthy, aside from Bill's tools (5 gp). They have a savings of 7 sp.

Further Adventure™

Willa has a powerful necromantic grimoire, a family heirloom from an ancestor, which she used to raise her husband from the dead...

Bill Thatcher was zombified due a strange disease, now Willa is sick and ready to turn as well...

Bill was cursed by the wizard whose roof he was repairing, when the wizard came home early to find his wife and the thatcher in a compromising position...

Zombie

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d8+9)

Speed 20 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Undead Fortitude If reduced to 0 hit points, the zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 4 (1d6 + 1) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

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Grimoire of the Unknowable Path

Wondrous Item, rare

This book pulses with arcane magic. If its owner spends a week studying it, they can cast *Animate Dead* at 5th level as a ritual. The caster need not be a spellcaster to complete the ritual. The ritual may be performed once each month. The ritual may not be cast at a higher caster level.

Blood-on-Snow

"The orc shaman wears filthy hide armor and a headdress of crow's feathers. On his belt are the skulls of several strange creatures."

Creature(s)

Blood-on-Snow

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 16 (chainmail armor)

Hit Points: 44 (5d8+15)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Wis +4

Skills Intimidation +3, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Unholy Inspiration (Long Rest) ○ Blood-on-Snow can complete a ritual (2 rounds) that will grant a inspiration die (d6) to his companions who can hear him. This die can be applied to attacks or saving throws and is gone once used.

Aggressive As a bonus action, Blood-on-Snow can move up to its speed toward a hostile creature that he can see.

Unholy Strike Blood-on-Snow deals an additional 4 (1d8) necrotic damage when he hits with a weapon attack (included below)

Spellcasting Blood-on-Snow is a 3rd 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 *Guidance, Resistance, Sacred Flame*

1st Level (4 slots) ○○○○ *Bane, Inflict Wounds*

2nd Level (2 slots) ○○ *Enhance Ability, Spiritual Weapon*

Actions

Spear *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/60 ft., Hit: 11 (1d6+3 plus 1d8 necrotic) piercing damage, or 12 (2d8 +3) piercing damage if used with two hands to make a melee attack.

Dagger *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/60 ft., Hit: 2 (1d4) piercing damage and 4 (1d8) necrotic damage.

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

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Blood-on-Snow can be found anywhere that orcs are found. He will play the role of foe for a low-level party. He could lead an especially cagey band of orc raiders whose tactics have outwitted the locals.

Treasure

Blood-on-Snow carries a **wand of web**, 7 gp, 3 sp, 12 cp, and 2 vials of **unholy water** (see below).

Further Adventure™

Blood-on-Snow and his orcs steal a relic and the party must retrieve it before the sacred object is ruined...

Blood-on-Snow approaches under a banner of truce and claims to want peace with the locals, but is he to be trusted...

The shaman seeks to gather the scattered skeletal remains of an early orc deity and resurrect him in a ritual requiring sacrifice...

Unholy Water

Potion, common

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the unholy water as an improvised weapon. On a successful hit, when the target makes their next attack roll or a saving throw, the target rolls a d4 and subtracts the number rolled from the attack roll or saving throw, ending the effect. If the target is a celestial, it additionally takes 2d6 necrotic damage. A divine caster may create unholy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered onyx, and requires the caster to expend a 1st-level spell slot.

Brash

"The shirtless man is bruised and scarred. His head and face are covered in stubble. Most of his teeth appear to have been evicted, but two or three stubborn tenants still reside."

Creature(s)

Brash

Medium Humanoid (human), Chaotic Neutral

Armor Class: 13

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 2 (450 XP)

Senses passive Perception 9

Languages Common (broken)

Actions

Multiattack Brash can make three unarmed attacks.

Unarmed Strike *Melee Weapon Attack* +5 to hit, reach 5 ft., 4(1+3) bludgeoning damage

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	9 (-1)	9 (-1)	8 (-1)

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Brash first appeared in Sewers. Brash is a bare-knuckle fighter. He will most likely be encountered in an urban setting and usually fills the role of foe, though if the party ventures into the seedy world of pit fighting, he could serve as a contact.

Treasure

Any coins Brash acquires are quickly gambled or spent on ale. He carries 3d6 cp.

Further Adventure™

After a night of hard drinking or gambling, Brash comes to collect a 5 gp debt that the player cannot recall...

Brash approaches a party member and proposes a bare-knuckle bout. Brash says the character's fame will bring a crowd, and that he's willing to take a dive...

Brash comes to the party for help. A fighter named Lenn was killed hours after he beat Brash in a fight, the city guards are convinced Brash sought revenge for the savage beating he took in the ring...

Solving Lenn's Murder

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Investigation, Insight, Intimidation, Perception

Success: Lenn was robbed and murdered after drunkenly flashing his winnings around the tavern.

Failure(s):

1: Lenn's true killer isn't located, but enough evidence is recovered to create doubt of Brash's involvement.

2: A letter arrives offering the party 300 gp to halt their investigation.

3: It appears as though Brash murdered Lenn. The guards are convinced of his guilt.

Guard

Medium Humanoid (any race), Any Alignment

Armor Class: 16

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Actions

Spear *Melee or Ranged Weapon Attack* +3 to hit, reach 5 ft., or range 20/60 Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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Carlock, the Black Knight

"An imposing figure on a massive stallion, the knight wears blackened platemail and carries a black shield without image or device."

Creature(s)

Carlock the Black Knight

Medium Humanoid (Human), Lawful Neutral

Armor Class: 20 (plate armor)

Hit Points: 96 (16d8+32)

Speed 30 ft.

Challenge 5 (1,800 XP)

Saving Throws Con +5, Wis +4

Skills Athletics +7, Animal Handling +4

Senses passive Perception 11

Languages Common

Brave Carlock has advantage on saving throws against being frightened.

Actions

Multiattack Carlock makes three melee attacks.

Longsword *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 8 (1d8+4) slashing damage.

Lance *Melee Weapon Attack* +7 to hit, reach 10 ft., Hit: 10 (1d12 + 4) piercing damage. Disadvantage on attacks made against creatures five feet away.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest) For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry Carlock adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

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

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The black knight first appeared as a Kickstarter exclusive. Carlock will most likely be encountered on a highway or near a bridge. In the classic black knight trope, Carlock refuses to let anyone pass; the reason is left to the DM (see some possible reasons below). Carlock can fill the role of villain, or if bested, a reluctant quest giver or ally.

Treasure

Carlock carries 23 gp, a signet ring worth 25 gp, and a **healing potion**.

Further Adventure™

The knight could be mute, and attempting to keep the party from a dangerous monster...

The knight could be charmed by fey that are weary of travelers tramping through their lands...

The knight could be insane with grief and shame, forbidding anyone from seeing the village he was unable to save from destruction...

Warhorse

Large Beast, Unaligned

Armor Class: 11

Hit Points: 19 (3d10+3)

Speed 60 ft.

Challenge 1/2 (100 XP)

Senses passive Perception 11

Trampling Charge If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 11 (2d6 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

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Dark Warren

"A slender black dragonborn in a grey tunic gazes at you suspiciously. The man suffers from a severe underbite, and his bottom fangs protrude at all angles."

Creature(s)

Dark Warren

Medium Humanoid (black dragonborn), Neutral Evil

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Deception +5, Persuasion +5, Religion +2

Damage Resistances acid

Senses passive Perception 11

Languages Common, Draconic

Dark Devotion Dark Warren has advantage on saving throws against being charmed or frightened.

Spellcasting Dark Warren is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will) *light, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *command, inflict wounds, shield of faith*

2nd level (3 slots) ○○○ *hold person, spiritual weapon*

Actions

Breath Weapon (short rest) A 5 ft. wide, 30 ft. long line of acid. A creature takes 7 (2d6) acid damage on a failed Dexterity save, and half as much damage on a successful one.

Multiattack Dark Warren makes two melee attacks.

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

Dark Warren originally appeared in Founder's Fen. Dark Warren is a cultist to a dragon god and will likely fill the role of foe.

Treasure

Warren has 12 gp, 3 sp, and a wooden holy symbol of a multiheaded dragon.

Further Adventure™

Dark Warren has been spotted several times in the same location near a standing stone covered in arcane runes, and the town guard wants to know why...

Warren fakes an illness to get into the temple, only to have it discovered later that a rare text on dragons has been stolen...

Warren allows the party to follow him into a nearby swamp, only to lead them into an ambush of cultists...

Cultist

Medium Humanoid (any race), Unaligned

Armor Class: 12 (leather armor)

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Dark Devotion The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 4 (1d6 + 1) slashing damage.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

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

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Gareth and Sasha Wood

"The stable hand of the Dour Dryad is a bull of a man well over six feet tall and as broad and muscled as the horses he tends. In contrast, his wife Sasha is petite and beautiful with dark hair and light blue eyes."

Creature(s)

Gareth Wood

Medium Humanoid (Human), Neutral Evil

Armor Class: 10

Hit Points: 19 (3d8+6)

Speed 30 ft.

Challenge 0 (10 XP)

Saving Throws Con +4,

Senses passive Perception 9

Languages Common

Actions

Unarmed Strike *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 3 (1+2) bludgeoning damage

[hot-tempered, rude]

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

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Gareth and Sasha first appeared in Murder at the Dour Dryad. The Woods can be found in an urban setting of any size. They live and work at the Dour Dryad Inn and will fill the roles of foe (Gareth), and rumormonger (Sasha). Sasha is quite bored in her current situation and yearns for a way out. This boredom often manifests itself in elaborate rumors (see below).

Sasha Wood

Medium Humanoid (Human), Lawful Neutral

Armor Class: 10

Hit Points: 4 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

[beautiful, bored]

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

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Treasure

Gareth carries 7 sp and a pair of ivory dice worth 5 gp. Sasha has a bag hidden in the loft of the Dryad that contains clothes, some dried fruit, and 12 sp.

Further Adventure^{lm}

Gareth believes a party member is paying too much attention to Sasha and causes a scene...

Sasha beseeches one of the party members to take her away with them when they leave...

Gareth is caught going through one of the players' saddlebags...

Rumors

1. The butcher's wife is a changeling.
2. A silver dragon visits the Dour Dryad in human form regularly.
3. Christoph the baker is a cultist who worships a succubus goddess.
4. Jillian, a local basket weaver, is cheating on her husband with the chandler.



Gix Trill

"The tiefling behind the counter is quite striking despite the dour, bored expression she wears. She dusts the counter top with a rag, but her mind is clearly elsewhere."

Creature(s)

Gix Trill

Medium Humanoid (Tiefling), Lawful Evil

Armor Class: 15

Hit Points: 78 (12d8+24)

Speed 30 ft.

Challenge 8 (3,900 XP)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +4, Perception +4, Stealth +9

Damage Resistances poison, fire

Senses passive Perception 14, Darkvision 60 feet

Languages Thieves' cant, Common, Infernal

Darkness Gix can cast Darkness once per day

Hellish Rebuke Gix can cast Hellish Rebuke as a 2nd-level spell once per day

Thaumaturgy Gix can cast the thaumaturgy cantrip at will

Assassinate During her first turn, Gix Trill has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Gix scores against a surprised creature is a critical hit.

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

Sneak Attack Once per turn, Gix deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Gix doesn't have disadvantage on the attack roll.

Actions

Multiattack The Gix makes two shortsword attacks.

Shortsword *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Gix first appeared in Founder's Fen. Gix lives a double life. She was once an assassin in a guild known as the Final Door, until her reach for power exceeded her grasp and she was forced to flee. Now Gix runs a general store in a small town or village. She can play the role of merchant, rumor monger, and contact to rogues.

Treasure

Hidden in the store, Gix has a **dagger of venom** and a chest containing 356 gp in various coins.

Further Adventure[™]

Gix hires the PCs to guard a caravan through the swamp...

Nyloth, a young black dragon, attacks the store, looking for vengeance against Gendry, an adventurer who owned the store before Gix...

Agents of the Final Door come looking for Gix...

Dagger of Venom

Weapon (dagger), rare

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Grokk

"The orc is tall and broad-shouldered. His green head is shaved and tattooed. One large tusk protrudes from his frowning mouth."

Creature(s)

Grokk

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2, Animal Handling +2

Senses passive Perception 12

Languages Orcish, Common

Actions

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Multiattack Grokk makes two greataxe attacks.

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 9 (1d12 + 3) slashing damage

[massive protruding tusk, foul-smelling]

Grokk first appeared in Urban 2. Grokk is the leader of a gang of street urchins. He can be encountered in any urban setting and fills the role of foe or contact.

Treasure

The orc carries a glass pipe and a pouch filled with a strange, sticky substance known (DC 15 Investigation) as Wyvern's Bile. Additionally, Grokk carries 13 gp and several pieces of rock candy.

Further Adventure™

The party is robbed by a swarm of Grok's child pickpockets ...

The guards hire the party to find out who is bring Wyvern's Bile into the city..

A distraught parent hires the party to find her son, Finn, who joined Grok's gang..

Wyvern's Bile (inhaled)

A creature subjected to this poison must succeed on a DC 5 Constitution saving throw or become poisoned for 24 hours. On a successful save, the creature gains a sense of invincibility that grants 1d4+2 temporary hit points and advantage on saving throws against fear effects. These effects last for one hour.

Pickpocket Street Child

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 4 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Noncombatant Children know better than to fight adults, they flee from a fight, or if unable to escape, they will cower.

Nimble The street child can move through the space of any creature larger than itself.

[dirty, wild]



Jellric the Soul Thief

"The drow wizard is arrayed in deep purple robes. His white hair is a spiky mohawk, the sides of his head shaved and tattooed."

Creature(s)

Jellric the Soul Thief

Medium Humanoid (Drow), Chaotic Evil

Armor Class: 12

Hit Points: 45 (10d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60', passive Perception 11

Languages Undercommon, Elvish, Common, Abyssal

Innate Spellcasting The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

at will *dancing lights*

1/day *darkness, faerie fire*

Sunlight Sensitivity While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *charm person, mage armor, magic missile, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, hypnotic pattern, fly*

4th level (3 slots) ○○○○ *greater invisibility, compulsion*

5th level (1 slot) ○ *dominate person*

Actions

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

[shaved head with white stubble, arrogant]

Jellric first appeared in Heroic Battles. He works best as a foe, or a contact. He is a slaver and often leads drow raiding parties. He could be hired as a guide through the drow lands, or perhaps he holds a piece of obscure arcane knowledge that the players need for a quest.

Treasure

Jellric carries a scroll of *sleep*, 34 gp, and a pair of manacles (see below).

Further Adventure™

Jellric is captured after a raid, and claims he has information he'll trade for his release...

Jellric approaches the party, claiming to have defected from his matron's house, seeking aid..

The players need a rare crystal that only grows within massive subterranean geodes. Jellric's name is revealed as someone who knows their location...

Manacles

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Kel Gorhammer, Dwarven Woodsman

"The dwarven woodsman has coal black hair and a long, wild beard. He has hard black eyes and a grim expression on his tired face."

Creature(s)

Kel Gorhammer, Dwarven Woodsman

Medium Humanoid (dwarf), Neutral Evil

Armor Class: 10

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Nature +2, Deception +2

Senses darkvision 60', passive Perception 10

Languages Common, Dwavish

Actions

Axe Melee Weapon Attack +3 to hit, reach 5 ft., Hit: 5 (1d8+1) slashing damage.

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

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Kel first appeared in Forest 2. Kel can be found in any wooded area, or selling firewood in an urban area. He fills the role of foe.

Treasure

Kel carries 13 sp, and several braids of different colored hair.

Further Adventure^{lm}

The players follow a string of missing girls to Kel's cabin in the woods...

Kel tricks the party into a patch of violet fungus (see below)...

The missing girls could rise as undead...

Violet Fungus

Medium Plant, Unaligned

Armor Class: 10

Hit Points: 18 (4d8)

Speed 5 ft.

Challenge 1/4 (50 XP)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

False Appearance While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch Melee Weapon Attack +2 to hit, reach 5 ft., Hit: 4 (1d8) necrotic damage.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

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Missing Girls (Zombies)

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 22 (3d8+9)

Speed 20 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Undead Fortitude If reduced to 0 hit points, the zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam Melee Weapon Attack +3 to hit, reach 5 ft., Hit: 4 (1d6 + 1) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	17 (+3)	4 (-3)	7 (-2)	6 (-2)

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Kelvin the Nimble

"The young man has sandy blond hair and wears a worn suit of leather armor. He flashes a rakish smile and ambles towards you."

Creature(s)

Kelvin the Nimble

Medium Humanoid (Human), Chaotic Good

Armor Class: 14 (leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Deception +5, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Draconic

Cunning Action Each turn, Kelvin can use a bonus action to Dash, Disengage, or Hide.

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

Actions

Multiattack Kelvin makes two melee attacks.

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

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

[charming, handsome]

Kelvin first appeared in *Dungeon Encounters*. Kelvin can be encountered anywhere: a city, a dungeon, or in the wilderness. He can fit the role of ally, foe (see below) or contact. Kelvin can be useful, especially to a party without a rogue, but his lascivious and rakish nature cause him to be a serious liability.

Treasure

In addition to his combat gear, Kelvin has thieves' tools, a **Healing Potion, Greater** (4d4+4), and 16 gp.

Further Adventure™

Kelvin joins the party to hide from a rival thieves' guild...

Kelvin has pick-pocketed a cursed item and needs help...

Kelvin has a map to a dangerous but profitable dungeon, and will share the map for half of the treasure recovered...

Kelvin Attempts to Pick a Player's Pocket

If used as a foe, or as a comical start to a relationship, Kelvin can attempt to pick the pocket of a party member. Secretly roll a sleight of hand check (+4), versus the target player's passive Perception check. Unless the player is actively scanning for a pickpocket (in which case Kelvin would avoid them), they should not be granted a Perception check. If successful, Kelvin lifts the player's coins and quietly slips away. The player should notice after Kelvin is long gone, but be allowed a skill challenge to track the rogue down.

Re-Skin

Farrah Swiftblade

Remove *Investigation*

Insight +6

Rapier *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 6 (1d8 + 2) piercing damage.

Farrah is the daughter of a minor noble. Bored with courtly life, she adventures and thieves purely for the thrill.

[one green eye and one blue eye, a silver stripe in her black hair]

Korr the Butcher

"The butcher is a massive orc with a shaved head, a bloody apron, and a massive cleaver in his belt."

Creature(s)

Korr the Butcher

Medium Humanoid (Orc), Neutral Evil

Armor Class: 14 (natural armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +3, Animal Handling +2

Senses passive Perception 13

Languages Common and Orcish

Actions

Aggressive As a bonus action, the Butcher can move up to his speed toward a hostile creature that it can see.

Multiattack The butcher makes three cleaver attacks.

Cleaver *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 7 (1d8 + 3) slashing damage

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	11 (+0)

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Korr first appeared in Marketplace. Korr can be found in any urban setting. He runs a butcher shop in a low income neighborhood or slum. His butcher shop is a front for his real business: body disposal for various criminal organizations. He is likely to fill the role of foe.

Treasure

Korr has 14 gp, and an **oil of slipperiness**

Further Adventure™

Korr keeps a ghoul chained in the basement of his shop for disposal...

A local thieves' guild hires the party to retrieve a member slated for disposal...

A crime lord fears Korr and leaks information to the PCs, hoping the Butcher is killed...

Ghoul

Medium Undead, Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed 30 ft.

Challenge 1 (200 XP)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned;

Senses darkvision 60 ft., passive Perception 10;

Languages Common

Actions

Bite *Melee Weapon Attack* +2 to hit, reach 5 ft., Hit: 9 (2d6 + 2) piercing damage.

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

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Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.



Krog

"The orc is olive-skinned and tattooed. He bears the scars and wounds of a life spent fighting."

Creature(s)

Krog

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Unarmed Strike *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 4 (1 + 3) bludgeoning damage.

[slow-witted, quick-to-anger]

Krog first appeared in Sewers. He can be found in any town or city. Krog is a thug and bare-knuckle brawler that is likely to fill the role of foe.

Treasure

Krog carries 13 sp, and a leather pouch filled with yellowed teeth, seemingly from several people.

Further Adventure™

Krog and a gang of orcs (see below) attempt to rob the party after losing a fight that the party bet upon...

Krog approaches the party about catching a rogue wizard that is rigging fights...

To escape his crime lord boss, Krog wants a party member to kill him publicly in a duel, and then raise him later...

Orc

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 9 (1d12 + 3) slashing damage.

Javelin *Ranged Weapon Attack* +5 to hit, range 30/120 ft., Hit: 6 (1d6 + 3) piercing damage.

Confronting the Rogue Wizard

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana, Deception, Intimidation

Success: The wizard leaves town, for now...

Failure(s):

1: Asked too many questions. Your next check is made with disadvantage.

2: Curses. One party member is cursed (as *Bestow Curse* 7th lvl) for 24 hours.

3: The wizard sends a level appropriate demon/devil to attack the party, before fleeing town.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

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Mistress Gar

"The sahuagin ambassador has bright green scales with blue stripes. She wears a sash of seaweed and a necklace of small pearls."

Creature(s)

Mistress Gar

Medium Humanoid (sahuagin), Lawful Evil

Armor Class: 12 (natural armor)

Hit Points: 22 (4d8+4)

Speed 30 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Skills Deception +3, Perception +5, Persuasion +3

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, Sahuagin

Blood Frenzy Mistress Gar has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness Mistress Gar can breathe air and water, but needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy Mistress Gar can magically command any shark within 120 feet of her, using a limited telepathy.

Actions

Multiattack The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 3 (1d4 + 1) piercing damage.

Claws *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 3 (1d4 + 1) slashing damage.

Spear *Melee or Ranged Weapon Attack* +3 to hit, reach 5 ft., or range 20/60 ft., Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

[cold, intimidating]

Mistress Gar first appeared in Flotsam. She can be found in any coastal setting. She is an ambassador between the sahuagin and the land-dwellers. She fits the role of foe or quest giver.

Treasure

Mistress Gar wears a necklace of irregular pearls worth 25 gp.

Further Adventure™

The merfolk ambassador is convinced the sahuagin are plotting a war against his people...

The merrow delegation offers a large sum to assassinate Mistress Gar...

Mistress Gar seeks information about the kraken from a human sage in a nearby coastal village...

Merrow

Large Monstrosity, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 45 (6d10+12)

Speed 10 ft., swim 40 ft.

Challenge 2 (450 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Amphibious The merrow can breathe air and water.

Actions

Multiattack The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 9 (2d4 + 4) slashing damage.

Harpoon *Melee or Ranged Weapon Attack* +6 to hit, reach 5 ft., or range 20/60 ft., Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.



Nevin Torn

"Master Torn wears musty grey robes and has lank black hair that frames a bony and severe countenance. His thin lips are pulled into a disapproving line."

Creature(s)

Nevin Torn

Medium Humanoid (Human), Neutral Evil

Armor Class: 12

Hit Points: 99(107*) (18d8+18)

Speed 30 ft.

Challenge 12 (8,400 XP)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages Common, Draconic, Orc, Goblin, Abyssal, Infernal

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

Spellcasting Nevin is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Nevin can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation, minor illusion, chill touch*

1st level (4 slots) ○○○○ *detect magic, false life*, mage armor, ray of sickness*

2nd level (3 slots) ○○○○ *ray of enfeeblement, mirror image, misty step*

3rd level (3 slots) ○○○○ *counterspell, vampiric touch, bestow curse*

4th level (3 slots) ○○○○ *blight, fire shield, stonework*

5th level (3 slots) ○○○○ *cone of cold, dominate, wall of force*

6th level (1 slot) ○ *circle of death*

7th level (1 slot) ○ *finger of death*

8th level (1 slot) ○ *feeblemind*

9th level (1 slot) ○ *astral projection*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

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Nevin Torn can be found nearly anywhere. He usually poses as a sage, professor, or guildmaster, while truly he is a necromancer. He will likely fill the role of quest giver or mentor (initially), and foe (eventually).

Treasure

Nevin Torn carries 79 gp, and carries a **wand of binding**.

Further Adventure™

Nevin hires the party to pick up a locked box from a renowned gem-cutter in a distant city. The boxed (locked and warded) contains six 150 gp black onyx gems...

Master Torn frames another wizard who disrespected him years before...

The necromancer hires the party to clear a ruined tower of a famed lich...

Wand of Binding

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Nyx

Count yourself lucky to have never seen Nyx in the flesh. Hope to never hear her voice in your head like an angel. More than a mere succubus, she is a shadow aspiring to godhood. Males are expendable tools to be manipulated and discarded, females are to be tempted with power, fame, wealth, and their wildest desires.

Creature(s)

Nyx

Medium Fiend (shapechanger), Neutral Evil

Armor Class: 17 (natural armor)

Hit Points: 153 (18d8+72)

Speed 30 ft., fly 60 ft.

Challenge 12 (8,400 XP)

Skills Deception +14, Insight +7, Perception +7, Persuasion +14, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17;

Languages Abyssal, Common, Infernal, telepathy 60 ft.;

Message At will, Nyx can cast the cantrip *Message* to speak to any creature within 120 ft that can understand her. If within 60 ft., she will use her telepathy.

Telepathic Bond The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only) *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 6 (1d6 + 3) slashing damage.

Charm One humanoid the fiend can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss The fiend kisses a creature charmed or willing creature. The target must make a DC 17 Constitution saving throw against this magic, taking 66 (10d10 + 10) psychic damage on a failed save, or half damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	22 (+6)

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Nyx is a great Foe introduced in Nyx's Wild Hunt. In most cases, Nyx would prefer to have her cultists and priests gather the shadows and life force of her prey. If the party has suitably disrupted her acquisition of power, she will begin to follow them in various human forms. She prefers to take the shape of the weak and powerless, the pretty young maiden, the lost orphan, a helpless old woman. As a barmaid, stablehand, or similar guise, she will use her *charm* to control the party's Allies or Contacts to learn more of their plans. Once the party leaves the area, she will drain her charmed subjects with her kiss and move on.

Nyx is patient, and will try to tempt members of the party using the *Message* cantrip or telepathy if within 60 ft. over a period of several weeks or months. With males, she prefers straightforward temptations, "Kill him, and you can have your greatest desire." with little or no explanation. She may negotiate temptations or offers with female members of the party. Nyx is an excellent long term villain that follows the player's exploits, offering them shortcuts and deals to overcome hurdles (generally just as a sultry female voice). She may even be able to offer a potential Warlock's bargain (brokered, of course) to power hungry players.

Nyx's Lair

Nyx will generally shapeshift, travelling from place to place in the form of a normal human. But she may also be found in a lair. Typically, if she has an established temple, she will take up residence once the local populace has learned to fear her influence. The exterior of the temple is irrelevant to her, but the internal space will be lavishly decorated with lush carpets and couches, and include many commoner slaves, especially children. The adult males will be shirtless, stripped to the waist, with their mouths sewn shut. Females are drained and destroyed as Nyx sees fit, but many will be chained to the walls and made to suffer or serve her.

If attacked, Nyx will send her cultists to defend her, and shapeshift to appear to be one of the slaves. She will attempt to charm party members, drain them, and generally sow disarray and confusion. If a drained party member is still charmed, she will send them to attack the caster or healer in the group. If she drops below 75 hp, she will grow "bored", flee to the ethereal plane, and escape. If the party has damaged her this much, she may begin to hunt and kill their contacts and allies.

Treasure

Nyx rarely carries any treasure on her person. In her lair, Nyx will lie on a chaise lounge made of ebony and lined with red silk worth 500 gp. The floor around her covered in lush carpets and on the walls hang tapestries worth 2000 gp. A low table before her is covered in fruit, wines of rare vintage (at least 5 unopened bottles worth 100 gp each), will be a gold chalice worth 250 gp and several large serving plates worth 1000 gp. Each plate is inlaid with suggestive reliefs of succubi and incubi. Artfully scattered about the table among 5 other lesser goblets worth 100 gp each are 10 garnets (100 gp each) and 20 onyx (50 gp each).

Tucked into the cushion of the chaise are two slim vials, one containing *potion of invisibility* that she may use if she fears destruction, and the other containing a *potion of supreme healing* (10d4+20).

A Toast!

The chalice and each lesser goblet contains wine and Nyx will offer the party a toast. One goblet contains a dose of *Shadows' Essence*. She may reveal its presence as a sort of game, or she may see if the party is stupid enough to drink it anyway. She may attempt to sweeten the negotiations by releasing her prisoners, accepting defeat, and leaving if they play her game. The actual location of the dose should be determined randomly, (and may include her own cup). After drinking, she may tell her servants to extinguish the lights in the room to speed the effect.

Shadows' Essence

Ingested Poison (1750 gp per dose)

Nyx has perfected a ritual to extract the shadows (and part of the soul) of her victims to fuel her transformation. This substance is extremely poisonous, and is activated the next time the victim is in darkness. A normal night, or enclosed space with no artificial light, is enough to trigger the effect. If not neutralized before then, the creature must make a DC 17 Constitution saving throw or take 36 (10d6) necrotic damage on a failed save, or half as much on a successful one. The victim gains *sunlight sensitivity*, disadvantage on attack rolls, and wisdom (Perception) checks that rely on sight, for 48 hours, even if the poison is neutralized or the save is successful.

Further Adventure™

Nyx has managed to get *Shadows' Essence* into one of the party's favorite contact's breakfast...

Nyx might be working against the party's main foe, and want to strike a deal...

Nyx says she holds the contract for one of the party member's souls...

Charmed Condition

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

Rumble Bluntaxe

"The dwarven barman looks at you with sad eyes partially hidden beneath bushy eyebrows. His clothes are rumpled and he smells as though he hasn't bathed in some time."

Creature(s)

Rumble Bluntaxe

Medium Humanoid (Dwarf), Chaotic Evil

Armor Class: 11

Hit Points: 58 (9d8+18)

Speed 30 ft. (40 ft. in wolf form)

Challenge 3 (700 XP)

Skills Perception +4, Stealth +3

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Dwarven, Common (can't speak in wolf form)

Dwarven Resilience Rumble has advantage on saving throws against poison, and you have resistance against poison damage.

Shapechanger The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. It reverts to its true form if it dies.

Keen Hearing and Smell Has advantage on Perception checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid) The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid) *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid) *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 7 (2d4 + 2) slashing damage.

[foul-tempered, hirsute]

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

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Rumble first appeared in Founder's Fen. He could be found anywhere, though he will most likely be encountered in his inn: The Stagnant Pool. Rumble is often accompanied by a grey wolf he calls Slade. He can fill the role of merchant or foe.

Wolf

Medium Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8+2)

Speed 40 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Keen Hearing and Smell Has advantage on Perception checks that rely on hearing or smell.

Pack Tactics The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

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Treasure

Rumble has a locked chest (DC 15) with 167 gp, and a silver ring in the shape of an eel (25 gp).

Further Adventure[™]

The werewolf that turned Rumble is still on the loose, and attacks could be blamed on a druid...

Rumble could hire the PCs to hunt down some wolfsbane for a *remove curse ritual*...

Rumble gives into the bloodlust on the next full moon and eats a villager...

The Bastard

"The self-styled bandit prince has messy black hair that sits in tangled knots. His clothes are filthy and three seasons too small. He looks to be ten years of age."

Creature(s)

Wild Child Bandit

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 4 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Nimble The child can move through the space of any larger creature.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

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The Bastard can be found on any road. The Bastard had a name once, but his mother's husband only ever referred to him as The Bastard. A few years ago, The Bastard's family was killed by orc raiders and he was left to fend for himself in the wilds along the highway. He now steals food and coins from the wagons that travel past. He can fill the role of Ally or foe.

Treasure

In his hideout, the Bastard has collected 16 cp, 2 sp, 3 bottles of wine worth 10 gp, a wooden rattle, a knight's helmet, and a wooden sword.

Further Adventure™

Local merchants have grown tired of The Bastard's tricks and have hired the party to catch him...

The Bastard is the son of a noble; he was kidnapped by a childless couple who died during the raid...

Local children, runaways, and street kids are leaving their villages and cities to join the Bastard...

Tracking the Bastard

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Survival, Perception, Stealth

Success: The Bastard is found sleeping in his hideout.

Failure(s):

1: Hot, tired and thirsty, the next roll is made with disadvantage.

2: The party follows a false trail into a swarm of insects (see below).

3: The Bastard eludes the party.

Swarm of Insects

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d8)

Speed 20 ft., climb 20 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's space) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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The Black

"The man in black clothing blends into the shadows; you get the impression that you only see him because he wants to be seen. He studies you with cold eyes."

Creature(s)

The Black

Medium Humanoid (Human), Neutral Evil

Armor Class: 16 (studded leather armor)

Hit Points: 78 (12d8+24)

Speed 30 ft.

Challenge 8 (3,900 XP)

Saving Throws Dex +7, Int +4

Skills Acrobatics +7, Deception +5, Perception +4, Stealth +10

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant, Common, Draconic

Assassinate During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Venom Dagger *Melee Weapon Attack* +9 to hit, reach 5 ft., Hit: 7 (1d4+5) piercing damage plus subject must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute.

Multiattack The assassin makes two shortsword attacks.

Shortsword *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow *Ranged Weapon Attack* +7 to hit, range 80/320 Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

[psychotic eyes, disguised voice]

The Black is intentionally mysterious, he fills the role of foe and will strike out at the party when they least expect it. The party has either insulted the Black personally, or he has been hired by a powerful NPC.

Treasure

The Black carries 1 dose wyvern potion, a 250 gp onyx, and a **potion of invisibility**.

Further Adventure™

A party member is attacked by The Black, who was hired by an enemy...

The Black seeks out the party's help in assassinating a powerful and evil cult leader...

A politician seeks protection from The Black, and wants to know which of his rivals hired the assassin to kill him (it was actually his wife)...

Wyvern Poison (Injury)

This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



The Prince

The prince is haughty. Tall and thin, he carries himself with the kind of poise you would expect from the wealthiest man in the room. He sneers at the lowly, as the rules don't really apply to him - do they? His wealth and stature, combined with lightning fast reflexes, make him as formidable an opponent in a duel as he is a dancer. He's surely not a prince of this kingdom, but he definitely carries himself like he's the prince of somewhere.

Creature(s)

The Prince

Medium Humanoid (Half-Elf), Neutral Evil

Armor Class: 17 (studded leather armor)

Hit Points: 150 (20d8+60)

Speed 30 ft.

Challenge 8 (3,900 XP)

Saving Throws Dex +9, Str +4

Skills Acrobatics +8, Athletics +4, Perception +4

Senses darkvision 60', passive Perception 14

Languages Common, Elvish

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

Dance of Blades The Prince does not provoke opportunity attacks.

Actions

Multiattack The Prince makes three rapier attacks, and two dagger attacks.

Rapier *Melee Weapon Attack* +9 to hit, reach 5 ft., Hit: 9 (1d8 + 5) piercing damage.

Dagger *Melee Weapon Attack* +9 to hit, reach 5 ft., Hit: 7 (1d4 + 5) piercing damage.

[snobbish, richly-dressed]

The Prince does not deign to give you his name. Even among high stationed society. He feels everyone else is beneath him, or at best a mark for his own upward mobility. Kings and lords in high stations are mere stepping stones for him. The Prince makes an excellent Foe, particularly in a high society campaign. He is self-serving and cruel, he will gladly use the party to further his own ends - especially by giving them heists or assassination contracts to remove obstacles from his path. He serves a less-than-honorable Quest Giver as it suits him. Don't forget the inevitable setup and betrayal once he's milked the party for all they are worth - sending them to assassinate a high ranking official, only to be surrounded by the palace guard.

Treasure

The Prince's rapier has a gilded and sapphire encrusted guard, increasing the worth of it to 250 gp. His scabbard and belt are also finely tooled leather with a gold tip and trim worth 100 gp. He carries a pouch with 8 pp, and another pouch with 30 gp. He carries a *potion of eagle's splendor* inside his sash, and has been saving it for a particularly important occasion.

Potion of eagle's splendor

potion, uncommon

This clear potion seems to have white feathery crystals forming in the bottom. For one hour after imbibing this potion, the user has advantage on Charisma checks.

Further Adventure™

While skilled with the sword, the Prince's background is a lie that has worked very well for him...

The Prince tells the party in confidence that he is a spy from a neighboring kingdom trying to prevent a war...

The Prince attempts to sell the deed to a parcel of land to the party to make enough money to flee the area...

The Tanner

"The Tanner is a nondescript man of medium height with a forgettable face. His eyes, however, have an animal quality and seem to judge you the way a hawk scans a field mouse."

Creature(s)

The Tanner

Medium Humanoid (Human), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Int +3, Wis +3

Skills Arcana +3, History +3

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Invocations The Tanner is a 5th level spellcaster, his spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following invocations: Armor of Shadow (*mage armor* usable at will), Mire of the Mind (*slow* requires one spell slot), Misty Vision (*silent image* usable at will).

Spellcasting The Tanner is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following warlock spells prepared:

Cantrips (at will) +5 to hit, *eldritch blast*, *minor illusion*, *prestidigitation*

3rd level (2 slots) ○ ○ +5 to hit, *counterspell*, *dispel magic*, *fear*, *fireball*, *remove curse*, *vampiric touch*

Actions

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	13 (+1)	13 (+1)	17 (+3)

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The Tanner first appeared in Urban 2. He can be found in any urban setting. The Tanner is a serial killer and will fill the role of foe. The Tanner earned his name from his flayed victims, not necessarily from his vocation.

Note: The Tanner should lead the party on a challenging chase. He is best used if he narrowly escapes a few times before he's captured.

Treasure

The tanner carries the grisly tools of his trade, an arcane focus (ram's horn), 13 gp, and some **dust of disappearance**. Additionally, the Tanner wears a belt of indeterminate origin.

Further Adventuretm

The city guards need the party's help in solving a rash of murders where the victims are found flayed...

Once the Tanner's identity is revealed to be a noble, the city guard tells the party to cease their investigation...

The victims are part of a ritual meant to open a rift to a living plane of existence, a massive sleeping entity of immense size...

Dust of Disappearance

Wondrous item, uncommon

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.



Yanus of the Many Faces

"The mummer struts and capers upon a wooden stage built atop a wagon."

NPC

Yanus of the Many Faces (Succubus/Incubus)

Medium Fiend (shapechanger), Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 70 (13d8+12)

Speed 30 ft., fly 60 ft.

Challenge 4 (1,100 XP)

Skills Deception +9, Insight +5, Perception +5, Performance +9, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy 60 ft.;

Telepathic Bond The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only) *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 6 (1d6 + 3) slashing damage.

Charm One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss The fiend kisses a creature charmed or willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Yanus first appeared in Market Place. He works best as a foe, or a contact for unsavory player characters. He offers gifts and secrets, but all come at a price. Yanus has one goal: to corrupt souls for his infernal masters.

Treasure

Yanus carries 6 sp, 6 gp, and 6 pp. He also has a **philter of love**.

Further Adventure™

Yanus's plays all have subtle themes that glorify vice, excess, violence or lust...

More than one woman has fallen in love with the actor and, after a stormy romance, disappeared...

Three ravens (imps) perch atop the curtain and caw out lines from time to time...

Philter of Love

Potion, uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Zizzrix the Kobold Sorcerer

"The sorcerer is short, just under two feet tall, and dressed in deep red robes. Just visible under the hood is a long scaly snout."

Creature(s)

Zizzrix

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 10 (3d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +1, Investigation +1

Senses passive Perception 9

Languages Common, Draconic

Sunlight Sensitivity While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting The kobold sorcerer is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The kobold sorcerer has following sorcerer spells prepared:

Cantrips (at will) *light, fire bolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, magic missile, sleep*

Actions

Dagger *Melee Weapon Attack* +4 to hit, reach 5 ft. *Hit* 4 (1d4+2) piercing damage.

[skittish, long snout]

Zizzrix can be found just about anywhere. The kobold can play the role of ally or foe. Zizzrix is unlike most kobolds and he left his tribe to discover the wider world. He is uncomfortable around "big folk".

Treasure

Zizzrix carries 7 gp, a small staff, a spell component pouch, and a **potion of clairvoyance**.

Further Adventuretm

Zizzrix claims that a mighty hoard is being guarded by a dragon so old that it can no longer see or breath fire...

Zizzrix could steal a spellbook or arcane focus from a party member...

The kobold sorcerer approaches the party about a valuable clutch of wyvern eggs...

Zizzrix's Lizard Familiar

Tiny Beast, Unaligned

Armor Class: 10

Hit Points: 2 (1d4)

Speed 20 ft., climb 20 ft.

Challenge 0 (10 XP)

Senses darkvision 30 ft., passive Perception 9

Languages -

Actions

Bite *Melee Weapon Attack* +0 to hit, reach 5 ft., Hit: 1 piercing damage.

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.





Anna and Sam Gil

"The Gils are a study in contrast. Sam is short, heavy and homely, while Anna is tall, graceful, and beautiful."

Creature(s)

Anna Gil

Medium Humanoid (Human), Lawful Neutral

Armor Class: 10

Hit Points: 4 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 10

Languages Common

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

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[chatty, classy]

Anna Gil first appeared in the Murder at the Dour Dryad. She is a jealous, evil, aging beauty trapped in a loveless marriage. The players would likely encounter Anna at her inn, The Dour Dryad. Anna Gil fits the roles of merchant and contact.

Sam Gil

Medium Humanoid (Human), Lawful Neutral

Armor Class: 10

Hit Points: 5 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 9

Languages Common

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	10 (+0)	9 (-1)	10 (+0)

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[gambler, hums]

Sam Gil is portly, balding and red faced. Yellowed eyes and broken blood vessels on his nose reveal a dependence on the bottle. His business has been failing for years and he owes money to craftsmen and gamblers all over town.

Treasure

The Gils have little in the way of coin, but they do have a good deal of rumors, local history, and secrets.

Dour Dryad Inn

A modest inn with ten rooms, known for their selection of local beers.

Lodging per night: 5 sp

Cost per meal: 3 sp

Further Adventure™

Anna has taken a special liking to one of the male party members...

Anna might approach an unsavory-looking PC to kill her husband...

A group of thugs come to the the Dryad while the party is there, looking to rough up Sam for his debts...

Archivist

The Archivist stands back with a flourish to show you the desiccated head, which stares eyelessly at the book placed open before it. The Archivist places a hand upon the skull and asks 'What knowledge do you seek?'

Creature(s)

Archivist

Medium Humanoid (any race), Any Alignment

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcana +4, History +4

Senses passive Perception 11

Languages any one language (usually Common)

Answers from the Other Side Once per day the archivist can cast *speak with dead* without material components.

Spellcasting The archivist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The archivist has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *detect magic, identify, comprehend languages*

Archivists are minor spellcasters that care for the skulls of dead sages which they can question for a price.

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

License:

The Archivists were introduced in the Arcane Quarter. Occasionally they may travel with an Archive to expand the available information within. Archivists have dedicated themselves to the care and maintenance of their charge, and will flee at any sign of trouble. An archivist is a sage who can provide detailed research and information for a fee. They will be found near a library or similar sites of knowledge. Occasionally, the archivist may serve as a quest giver, asking for important books or historical information to be retrieved from dangerous places.

Available Services

The Archives:

A willing sage, late in life, may opt to be magically preserved and become an Archive of their field of study. They are not undead, but a very powerful version of *speak with dead*, a kind of intelligent magic item. Outside of the Library of the Dead in the Arcane Quarter, an Archive might be maintained within a monastery, or a wizard's library. Archives are experts in their field, but they only know about events and information available to them while they were alive, or information that was given to them after they became Archives.

For a fee of 25 gp, the player may ask five questions to any Archivist, who will produce the Archive and activate it, relaying the answer(s). Some examples:

Name	Formerly	Areas of Expertise
Alton Britmire	(human mage)	arcane magic, the outer planes
Sir Balrick Red	(human knight)	tactics, heraldry, courtly etiquette
Devin the Joke	(half-elf bard)	history, performance
Jella Whiteoak	(elf sage)	fey, nature, herbs
Brother Falk	(halfling priest)	religion

Further Adventure^{lm}

An archivist arrives at a local tavern and begins telling horrid tales by the fire, petting his Archive, refusing to leave...

In trade for answers, an archivist asks the party to bring her Archive fresh information as payment...

The archivist tells the players, in confidence, about an ancient prophecy soon to unfold...





Beazel the Alchemist

"The herbalist is a short man with a balding head covered over with wisps of white hair. He wears large, brass-framed goggles with tinted lens."

Creature(s)

Beazel the Alchemist

Medium Humanoid (Human), Neutral

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Arcana +4, Nature +4 Medicine +3

Senses passive Perception 11

Languages Common

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

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Beazel first appeared in Village Shops. Beazel is friendly and professional to customers and will most likely be encountered in his shop. He can serve as a quest giver to arcane PCs as he has a constant need for strange ingredients. He is also a valuable resource for thieves and assassins, as he keeps a store of poisons hidden under the counter.

Available Products

Item	Price	Weight
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Alchemist's supplies	50 gp	8 lb.
Antitoxin (vial)	50 gp	-
Healer's kits	5 gp	3 lb.
Herbalism kits	5 gp	3 lb.
Merrow Lung	50 gp	¼ lb.
Potion of healing	50 gp	½ lb.
Oil (flask)	1 sp	1 lb.
Rock Climber's Resin	10 gp	1 lb.

Beazel keeps the following products hidden under the counter:

Item	Price	Weight
Deceiver's Dram (vial)	50 gp	-
Poison, Basic	100 gp	-
Poisoner's Kit	50 gp	2 lb.

Deceiver's Dram. This potion grants advantage on any Deception checks for five minutes. Only one dose can be used per long rest, any additional doses have no effect.

Merrow Lung. When held over the mouth, this rare, red algae allows a creature to hold its breath for a number of minutes equal to 5 + its Constitution bonus.

Rock Climber's Resin. This sticky substance grants its user advantage on Acrobatics checks made to climb (and climb only) for five minutes. Each vial contains one dose.

Poison, Basic. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Further Adventure™

Beazel needs a rare herb found in the lair of an owlbear...

An assassin seeks revenge on Beazel for selling him a faulty poison...

Beazel hires the PCs to brew magic potions for his shop...

Breen, Priestess of Ardet

"The priestess of the god of commerce is dressed in immaculate grey robes. Her brown hair is pulled into a tight bun atop her stern face."

Creature(s)

Breen, Priestess of Ardet

Medium Humanoid (human), Neutral

Armor Class: 13

Hit Points: 27 (5d8+5)

Speed 25 ft.

Challenge 2 (450 XP)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Spellcasting Adella is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will) *light, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *cure wounds, detect magic, sanctuary*

2nd level (3 slots) ○○○ *lesser restoration, augury*

3rd level (2 slots) ○○ *dispel magic, remove curse*

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

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Breen is a priest of Ardet, the god of commerce. She can be encountered in any urban area, and will likely fill the role of merchant or healer (5th level caster).

Ardet, God of Commerce

Ardet is the god of trade and commerce. His followers believe that trade brings people together and gets them to work towards a common goal. His domain is trickery.

Spellcasting and Services

Item	Price	Weight
Holy water (flask)	25 gp	1 lb.
Holy symbol	5 gp	-
Kit, healer's	5 gp	3 lb.
Potion of healing	50 gp	1/2 lb.

For the appropriate fee, Breen will cast the following spells:

Spellcasting	Price
Purify Food and Water	15 gp
Detect Magic	15 gp
Gentle Repose	30 gp
Lesser Restoration	30 gp
Remove Curse	45 gp
Speak With Dead	45 gp

Further Adventure^{lm}

The Bloody Hand, a violent gang, has threatened Breen unless she pays a weekly protection fee... Breen has acquired the deed to a manor house nearby, and hires the party to clear it of threats... Someone is passing counterfeit coins in the marketplace...

Finding the Counterfeiters

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Investigation

Success: The party discovers that a gnome rogue named Glimmer is minting and passing the counterfeit coins.

Failure(s):

- 1: Bad leads. Your next roll is made with disadvantage.
- 2: Several townsfolk have been duped, many of them elderly and poor.
- 3: The party finds the counterfeiter, but are lured into a deadly ambush.





Brindle Bennet

A small man with wild grey hair and an old, but neat, brown tunic whistles a tune while pushing his wheelbarrow down the street. A dozen fat corked brown jugs rattle, together packed in straw.

Creature(s)

Brindle Bennet

Medium Humanoid (Human), Lawful Good

Armor Class: 10

Hit Points: 3 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Persuasion +4, History +3

Senses passive Perception 11

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	9 (-1)	12 (+1)	13 (+1)	14 (+2)

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[small, wild grey hair, friendly]

Brindle owns the Itchy Wizard Inn in the Arcane Quarter, but can be seen out and about sometimes buying supplies and cheap wine for the Inn. He's a jolly little man who enjoys a glass or three when he gets the chance. He's also a collector of extremely rare vintages - although only a few of his customers would ever know it.

Brindle is very kindhearted, and generally beloved. He'll happily lead the party to his inn for a night of drinks, a good meal, and a warm bed. Brindle is an excellent Contact, a source of news from travelers that come through his inn. While some of the news is very specific to the locale, he's picked up a fair amount about the much larger world.

Treasure

Brindle carries a brass gnome-made corkscrew shaped like a griffon that can uncork or recork winebottles with a few twists. It is worth 25 gp, but he would never part with it. He generally has 2 gp, 5 sp, and 25 cp in a belt pouch.

Further Adventure™

Brindle asks the party to deliver a bottle of fey wine to a friend who lives in a bandit-ridden valley...

Brindle has a love for mechanisms and small machines, and would pay handsomely to get one... Something is affecting the flavor and quality of local wine, the party is sent to investigate the upland vineyards...

Bandit

Medium Humanoid (any race), Chaotic Evil

Armor Class: 12 (leather armor)

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Languages any one language (usually Common)

Actions

Scimitar *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow *Ranged Weapon Attack* +3 to hit, range 80/320 ft., Hit: 5 (1d8+1) piercing damage.

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

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Brother Forge

"The blacksmith is a grim dwarf with a thick beard, wearing a stained apron. Around his neck is a holy symbol."

Creature(s)

Brother Forge

Medium Humanoid (Dwarf), Lawful Good

Armor Class: 11

Hit Points: 11 (2d8+2)

Speed 25 ft.

Challenge 1/4 (50 XP)

Skills Religion +4, Medicine +4

Senses passive Perception 12

Languages Common, Dwarvish

Spellcasting Forge is a 1st-level spellcaster. His spellcasting ability is Wisdom (DC 12, +4 to hit with spells). He has following cleric spells prepared:

Cantrips (at will) *mending, sacred flame, thaumaturgy*

1st level (3 slots) ○○○ *bless, cure wounds, sanctuary*

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

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Brother Forge first appeared in Village Shops. Brother Forge will most likely be encountered in his blacksmith shop. He can serve as a quest giver, healer, and an armorer.

Available Products

Item	Price	Weight	
Utility			
Crowbar	2 gp	5 lb.	
Grappling Hook	2 gp	4 lb.	
Manacles	2 gp	6 lb.	
Miner's pick	2 gp	10 lb.	
Shovel	2 gp	5 lb.	
Weapons			
Battleaxe	15 gp	8 lb.	flaming anvil emblem etched on the blade
Dagger	2 gp	1 lb.	
"Goblin shortsword"	6 gp	2 lb.	notched, but serviceable, discounted price
"Gnoll spear"	1 gp	3 lb.	grey feathers lashed below the spearhead
Longsword	15 gp	3 lb.	
Mace	5 gp	4 lb.	
Warhammer	15 gp	2 lb.	
Armor			
"Halfling chain shirt"	45 gp	20 lb.	patched arrow holed, discounted price
Chainmail	75 gp	55 lb.	
Shield	10 gp	6 lb.	

Further Adventure^{lm}

A shipment of iron ingots has yet to arrive, and Brother Forge hires the PCs to find it...

Brother Forge claims to have been granted a vision of a goblin army forming in secret nearby...

Brother Forge hires the players to recover a meteorite that crashed into a field during the night...

Recovering the Meteorite

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Perception, and Survival

Success: You find the rock intact.

Failure(s):

1: Lost in the wild. Your next check is made with disadvantage.

2: They find a greedy farmer who will lead you to where the rock fell, for a price...

3: Fail forward. You manage to find the meteorite, but it is surrounded by another party.





Bumbles

"The shopkeeper has messy blue hair that matches his rumpled blue robes. He takes a step forward to greet you and trips over the hem of his robe."

Creature(s)

Bumbles

Medium Humanoid (Human), Neutral Good

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Elvish, Draconic, Sylvan

Spellcasting Bubbles is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Bumbles has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, fireball, fly*

4th level (3 slots) ○○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

Actions

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

[easily-embarrassed,friendly]

Bumbles first appeared in Arcane Quarter. Bumbles, whose name is actually Leander, can be found in any urban setting in his shop, Babbling Bubbles's Baubles. Bumbles is best used as quest giver, adviser, and occasional ally. He means well, but can't seem to craft an item without some bizarre side effect.

Products Available

Item	Price	Side Effect
Bag of tricks, gray	200 gp	roll 1d4 each time, 1: produces a kitten, 3 -4: acts normally
Wand of magic missile	350 gp	skin green for 1d4 rounds each time
Potion of climbing	50 gp	hands grow thick monkey hair for 1d4 hours
Potion of healing	50 gp	hiccup for 1d4 minutes after consuming the potion
Arrows +1	225 gp	arrows scream when fired
Ring of swimming	175 gp	croak like a frog while wearing
Dust of disappearance	150 gp	all user's hair falls out, it regrows at a normal rate
Philter of love	125 gp	for 1d4 days the user's voice begins to crack and acne appears

Bumbles doesn't know the specific side effects of each item, but does mention that there will be a "quirk" with each of his creations and that he has adjusted the price accordingly.

Further Adventure™

Bumbles believes he was cursed by a night hag to create flawed items, and wants help tracking her down...

One of Bumbles's newest creations has animated and has him trapped under his work bench when the party enters...

A wand sold to a hot-tempered mage backfired during a duel, and the owner wants revenge...

Cap'n Squint

"A small halfling in a tricorne hat barks orders at men twice his size and stomps the planks as if he were ten feet tall."

Creature(s)

Cap'n Squint

Medium Humanoid (halfling), Unaligned

Armor Class: 15

Hit Points: 65 (10d8+20)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Halfling

Actions

Multiattack The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar *Melee Weapon Attack* +5 to hit, reach 5 ft *Hit:* 6 (1d6+3) slashing damage.

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

Reactions

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

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

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Cap'n Squint first appeared in Fortune's Cutlass. He will be found aboard a ship (mostly the aforementioned) and serves the role of merchant and quest giver. Squint will sell passage on his ship for 5 cp per mile per creature. Large animals, crates, or other cargo 3 cp per mile. No questions asked, add 1 sp per creature/item. Smuggling in the hold, add 1 gp per creature/item.

Treasure

The Cap'n carries an ornamental cutlass worth 50 gp, a golden compass worth 20 gp, and 30 gp.

Further Adventure™

The captain believes there is a mutineer sowing discontent and needs the players to find him...

A massive storm front is accumulating...

The captain fears that someone, or something, has stowed away on the ship and must be found...

Bilge Horror

Medium Humanoid (augmented human), Unaligned

Armor Class: 15

Hit Points: 26 (4d8+8)

Speed 30 ft., swim 30 ft.

Challenge 1/2 (100 XP)

Skills Perception +3, Stealth +3

Senses passive Perception 13;

Languages Understands the languages it knew, but cannot speak

Bilge Horror Parasites The parasites transferred via the creature's bite attack will convert the victim into a bilge horror if they are not subjected to a cure disease spell within seven days; cure disease spells cast after seven days are ineffective.

Amphibious The bilge horror can breathe air and water.

Actions

Multiattack The bilge horror makes two melee attacks, one with its bite and one with its claws. On a hit the target must succeed on a DC 13 Constitution saving throw or be infected with parasites.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., *Hit:* 4 (1d4 + 2) piercing damage.

Claw *Melee Weapon Attack* +4 to hit, reach 5 ft., *Hit:* 4 (1d4 + 2) slashing damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

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Ceaseus the Shipwright

"The shipwright is a massive, green-skinned storm giant of enormous height. He whistles a friendly tune as he lifts a ship's mast single-handedly into place."

Creature(s)

Ceaseus the Shipwright

Huge Giant, Chaotic Good

Armor Class: 16

Hit Points: 230 (20d12+100)

Speed 50 ft., swim 50 ft.

Challenge 13 (10,000 XP)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Amphibious The giant can breathe air and water.

Innate Spellcasting The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will *detect magic, feather fall, levitate, light*

3/day each *control weather, water breathing*

Actions

Multiattack The giant makes two greatsword attacks.

Greatsword *Melee Weapon Attack* +14 to hit, reach 10 ft., Hit: 30 (6d6 + 9) slashing damage.

Rock *Ranged Weapon Attack* +14 to hit, range 60/240 ft., Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6) The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

[kind, jovial]

Ceaseus first appeared in Flotsam. Ceaseus is a storm giant shipwright on the float pirate town of Flotsam, though he could easily be placed in any coastal or island setting. The players will encounter him after their ship is damaged, or while on the docks. The giant is kind and friendly and fits the roles of quest giver or merchant. The shipwright loves to drink and when drunk he likes to show off his great strength. The giant is lonely for his own kind and hints that he cannot return to his home.

Treasure

Ceaseus has a 230 gp and a *figurine of wondrous power - marble whale* which he uses to aid him in lifting heavy loads in the water.

Further Adventure[™]

Ceaseus tells the party about a shipwreck on the bottom of the sea infested with intelligent octopuses...

A band of pirates skipped town without paying, and Ceaseus wants the party to collect...

A competitor has been sabotaging the giant's work and he needs the party to prove this claim...

Marble Whale

Wondrous item, rare

This marble statuette is about 4 inches long. It can become a killer whale for up to 24 hours. Once it has been used, it can't be used again until 5 days have passed.

Cooper

"Cooper is a wiry man in his forties with curly black hair and the shadow of a beard on his hard jaw."

Creature(s)

Cooper

Medium Humanoid (Human), Neutral Evil

Armor Class: 10

Hit Points: 19 (3d8+6)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Intimidation +3, Deception +3

Senses passive Perception 10

Languages Common, Thieves' Cant

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

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Cooper first appeared in Village Shops. He can be found in any urban setting. He runs the Drunken Uncle Public House: a pub for the shadier elements. He can fit the role of merchant or contact.

Available Products

Item	Price	Contraband*	Price	Weight
Wyrms' Bile Ale		Disguise kit	25 gp	3 lb.
Gallon	2 sp	Forgery kit	15 gp	5 lb.
Mug	4 cp	Thieves' tools	25 gp	1 lb.
Fey Touched Wine		* Behind the Counter (available if asked for in cant)		
Bottle	11 gp			
Lich Tears Wine				
Pitcher	1 sp			
Bread, loaf	2 cp			
Bread, stale	1 cp			
Cheese, moldy	3 cp			
Cheese, fresh	1 sp			
Meat, mystery	1 sp			

Further Adventure[™]

Cooper, a retired thief, has news of a "easy" score for a small finder's fee...

Cooper has a sealed chest that he needs smuggled into a nearby city...

Something is living in the walls of the Uncle...

Swarm of Undead Vermin

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 31 (7d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +2 to hit, reach 0 ft., (one target in the swarm's own space) Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

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Cricket

"The small goblin climbing on the massive siege engine wears grey breeches and a clean white shirt. Over his left eye is a monocle and on his hands he wears heavy leather gloves."

Creature(s)

Cricket

Small Humanoid (goblinoid (goblin)), Neutral Evil

Armor Class: 15

Hit Points: 10 (3d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +6, Nature +4, Arcana +4,

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Nimble Escape Cricket can Disengage or Hide as a bonus action on each of his turns.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	14 (+2)	11 (+0)	10 (+0)

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Cricket first appeared in Flotsam. The goblin engineer will likely be encountered in his workshop in an urban location, though he could be found aboard a ship or on a battlefield. Cricket is every bit as evil as his goblin brothers, however he has a problem with bullies. He found he could not live in normal goblin society. Cricket understands that openly evil creatures are dealt with swiftly in the "civilized lands", so his revenge is slow and deliberate. He fills the role of merchant and quest giver.

Treasure

Cricket has a number of carpentry tools worth 15 gp, some rare alchemical reagents worth 15 gp, and a purse of 19 sp.

Further Adventure™

Cricket needs more manticore tails, but the beasts must be alive...

Cricket needs otyugh dung for a new weapon he calls the "scatapult"...

Cricket asks for help humbling a hobgoblin pirate that shamed him publicly...

Scatapult

Large Siege Engine

Minimum Crew: 2

Armor Class: 15 (wood)

Hit Points: 22 (4d10)

Damage Threshold: 5

Speed: 10 ft. (w/ crew)

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Actions

Scat-Filled Barrel *Ranged Weapon Attack* +3 to hit, 300 ft. (60 ft. min) Hit: Targets in 10 ft square take 2d6 bludgeoning damage, additionally the target is poisoned for 1 hour unless they succeed on a DC 12 Constitution saving throw.

Hobgoblin

Medium Humanoid (goblinoid), Lawful Evil

Armor Class: 18

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/2 (100 XP)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Martial Advantage Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword *Melee Weapon Attack* +3 to hit, reach 5 ft., Hit: 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with two hands.

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

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Dark Maub

"The innkeeper is a striking drow female with high cheekbones and lavender eyes. Her white hair is twisted into a tight bun, revealing an elegant neck."

Creature(s)

Dark Maub

Medium Humanoid (elf), Neutral Evil

Armor Class: 15

Hit Points: 13 (3d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

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

Innate Spellcasting The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will *dancing lights*

1/day each ○○ *darkness*, *faerie fire*

Sunlight Sensitivity While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Hand Crossbow *Ranged Weapon Attack* +4 to hit, range 30/120 ft., Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

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

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Dark Maub first appeared in Flotsam. Maub can be found in any city at her inn, the Hempten Jig. Maub can fill the role of merchant and/or contact.

Treasure

Maub has a fine spider silk cloak worth 25 gp that will disintegrate if exposed to sunlight. Optional: Drow poison (see below).

Further Adventure™

A drow raiding party attacks Flotsam at night, in hopes of killing or capturing Maub...

Maub hires the players to escort her to and from a nearby settlement where she has business to conduct...

A suitor seeks to court Maub, but she fears he is an assassin sent by her enemies and wants the players to follow him...

Unconscious Condition

An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Drow Poison (Injury)

This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.





Darndle Fuzzywit, Barber Surgeon

"The barber surgeon is a brightly dressed halfling in a crisp apron. He wears a yellow feather in his cap."

Creature(s)

Dardle Fuzzywit, Barber Surgeon

Small Humanoid (Halfling), Lawful Good

Armor Class: 11

Hit Points: 9 (2d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Medicine +6

Senses passive Perception 10

Languages Common, Halfling

Barber Surgeon A barber surgeon doubles their proficiency modifier on Medicine checks

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

Brave Darndle has advantage on saving throws against being frightened.

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

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

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[boyish face, socially awkward]

Darndle can be found in any urban setting. The barber surgeon is a medical practitioner and non-magical healer. He fits the role of merchant or healer (no caster lvl). He is helpful and ready to use his healer's kit (see below), but often makes hurtful comments of observation about people's physical traits and habits.

Available Services

Service	Price	Service	Price
Shave and haircut	2 cp	Wound care	2 cp
Leeching	3 cp	Tooth pulled (per tooth)	2 cp
Bone setting	2 cp	Diagnosing an illness	1 cp

Further Adventure™

Roz, a cleric, threatens the halfling because he fears that science will replace the gods...

Darndle needs to be escorted to a battlefield, where his skills are needed to heal the wounded soldiers...

Darndle has a fear that filthy conditions will soon lead to an outbreak of disease, but is having little success convincing the local officials...

Convincing the Officials

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Insight, Medicine, Persuasion,

Failure(s):

- 1: The party offends a bureaucrat and the next roll is made with disadvantage.
- 2: A bribe is required to continue the debate (5 gp x average party level).
- 3: An outbreak occurs in the city, killing several citizens, after which sanitation efforts slowly improve.

Healer's Kit

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Deana Sootstreaked

"The smithy is missing her eyebrows and smudges of soot are spread across her forehead and cheeks. She hammers away at a piece of glowing metal, sparks spraying out in protest."

Creature(s)

Deana Sootstreaked

Medium Humanoid (Human), Neutral Good

Armor Class: 10

Hit Points: 5 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 9

Languages Common

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	11 (+0)	9 (-1)	11 (+0)

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Deana first appeared in Marketplace. She will be encountered in her smithy and fills the role of merchant.

Available Products

Item	Price	Weight
Caltrops (bag of 20)	1 gp	2 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Mirror, steel	5 gp	1/2 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pot, iron	2 gp	10 lb.
Shovel	2 gp	5 lb.
Spikes, iron (10)	1 gp	5 lb.

Medium Armor	Price	Armor Class (AC)	Strength	Stealth	Weight
Chain shirt	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	-	disadv.	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	-	-	20 lb.

Martial Melee Weapons	Price	Damage	Weight	Properties
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)

Further Adventure™

A shipment of steel ingots was stolen in route to the smithy...

A man whose sword broke in battle storms in drunk, demanding satisfaction...

Deana finds a strange egg nestled in the coals of her forge...

Improved Doff and Don

Deana has devised a system of clasps and straps that make medium and heavy armor easier to don.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	3 minutes	1 minute
Heavy Armor	5 minutes	5 minutes





Gil the Alchemist

"The alchemist stands on a stool, his messy hair a tangled nest. He hums and grinds away with a mortar and pestle."

Creature(s)

Gil the Alchemist

Medium Humanoid (Halfling), Lawful Good

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Arcane +4, Investigate +4

Senses passive Perception 11

Languages Common

Spellcasting Gil is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Gil has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, identify, comprehend languages*

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

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Gil first appeared in Marketplace. He will most likely be encountered in his alchemist's shop. Gil can fill the role of merchant, quest giver, or mentor to a character interested in learning alchemy.

Available Products

Item	Price	Weight	Magical Potions	Price
Acid (vial)	25 gp	1 lb.	Oil of Slipperiness	50 gp
Alchemist's fire (flask)	50 gp	1 lb.	Philter of Love	50 gp
Antitoxin (vial)	50 gp	-	Potion of Climbing	25 gp
Bottle, glass	2 gp	2 lb.	Potion of Resistance	50 gp
Oil (flask)	1 sp	1 lb.		
Poison, basic (vial)	100 gp	-		
Vial	1 gp	-		

Further Adventure™

Gil needs a rare plant that only grows in fresh cemetery earth...

Gil is found in his shop, turned to stone...

Gil's alchemy accidentally summons a host of mischievous mephits...

Grave Mephit

Small Elemental, Neutral Evil

Armor Class: 12

Hit Points: 27 (6d6+6)

Speed 30 ft., fly 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities poison

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Actions

Fists *Melee Weapon Attack* +2 to hit, reach 5 ft. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) necrotic damage.

Mist of the Grave (Recharge 6) A chill mist flows from the mephit in a 10ft radius. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 4 (1d8) necrotic damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

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Grinner

"A bald man in his forties, the shopkeeper grins to reveal several gold teeth."

Creature(s)

Grinner

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 10

Hit Points: 4 (1d8+1)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Deception +3, Sleight of Hand +3

Senses passive Perception 9

Languages Common

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	13 (+1)	9 (-1)	16 (+3)

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Grinner first appeared in Marketplace. He best fits the role of merchant, but can also act as a contact. He runs a dice game in the back of his store and this often leads to trouble.

Available Products

Diplomat's Pack (39 gp). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (10 gp). Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Further Adventure^{lm}

Grinner asks the party to provide security for a high stakes game...

Grinner offers to trade the party a treasure map for some fast coins...

Grinner fakes his own death to escape a loan shark, only to have the party raise him days later...

New Dice Game - "Thieves"

1. Each player antes 1 gp.
2. Players take turns throwing both dice. Add the number of both dice for the score.

2d6	Effect
2	Bribe - add 1 gp to the pool
3-6	No Score - pass the dice to the next player
7	Captured - skip your next roll
8-11	No Score - pass the dice to the next player
12	Score - take the pot, game ends

3. The game ends when someone rolls a 12, or seven turns have passed, after which each player antes another 1 gp.





Handsome Henry

"The proprietor of the gambling den is a rakishly handsome human man in his early thirties."

Creature(s)

Handsome Henry

Medium Humanoid (Human), Neutral

Armor Class: 11 (leather armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Actions

Multiattack The Henry makes two melee attacks.

Club *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 5 (1d6 + 2) bludgeoning damage.

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

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Handsome Henry first appeared in Flotsam. He can be found at his establishment, the Restless Dead Gambling Parlor, which can be placed in any port town. Henry fills the role of merchant and possible contact.

Treasure

Henry carries 67 gp in a pouch around his neck, as well as a tarnished gold ring bearing the initials EMH.

Further Adventure™

Henry has been on the run for years after murdering his wife...

A jaded customer has replaced one of the tables with a mimic...

Thieves stage a massive brawl to cover the theft of coins from toppled tables...

"Outrun the Guards!" Dice Game

Dice Needed: 6

Directions for Play:

Each player takes a turn rolling the dice and looking for runs (1-2, 1-2-3, and so on). Each die in the run scores five points. The first player to reach 100 points is the winner.

Examples of Play:

Player 1 throws six dice and gets 1, 4, 2, 1, 3, and 2. The roll results in a four dice run (1, 2, 3, 4) and is worth 20 points.

Player 2 throws six dice and gets the numbers 1, 4, 6, 6, 3, 3. No sequences can be formed, so no score is recorded.

Tavern Brawler

Medium Humanoid (any race), Chaotic Neutral

Armor Class: 10

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Drunk The tavern brawler has disadvantage on Dexterity-based skills checks and saving throws.

Liquid Courage The tavern brawler has advantage on saves versus fear.

Actions

Unarmed Strike *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 3 (1+2) bludgeoning damage.

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

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Helga Roundbottom

"The shopkeeper is a pleasant halfling with a messy red bun and bright rumped clothes."

Creature(s)

Helga Roundbottom

Small Humanoid (Halfling), Lawful Good

Armor Class: 11

Hit Points: 3 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Saving Throws Sleight of Hand +3, Nature +4

Senses passive Perception 10

Languages Common

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

Brave Helga has advantage on saving throws against being frightened.

Halfling Nimbleness Helga can move through the space of any creature larger than her.

[red hair, cheerful]

Helga first appeared in Marketplace. She can be found in any urban setting in her curio shop. She fills the role of merchant and unwitting questgiver as many of her products can lead to an adventure.

Available Products

Item	Price	Weight	Description
Abacus	2 gp	2 lb.	Always totals one higher than is correct
Red Crystal Focus	11 gp	1 lb.	Hums audibly when used to cast a spell
Silver Urn	25 gp	2 lb.	"Red" engraved on the Urn
Map Case	1 gp	1 lb.	Contains a coded message in a foreign dialect
Copper Tankard	3 gp	1 lb.	Bears a stag's head crest
Hourglass	25 gp	1 lb.	The sand drains in reverse
Hooded Lantern	5 gp	2 lb.	Shows shadows for people and objects that aren't there
Whetstone	1 cp	1 lb.	Sings when used to sharpen a sword

Further Adventure™

Grimlocks have stolen a golden chalice from the shop and carried it into the sewers...

Helga is convinced one of the items in her shop is a mimic...

A rumor starts that Helga is actually a complex clockwork golem, but doesn't know it...

Grimlock

Medium Humanoid (grimlock), Neutral Evil

Armor Class: 11

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Blind Senses The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	8 (-1)	14 (+2)	13 (+1)	11 (+0)

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Hugo the Tinker

"An old man walks beside an overladen mule. He whistles a cheerful tune and smiles when he sees you."

Creature(s)

Hugo the Tinker

Medium Humanoid (Human), Lawful Good

Armor Class: 10

Hit Points: 11 (2d8+2)

Speed 30 ft.

Challenge 0 (10 XP)

Skills History + 4, Insight +4, Persuasion +4

Senses passive Perception 12

Languages Common, Elvish, Dwarvish

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

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Hugo first appeared in Storm King's Thunder Encounters. The Tinker and his mule will likely be encountered on the road. He can serve the role of merchant and rumormonger.

Mule

Medium Beast, Unaligned

Armor Class: 10

Hit Points: 11 (2d8+2)

Speed 40 ft.

Challenge 1/8 (25 XP)

Senses passive Perception 10

Beast of Burden The mule is considered Large for the purpose of determining its carrying capacity.

Sure-Footed The mule has advantage on Str and Dex saves made against effects that would knock it prone.

Actions

Hooves *Melee Weapon Attack* +2 to hit, reach 5 ft., Hit: 4 (1d4 + 2) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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Available Products

Hugo has dozens of products available, some that may interest the party are:

Item	Price
Healing potion (2)	45 gp
Silvered dagger	98 gp
Trail Ration	1 sp
Holy water (2)	23 gp
Chain shirt	45 gp

Further Adventure™

The Tinker could be under attack by bandits, orcs, or goblins when the PCs encounter him...

The Tinker asks the players to deliver a letter to a merchant in the next town...

Hugo is actually a copper dragon that likes to trick travelers with faulty products...

Goblin

Small Humanoid (goblinoid), Neutral Evil

Armor Class: 15

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

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

Actions

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

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

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

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Jorin the Ovenmaster

"The ovenmaster is a short round man with a flour stained apron. He has a kindly face and a friendly manner."

Creature(s)

Jorin the Ovenmaster

Medium Humanoid (human), Lawful Good

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills History +2

Senses passive Perception 10

Languages Common

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

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[flour speckled, burnt eyebrows]

Joran first appeared in Founder's Fen. He can be found in any town or city running a small brick oven. He charges people to bake their bread in a safe, cool location. He can fill the role of merchant or contact. Joran is friendly and helpful, though he can be a bit of a gossip, often leaning into to hear conversations at the ovens. Joran freely shares the information he gleans during the day with anyone who will listen.

Available Products

Jorin's specialties

Baked Goods	Price
Spiced pork pies	2 sp
Hot cross buns	1 cp
Rye bread loaf	2 cp
Ember Day Tarts (see below)	2 cp

Further Adventure™

Joran sent a young man, Kent, to collect firewood in exchange for a few loaves, but Kent has not returned...

A fire mephit has taken up residence in the oven and delights in burning the loaves...

Bandits have stolen the flour from the mill and winter approaches...

Ember Day Tart

4 Tbsp. butter, melted

1/2 tsp. salt

pinch saffron

6 eggs

1/2 medium onion, coarsely chopped

1/2 lb. soft cheese, grated

1/2 cup currants (zante currants)

1 Tbsp. sugar

1 tsp. parsley

1 tsp. sage

1 tsp. hyssop

1 tsp. powder douce

Grind saffron with salt, mix with butter, and set aside.

Place onions into boiling water and cook until just tender and drain.

Beat eggs and combine with saffron-butter, onions, and remaining ingredients, pour into pastry shell, and bake at 350°F for one hour.





Old Maggy

"The shopkeeper is bent with the weight of the years, her skin is browned from the sun, and what little hair she has left hides under a faded kerchief."

Creature(s)

Old Maggy

Medium Humanoid (human), Any Alignment

Armor Class: 10

Hit Points: 2 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Senses passive Perception 11

Languages Common

STR	DEX	CON	INT	WIS	CHA
6 (-2)	7 (-2)	6 (-2)	14 (+2)	13 (+1)	7 (-2)

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Old Maggy first appeared in Village Shops. She can be encountered in any small village in her shop, Maggy's Sundries. She fills the role of merchant and contact.

Available Products

Item	Price	Weight	Item	Price	Weight
Abacus	2 gp	2 lb.	Bottle, glass	2 gp	2 lb.
Sling bullets (20)	4 cp	1½ lb.	Bucket	5 cp	2 lb.
Backpack	2 gp	5 lb.	Candle	1 cp	—
Ball bearings (bag of 1,000)	1 gp	2 lb.	Case, map or scroll	1 gp	1 lb.
Barrel (Limit 1)	3 gp	70 lb.	Chalk (1 piece)	1 cp	—
Basket	4 sp	2 lb.	Chest	5 gp	25 lb.
Bedroll	1 gp	7 lb.	Clothes, common	5 sp	3 lb.
Bell	1 gp	—	Clothes, traveler's	2 gp	4 lb.
Blanket	5 sp	3 lb.	Fishing tackle	1 gp	4 lb.
Book	25 gp	5 lb.	Flask or tankard	2 cp	1 lb.

Further Adventure™

Maggy needs the party to escort her latest shipment of products along a route infested with bugbears...

Maggy has been saving money to have a *regeneration* spell cast upon her eyes, and hopes the party can find a cleric able to perform the casting...

A finely-dressed young man claiming to be Maggie's grandson has been in the shop lately; problem is, Maggie doesn't remember him...

Bugbear

Medium Humanoid (goblinoid), Chaotic Evil

Armor Class: 16

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Brute A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar *Melee Weapon Attack* +4 to hit, reach 5 ft. Hit: 11 (2d8 + 2) piercing damage.

Javelin *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 30/120 ft. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

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Oliver the Astute

"The sage sits upon a pile of cushions. His wispy hair makes a white nest on his bald head, and thick tufts of hair sprout from his ears. Behind him on an oak perch sits a colorful bird."

Creature(s)

Oliver the Astute

Medium Humanoid (human), Neutral Good

Armor Class: 10

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Arcana +7, History +7

Senses passive Perception 12

Languages Common, Draconic, Elvish

Learned Oliver doubles his proficiency bonus on Arcana and History checks.

Spellcasting The Oliver is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has following wizard spells prepared:

Cantrips (at will) *light, mending, minor illusion*

1st level (2 slots) *detect magic, identify, comprehend languages*

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

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[early sixties, thin white hair and thick tufts of ear hair]

Oliver first appeared in Arcane Quarter. He can be found in any urban setting large enough to have a sage's shop. He fills the role of sage (Arcana +7, History +7) for 3 gp a day.

Treasure

Oliver's greatest treasure is his collection of books worth several hundred gold pieces. Oliver also has a small locked chest (he wears the key around his neck) in his personal chamber that contains 23 gp. On his person Oliver carries a **scroll of invisibility** just in case of danger.

Further Adventure^{lm}

Oliver hires the PCs to purchase a rare book in a distant (possibly planar) city...

A group of mercenary adventurers are threatening Oliver for a map to a dangerous item...

Oliver alerts the party of a warlock that consulted him on summoning a demon lord...

Warlock

Medium Humanoid (any race), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Int +3, Wis +3

Skills Arcana +3, History +3

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Invocations The warlock is a 5th level spellcaster, this spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The warlock has the following invocations it can use at will: armor of shadow (*mage armor*), mire of the mind (*slow*), Misty Vision (*silent image*)

Spellcasting The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The warlock has the following warlock spells prepared:

Cantrips (at will) +5 to hit, *eldritch blast, minor illusion, prestidigitation*

3rd level (2 slots) ○ ○ *counterspell, dispel magic, fear, fireball, remove curse, vampiric touch*

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

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

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Oswald the Arcane

"Bald, sweaty, and portly, the wizard in the brightly-colored robes smiles at you with crooked teeth."

Creature(s)

Oswald the Arcane

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Deception +4, History +6

Senses passive Perception 11

Languages Common, Draconic, Elven, Terran

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) ○○○○ *misty step, suggestion*

3rd level (3 slots) ○○○○ *counterspell, lightning bolt, fly*

4th level (3 slots) ○○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

Actions

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

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Oswald first appeared in Urban Encounters 2. Oswald can be encountered anywhere, but most often in an urban setting. Oswald is a conman and a liar and will serve best as a foe for good-aligned parties, or as a contact for a rogue or non-good spellcaster.

Treasure

Oswald has the following items available for sale:

Item	Price	Description
"Spellbook of Magus, Mont Bisworthy"	150 gp	The "Spells" are <i>illusory script</i> .
"Arcus" silver longsword	250 gp	A normal longsword with <i>arcanist's magic aura</i>
"Healing potions" x3	35 gp	Colored water with <i>arcanist's magic aura</i>
"Potion of Titan Strength"	150 gp	Herbal tea with <i>arcanist's magic aura</i>

Further Adventure™

A fake potion of Oswald's causes the death of a young adventurer...

At the next town they visit, the party catches Oswald selling fakes again...

A wizard claiming to be the real Oswald the Arcane hires the party to catch the doppelganger wizard ruining his reputation...

Catch the Doppelganger

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Deception, Insight, Intimidation, Investigation

Success: You track down the doppelganger wizard.

Failure(s):

1: Gives you the slip. Your next check is made with disadvantage.

2: Grease the wheels. Someone claims to have a lead to the doppelganger's whereabouts, but it will cost you.

3: I got a bad feeling... The informant leads the players to a secluded locale, and then reveals himself to be the doppelganger they are looking for.

Rough Rhonda

"The stable owner is tall, friendly, and surprisingly hairy."

Creature(s)

Rough Rhonda

Medium Humanoid (Human), Neutral Good

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Animal Handling +5, Nature +3

Senses passive Perception 11

Languages Common

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

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Rough Rhonda first appeared in Village Shops. Rhonda owns a stable and has a number of horses for sale. She fills the role of merchant. Rhonda can be a bit gruff with people, but does well with animals.

Available Products

Name	Animal	Price	Speed	Carrying Capacity
"Buttercup"	blood bay pony	30 gp	40 ft.	225 lb.
"Titan"	steel grey warhorse	400 gp	60 ft.	540 lb.
"Dark Lester"	black draft horse	50 gp	40 ft.	540 lb.
"Maze"	wild bay riding horse	75 gp	60 ft.	480 lb.
"Scimitar"	chestnut riding horse	75 gp	60 ft.	480 lb.
"Grimlock"	dun mule	8 gp	40 ft.	420 lb.
"Warlock"	brown donkey	9 gp	40 ft.	400 lb.

Item	Price	Weight
Bit and Bridle	2 gp	1 lb.
Saddle, riding	10 gp	25 lb.
Saddle, military	20 gp	30 lb.
Saddlebags	4 gp	8 lb.
Feed (Oats or Similar - 1 day)	5 cp	5 lb.
Stabling (per day)	5 sp	-

Further Adventure™

A well-meaning, if slightly cracked, druid named Zil releases all the horses during the night...

Rumors circulate that the hirsute Rhonda is a werewolf...

One of the horses has eaten mushrooms from a fairy circle and begins to talk...

Julius (Draft Horse)

Large Beast, Neutral Good

Armor Class: 10

Hit Points: 19 (3d10+3)

Speed 40 ft.

Challenge 1/4 (50 XP)

Saving Throws Wis +3

Skills Persuasion +3

Senses passive Perception 10

Languages Common, Sylvan

Actions

Hooves *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 9 (2d4 + 4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

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Shortfin

"The bartender is a stocky blue merman with a short crest fin atop his head. He smiles and waves you over, already pouring you a stout drink."

Creature(s)

Shortfin

Medium Humanoid (merfolk), Neutral

Armor Class: 13 (natural armor)

Hit Points: 27 (5d8+5)

Speed 10 ft., swim 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +2, History +2

Senses passive Perception 12

Languages Aquan, Common

Amphibious The merfolk can breathe air and water.

Actions

Spear (kept behind the bar) *Melee or Ranged Weapon Attack* +3 to hit, reach 5 ft., or range 20/60 ft., Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

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

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Shortfin first appeared in Flotsam. Shortfin owns a tavern called the Three Sheets on the floating pirate town of Flotsam, though he and his tavern could easily be moved to any coastal urban setting. He fills the role of merchant and rumor monger.

Treasure

Shortfin keeps 20 gp in copper and silver in a strong box behind the bar, as well as a painting of a nude mermaid done on the inside of a seashell.

Further Adventure™

Merrow raiders attack the tavern from below...

A four-armed sauhagin boasts a 25 gp bet that he can best two people at a time in arm wrestling...

A beautiful pirate approaches the party claiming to be a lost sister to one of the PCs...

Bumbo

Bumbo was a popular pirate drink.

2 ounces rum

1 ounce water

2 teaspoons sugar

1/4 teaspoon nutmeg

Mysterious Pirate

Medium Humanoid (Human), Neutral Evil

Armor Class: 13

Hit Points: 26 (4d8+8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills Acrobatics +5, Deception +4

Senses passive Perception 10

Languages Common

Sea Legs The Mysterious Pirate has advantage to Dexterity checks made while on a ship at sea.

Actions

Cutlass *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 6 (1d6 + 3) slashing damage.

Heavy Crossbow *Ranged Weapon Attack* +2 to hit, range 100/400 ft., Hit: 5 (1d10) piercing damage.

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

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Sigg the Silent

"The shopkeeper motions you into the store. His hair is a wild mess and he has a nasty scar across his throat. A one-eyed tabby cat rubs against your legs, nearly tripping you."

Creature(s)

Sigg the Silent

Medium Humanoid (Human), Lawful Neutral

Armor Class: 10

Hit Points: 4 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills Perception +5

Senses passive Perception 15

Languages Common, Draconic

Watchful Sigg doubles his proficiency bonus on Perception checks

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

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[wild hair, scarred throat]

Sigg first appeared in Arcane Quarter. He can be found in any urban setting large enough to warrant his shop, Arcanist's Accouterments. He fills the role of merchant. Sigg communicates via a small slate tablet and piece of chalk. He himself is not a spellcaster, though many people assume as much, thinking that the old tabby cat is his familiar.

Cat

Tiny Beast, Unaligned

Armor Class: 12

Hit Points: 2 (1d4)

Speed 30ft.

Challenge 0 (10 XP)

Skills Perception +3, Stealth +4;

Senses passive Perception 13;

Keen Smell The cat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws *Melee Weapon Attack* +0 to hit, reach 5 ft., Hit: 1 slashing damage.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

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[one-eyed]

Available Products

Item	Price	Weight	Notes
Spell Focus:			
Crystal	10 gp	1 lb.	green
Orb	20 gp	3 lb.	tinted purple
Rod	10 gp	2 lb.	brass, shaped like a succubus with folded wings
Staff	5 gp	4 lb.	carved wood in the shape of a dryad
Wand	10 gp	1 lb.	willow wood
Component Pouch	25 gp	2 lb.	
Ink	10 gp	-	giant squid
Paper (1 sheet)	2 sp	-	
Parchment (1 sheet)	1 sp	-	
Spellbook	50 gp	3 lb.	100 pages
Diamond Dust	100 gp	-	needed for <i>stoneskin</i>
True Seeing ointment	25 gp	-	needed to cast true sight
Alchemist's Supplies	50 gp	8 lb.	
Herbalism kit	5 gp	3 lb.	

Further Adventure™

Sigg needs a rare component and attempts to hire a party by writing on a slate with chalk...

Inventory is going missing and Sigg wants the thief caught...

Sigg needs the party's help determining if a shipment of goods is actually counterfeit...





Snip

"The leather worker is a kobold with light blue scales. He wears a small leather apron with black thread."

Creature(s)

Snip

Small Humanoid (kobold), Lawful Neutral

Armor Class: 12

Hit Points: 7 (2d8)

Speed 30 ft.

Challenge 1/8 (25 XP)

Skills Nature +3,

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Sunlight Sensitivity While in sunlight, Snip has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics Snip has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	12 (+1)	12 (+1)	10 (+0)

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Snip first appeared in Marketplace. He can be encountered in any urban setting, and runs a leather working shop. He fills the role of merchant. Unlike most kobolds, snip isn't evil. In fact, the young kobold is quite helpful and kind.

Available Products

Item	Price	Weight
Backpack	2 gp	1 lb.
Case, crossbow bolt	gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.

Medium Armor	Price	Armor Class (AC)	Weight	Description
Leather	10 gp	11 + Dex modifier	10 lb.	Adorned with jackal teeth
Studded leather	45 gp	12 + Dex modifier	13 lb.	The studs are small steel skulls
Hide	10 gp	12 + Dex modifier (max 2)	12 lb.	Made from a yeti hide

Further Adventure™

Snip has been harassed and wishes to hire the party as protection from a racist gang of thugs...

Snip hires the party to hunt a wyvern with a distinctive scale pattern...

Snip is kidnapped by his family, who find his life among the "big folk" heretical...

Thug

Medium Humanoid (any race), Unaligned

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Pack Tactics The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack The thug makes two melee attacks.

Mace *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow *Ranged Weapon Attack* +2 to hit, range 100/400 ft., Hit: 5 (1d10) piercing damage.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

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Tall Devin

"Tall Devin is a gnome with thinning hair and massive platform shoes. The innkeeper wobbles back behind a low bar, ready to take your order. He grins at you, devilishly exposing teeth whitened through alchemy."

Creature(s)

Tall Devin

Small Humanoid (Gnome), Chaotic Neutral

Armor Class: 12

Hit Points: 27 (6d8)

Speed 25 ft.

Challenge 1 (200 XP)

Skills Deception +5, Insight +4, Investigation +6, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16, Darkvision

Languages Common, Gnomish, Thieves' Cant

Gnome Cunning Devin have advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

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

Sneak Attack (1/Turn) Tall Devin 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 feet of an ally that isn't incapacitated and Devin doesn't have disadvantage on the attack roll.

Actions

Multiattack Tall Devin makes two melee attacks.

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

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

[boastful, arrogant]

Tall Devin appeared in Free Sample Pack 1. He can be placed in an urban setting of any size. He runs a shady inn called the Busty Kobold. He fills the role of merchant and contact. Tall Devin is a vain and obnoxious creature who thinks a great deal of himself.

Treasure

Tall Devin has a locked chest containing 57 gp, a **potion of healing**, and a **potion of invisibility**.

Further Adventure™

An evil artifact hidden below the building by the former owners awakens and begins to cause strife...

Tall Devin hires the PCs to sit in on a high-stakes card game and uncover a suspected doppelganger cheater...

The PCs are hired to mediate a peace accord between two rival thieves' guilds...

Peace Among the Guilds

Complexity: 6 successes before 3 failures

Difficulty: DC 20

Suggested Skills: Deception, Intimidation, Insight

Success: The guilds agree to set aside their feud and focus on profits.

Failure(s):

1: The failed skill cannot be used again during the negotiations.

2: A gang of thugs sent by one of the guilds attack between negotiations and try to scare off the party.

3: The city guard raids the peace talks and arrests the party along with the thieves.





William Wind

"The innkeeper is tall and broad with a bright smile. His hair is short and slicked back and oiled."

Creature(s)

William Wind

Medium Humanoid (Human), Lawful Good

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

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William first appeared in Marketplace. He can be found in an urban setting of any size. He runs a comfortable lodging house called the Inn of the Four Winds. William will most likely fill the role of merchant.

Available Products & Services at the Inn of the Four Winds

The Inn of the Four Winds charges 1 gp per day per person. This price includes a comfortable bed, warm meals, and food and care for their animals. The inn is famed for a stout beer called Black Dragon's Spittle (see below).

Further Adventure™

The Wind family believes that something is living in the walls of the inn...

The party is hired to track down a customer who stole a horse from the stable...

A bard dies mysteriously during his performance on stage at the Four Winds...

Diseased Giant Rat

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 1/8 (25 XP)

Senses darkvision 60 ft., passive Perception 10

Keen Smell The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

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Black Dragon's Spittle

The pride of the Four Winds, Black Dragon's Spittle is a dark brown beer that is made with roasted malts. For each pint of BDS consumed, the drinker must make a DC 10 Constitution saving throw or be at disadvantage on attack rolls, saving throws (see below) and ability checks. Additionally, on a failed save the drinker makes fear saves with advantage and gains 2d8 temporary hit points. For each consecutive pint the save DC increases by one.

Melee - Gur Va Ru the Blooded

"A massive orc with broad shoulders and an intelligent face. He stands tall and has an almost regal bearing."

Creature(s)

Gur Va Ru the Blooded

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17 (chainmail shirt)

Hit Points: 67 (9d8+27)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Orcish, Common

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack Gur Va Ru makes two greataxe attacks or two javelin attacks

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 9 (1d12 + 3) slashing damage.

Javelin ○○○○ *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft., or range 30/120 ft., Hit: 6 (1d6 + 3) piercing damage.

Gur Va Ru is a champion among his people. He is fearless in battle, but not reckless. He can be encountered anywhere, probably at the head of a raiding party of orcs. Gur Va Ru is beginning to understand that losing a battle can be a strategic move to learn more of the tactics of the enemy. He will gladly sacrifice many of his own to gauge the mettle of an enemy. Gur Va Ru may rush in initially to lead his warriors, but then fall back to a position where he can watch and provide ranged support. Gur Va Ru isn't likely to flee a skirmish, so much as leave in disgust at his own orcs' poor performance, abandoning them to their fate - so that he may be ready to fight another day.

Gur Va Ru the Blooded Thane

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 16 (chainmail armor)

Hit Points: 127 (15d8+60)

Speed 30 ft.

Challenge 8 (3,900 XP)

Skills Athletics +6, Perception +4

Senses passive Perception 14

Languages Orcish, Common

Savage Attacker Gur Va Ru deals an additional 7 (2d6) damage with his weapon attacks (already added).

Intimidating Shout As an action, Gur Va Ru can let loose a blood-chilling shout. Any enemy within 20 ft. of Gur Va Ru must make a DC 16 Wisdom saving throw or be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack Gur Va Ru makes three greataxe attacks or three javelin attacks

Greataxe *Melee Weapon Attack* +7 to hit, reach 5 ft., Hit: 17 (1d12 + 11) slashing damage.

Javelin ○○○○ *Melee or Ranged Weapon Attack* +7 to hit, reach 5 ft., or range 30/120 ft., Hit: 14 (1d6 + 11) piercing damage.



Gur Va Ru has risen in his tribe and leads a large warband of his own. Word of his battle prowess is whispered in nearby settlements; fear of the growing orc threat has everyone on edge.

Gur Va Ru the Blooded Chief

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 16 (breast plate)

Hit Points: 190 (20d8+100)

Speed 30 ft.

Challenge 13 (10,000 XP)

Skills Athletics +10, Perception +6

Senses passive Perception 14

Languages Orcish, Common

Indomitable (3x a Day)

Savage Attacker Gur Va Ru deals an additional 10 (3d6) damage with his weapon attacks (already added).

Intimidating Shout As an action, Gur Va Ru can let loose a blood-chilling shout. Any enemy with 20 ft. of Gur Va Ru must make a DC 18 Wisdom saving throw or be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack Gur Va Ru makes three greataxe attacks or three javelin attacks

Greataxe *Melee Weapon Attack* +10 to hit, reach 5 ft., Hit: 21 (1d12 + 15) slashing damage.

Javelin ○○○○ *Melee or Ranged Weapon Attack* +10 to hit, reach 5 ft., or range 30/120 ft., Hit: 18 (1d6 + 15) piercing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	13 (+1)

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Gur Va Ru has killed his chief in single combat and claimed the entire tribe as his own. He is protected at all times by an honor guard of orc veterans and counseled by shamans. He would prefer to crush opposing villages and opposition directly, rather than repeatedly harry them with raiding parties.

Orc

Medium Humanoid (orc), Chaotic Evil

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed 30 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 9 (1d12 + 3) slashing damage.

Javelin *Ranged Weapon Attack* +5 to hit, range 30/120 ft., Hit: 6 (1d6 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

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Gur Va Ru the Blooded Warlord

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 18 (plate armor)

Hit Points: 262 (25d8+150)

Speed 30 ft.

Challenge 18 (20,000 XP)

Skills Athletics +12, Perception +7

Senses passive Perception 17

Languages Orcish, Common

Blessing of War God Gur Va Ru has resistance to slashing

Indomitable (3x a Day)

Savage Attacker Gur Va Ru deals an additional 14 (4d6) damage with his weapon attacks (already added).

Intimidating Shout As an action, Gur Va Ru can let loose a blood-chilling shout. Any enemy within 20 ft. of Gur Va Ru must make a DC 19 Wisdom saving throw or be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Agressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack Gur Va Ru makes three greataxe attacks or three javelin attacks

Greataxe *Melee Weapon Attack* +12 to hit, reach 5 ft., Hit: 26 (1d12 + 20) slashing damage.

Javelin ○○○○ *Melee or Ranged Weapon Attack* +12 to hit, reach 5 ft., or range 30/120 ft., Hit: 23 (1d6 + 20) piercing damage.

Legendary Actions

Rally the Horde (Cost 2 actions) Gur Va Ru can grant one melee attack to each ally within 20 feet.

Warlord's Grace Gur Va Ru can move up to his speed without drawing opportunity attacks.

Melee Attack Gur Va Ru makes one melee attack.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	10 (+0)	12 (+1)	14 (+2)

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Gur Va Ru has consolidated dozens of orc tribes and conquered several settlements. He commands a massive army with giants serving as artillery, and red dragons or wyverns as air support. Gur Va Ru's army presents a dire threat to the entire continent.

Treasure

CR 3: **potion of healing**, mountain lion pelts worth 12 gp, 19 sp

CR 8: all above, plus - 23 gp, fine dwarven greataxe worth 56 gp

CR 13: all above, plus - 80 pp, **shield +1**, **potion of greater healing**

CR 18: all above, plus - **potion of storm giant strength**, 897 gp

Further Adventure™

Rumors are circulating about orcs in the mountains riding on wyverns...

An ambassador from a stone giant tribe beseeches the party's help in dealing with a massive orc army eating all the food on their mountain...

A red dragon, displaced from his mountain home by the work of the orcs, is wrecking havoc in the countryside...



Arcane - Elana the Necromancer

"The elven wizard has a fine-boned face, rich robes, and a serious, almost haughty presence about her. She seems annoyed by long discussion, and will frequently take matters into her own hands."

Creature(s)

Elana of House Rae

Medium Humanoid (High Elf), Neutral Evil

Armor Class: 15 (mage armor)

Hit Points: 33 (40*) (6d8)

Speed 30 ft.

Challenge 4 (1,100 XP)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Perception +3,

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elvish, Infernal

Spellcasting Elana is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will) *chill touch, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ **false life, mage armor, ray of sickness, shield*

2nd level (3 slots) ○○○○ *blindness/deafness, ray of enfeeblement, suggestion*

3rd level (3 slots) ○○○○ *bestow curse, lightning bolt, vampiric touch*

Actions

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

Elana can cast *Animate Crawling Dead* once per day as a gift from her patron. *+7 hp from *false life*

Elana is a promising elven wizard, but selfish and impatient. Early in her apprenticeship, Elana used dark magic to contact infernal powers to expedite her training. Elana entered into a pact and was gifted with a grimoire filled with necromancy. The book allowed Elana to grow in power quickly, but when discovered by her family, it caused her to be exiled. Elana can be found anywhere.

Animate Crawling Dead

2nd-level necromancy spell (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a rat's tail)

Duration: 24 hours

This spell creates a medium *swarm of undead vermin* (see next page). The skeletons and bodies crawl out from any available entryway, up through dirt, and nearby. If conditions make this impossible, the spell fails. On each of your turns, you can use a bonus action to mentally command the swarm you made with this spell if the creature is within 60 feet of you. You decide what action the swarm will take and where it will move during its next turn. Due to lack of intelligence, the swarm will only attack, stay, or move to a location you and it can see. If you issue no commands, the swarm only defends itself against hostile creatures. Once given an order, the swarm continues to follow it until its task is complete. At the end of the duration, the swarm crumbles to dust.

Elana the Outcast

Medium Humanoid (High Elf), Neutral Evil

Armor Class: 15 (mage armor)

Hit Points: 49 (56*) (9d8+9)

Speed 30 ft.

Challenge 6 (2,300 XP)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60', passive Perception 11

Languages Common, Draconic, Elvish, Infernal

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ **false life, mage armor, ray of sickness, shield*

2nd level (3 slots) ○○○ *blindness/deafness, ray of enfeeblement, suggestion*

3rd level (3 slots) ○○○ *bestow curse, lightning bolt, vampiric touch*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) ○ *cone of cold*

Actions

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

Elana can cast *Animate Crawling Dead* once per day as a gift from her patron. *+7 hp from *false life*

Elana has grown in power and could be acting as the adviser to a powerful noble or the head of a mage's guild. If possible, she may recruit the party to her own ends, sending them questing for powerful items, spellbooks, or information on her behalf. At this point in her career, she is not very likely to directly assault a party of adventurers if she can help it, preferring to manipulate the guild or noble house into outlawing or attacking the party for her.

Swarm of Undead Vermin

Medium Undead, Neutral Evil

Armor Class: 10

Hit Points: 24 (7d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +2 to hit, reach 0 ft., (one target in the swarm's own space) Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

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STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

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Elana the Vengeful

Medium Humanoid (High Elf), Neutral Evil

Armor Class: 15 (mage armor)

Hit Points: 99 (106*) (18d8+18)

Speed 30 ft.

Challenge 12 (8,400 XP)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13, Perception +6

Senses darkvision 60', passive Perception 16

Languages Common, Draconic, Elvish, Sylvan, Orc, Goblin

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

Spellcasting Elana is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Elana can cast *false life* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation, minor illusion, dancing lights*

1st level (4 slots) ○○○○ **false life, mage armor, ray of sickness, shield*

2nd level (3 slots) ○○○○ *blindness/deafness, ray of enfeeblement, suggestion*

3rd level (3 slots) ○○○○ *bestow curse, lightning bolt, vampiric touch*

4th level (3 slots) ○○○○ *banishment, blight, stonkskin*

5th level (3 slots) ○○○○ *hold monster, scrying, wall of force*

6th level (1 slot) ○ *eyebite*

7th level (1 slot) ○ *finger of death*

8th level (1 slot) ○ *dominate monster*

9th level (1 slot) ○ *power word kill*

Elana can conjure a Corrupted Elk once per day as an action. After one hour, the elk vanishes.
*+7 hp from *false life*

Elana has reached the height of arcane power and is likely to be the head of a cabal of necromancers or cult to an undead power. She is guarded at all times by an honor guard of wights and commands an army of skeletons and zombies. Elana has a clone (per the spell) hidden in a safe location in case she is killed.

Corrupted Elk

Large Undead, Neutral Evil

Armor Class: 10

Hit Points: 13 (2d10+2)

Speed 50 ft.

Challenge 1/4 (50 XP)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Undead Fortitude If damage reduces the elk to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the elk drops to 1 hit point instead.

Charge If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 6 (1d6+3) bludgeoning damage.

Hooves *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 8 (2d4+3) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

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Ariom, Demigoddess of Undeath

Medium Humanoid (Undead), Neutral Evil

Armor Class: 20 (natural armor)

Hit Points: 221 (26d8+104)

Speed 30 ft.

Challenge 21 (33,000 XP)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13, Perception +13

Senses passive Perception 23

Languages Can speak and understand all languages

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

Spellcasting Ariom is an 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Elana can cast *false life* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation, minor illusion, dancing lights*

1st level (4 slots) ○○○○ *shield, mage armor, ray of sickness, shield*

2nd level (3 slots) ○○○ *blindness/deafness, ray of enfeeblement, suggestion*

3rd level (3 slots) ○○○ *bestow curse, lightning bolt, vampiric touch*

4th level (3 slots) ○○○ *banishment, blight, stonework*

5th level (3 slots) ○○○ *hold monster, scrying, wall of force*

6th level (1 slot) ○ *eyebite*

7th level (1 slot) ○ *finger of death*

8th level (1 slot) ○ *dominate monster*

9th level (1 slot) ○ *power word kill*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	25 (+7)	20 (+5)	21 (+5)

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Elana has completed a ritual to siphon a small amount of divine energy from a long-dead god. The ritual was successful, but Elana died in the casting, and rose as Ariom, a demigoddess of death. Ariom can be encountered on either her personal demiplane or the negative energy plane. She is attended by a dozen wraiths. Her forces are lead by a vampire named Jorzul the Bloodless.

Treasure

CR 4: 12 gp, spell focus crystal worth 30 gp

CR 6: all above, plus - silver and pearl hair comb worth 80 gp, 39 gp

CR 12: all above, plus - **staff of withering**

CR 21: all above, plus - **rod of absorption, 768 gp**

Further Adventuretm

The party encounters Elana animating an army at the site of a recent battle...

Elana's mother, a rich bard, hires the party to find her exiled daughter and convince her to abandon her dark path...

Followers of a new goddess - Ariom, their faces painted to look like skulls - have been seen in the graveyards and crypts of the city...



Skills - Arken the Thief

"The young rogue is dashing and handsome, his black hair slicked back. When he smiles, he covers his mouth with his left hand to hide a slight gap in his front teeth."

Creature(s)

Arken the Street Thief

Medium Humanoid (Human), Neutral Evil

Armor Class: 15 (studded leather armor)

Hit Points: 33 (6d8+6)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Dex +5, Int +3

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common, Dwarvish, Thieves' Cant

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

Sneak Attack (1/Turn) Arken 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 feet of Arken that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Multiattack Arken makes two melee attacks.

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

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

Arken is a young street thief, not yet attached to a gang or guild. He is likely encountered in an urban setting, possibly as a pickpocket or contact. Arken loves to run a little side hustle in the alleys, playing dice. He'll use his Sleight of Hand and charismatic charm to roll all of his dice with advantage. To simulate this with the players, roll a contested Perception/Sleight of Hand before each hand. If the party fails, Arken gets advantage on all of his dice rolls. If the party succeeds, proceed as normal, as Arken plays off the Sleight of Hand as clumsiness.

Arken's Hustle - Dice Game

1. The DM secretly rolls a d20 and places it under a cup.
2. Betting Players roll their dice, placing their hand over the die, keeping the value secret.
3. Betting Players ante (depending on player wealth and the locale, 1cp - 1gp)
4. DM then rolls another die (secretly), hiding it with a hand.
5. Each in turn, Players (but not the DM) may ante-up again to raise the pot, and re-roll (if they choose), or pass.
6. For a fee, and ante from all players (paid by one or more players), players may pay to remove the DM's "cup" die from play.
7. If the players all ante to remove the "cup", the DM may secretly reroll their "hand" if they choose.
8. Players may continue upping the ante until everyone has passed.
9. Once everyone has passed, DM and players reveal their "hand".
10. If the DM has a "cup", they use the higher of the two dice as their score. Winner takes the pot.

Arken the Guild Thief

Medium Humanoid (Human), Neutral Evil

Armor Class: 16 (studded leather armor)

Hit Points: 71 (13d8+13)

Speed 30 ft.

Challenge 7 (2,900 XP)

Saving Throws Dex +6, Int +4

Skills Deception +6, Insight +5, Investigation +6, Perception +5, Persuasion +6, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Common, Dwarven, Thieves' Cant

Evasion When Arken is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Arken instead takes no damage if he succeeds on the saving throw, and only half damage if it fails.

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

Sneak Attack (1/Turn) Arken deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of Arken that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Multiattack Arken makes two melee attacks.

Shortsword *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow *Ranged Weapon Attack* +6 to hit, range 30/120 ft., Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Arken wears a **ring of protection** crafted in the likeness of a snake coiled around his finger. If examined closely, the tiny rubies in the eyes flash in bright light.

In this stage of his career, Arken has joined (or been forced to join) a thieves' guild. He could steal an item the party needs to complete a quest or storyline. Arken is crafty and never fights a fair battle, nor will he fight to the death. He will sacrifice his teammates to ensure that he escapes.

Arken is just figuring out his grand plan, and is willing to go along with the party if they help him toward his ends. As a villain, he might still be willing to talk and avoid violence if necessary.

Crypt Treasure Map - 100 gp

Arken possesses a map to a crypt in the nearby wilderness. The area is filled with undead that he's sure he couldn't handle alone, and might offer the quest to the party (or offer to come along).

Most likely, he'll just sell the map to the party for 100 gp - attempting to entice them with tales of the undead there, or possibly the treasure contained within.

His true desire, however, is an old heavy black cloth that enshrouds the body housed by the crypt. It has no power unto itself, is not magical, but its origin lies on the place of shadow. An *identify* spell would place its origin, but otherwise reveal that it wasn't magical. Once the party has cleared the crypt, he'll sneak in and take the cloth (or steal it from them later).

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	16 (+3)

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Arken the Guildmaster

Medium Humanoid (Human), Neutral Evil

Armor Class: 18 (studded leather armor)

Hit Points: 126 (23d8+13)

Speed 30 ft.

Challenge 12 (8,400 XP)

Saving Throws Dex +9, Int +6

Skills Deception +11, Insight +6, Investigation +5, Perception +10, Persuasion +7, Sleight of Hand +9, Stealth +9

Senses passive Perception 20

Languages Common, Dwarvish, Thieves' Cant

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage.

Evasion When Arken is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Arken instead takes no damage if he succeeds on the saving throw, and only half damage if it fails.

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

Sneak Attack (1/Turn) Arken deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of Arken that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Multiattack Arken makes two melee attacks.

Shortsword *Melee Weapon Attack* +6 to hit, reach 5 ft., Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow *Ranged Weapon Attack* +6 to hit, range 30/120 ft., Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Arken wears a **ring of protection** crafted in the likeness of a snake coiled around his finger. If examined closely, the tiny rubies in the eyes flash in bright light.

At this point, Arken has seized control of the guild and is likely the most powerful crime boss in his community. He keeps a low profile and sticks to low violence jobs like heists, cat burglary, forgery, bribery, and extortion. He is more likely to send assassins to deal with the party than fight them directly.

Arken's Heist - 1000 gp

Arken offers contracts to local thieves, and this one can be used to hire less morally-oriented parties, or the party might provide security to prevent it.

Ilshana, a noblewoman, has received word that her father Lord Amberwrought has died. His remains (preserved and wrapped), his sword, and a small chest are to be delivered to her household within a few days. When his remains arrive, they will be displayed in state in the foyer of their household - as per tradition. There will be a number of visitors who will come to place flowers and other offerings around the plinth through the night. At dawn, his remains and possessions will be interred in a large opening in the floor, sealed beneath a heavy stone lid near the threshold.

The contents of the box include a large black diamond, swirling with smoke. It is magical, and was her father's life's work, sealing a shadowy essence into the gemstone. He was then charged by his order to guard the gem, in this life and beyond. The family has decided it is easier to just bury him with it than to find a new guardian. The gem has no power outside of being the cage of the shadowy essence. If the gem is destroyed, the shadow essence will immediately seep into cracks and shadows of the household and escape. Arken is willing to pay 1000 gp for the unique gemstone.

Arken the King of Shadows

Medium Humanoid (Human), Neutral Evil

Armor Class: 20 (natural armor)

Hit Points: 210 (28d8+84)

Speed 45 ft.

Challenge 17 (18,000 XP)

Saving Throws Dex +12, Int +8

Skills Deception +15, Insight +14, Investigation +8, Perception +14, Persuasion +9, Sleight of Hand +12, Stealth +12 (+18*)

Damage Resistances necrotic, poison

Senses passive Perception 24

Languages Common, Dwarvish, Thieves' Cant

Mantle of the Shadow King* When in dim light or darkness, Arken doubles his proficiency bonus on Stealth checks.

Uncanny Dodge When an attacker that Arken can see hits him with an attack, he can use his reaction to halve the attack's damage against.

Evasion When Arken is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Arken instead takes no damage if he succeeds on the saving throw, and only half damage if it fails.

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

Sneak Attack (1/Turn) Arken deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of Arken that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Multiattack Arken makes two melee attacks.

Shortsword *Melee Weapon Attack* +12 to hit, reach 5 ft., Hit: 9 (1d6 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow *Ranged Weapon Attack* +12 to hit, range 30/120 ft., Hit: 9 (1d6 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Arken wears a **ring of protection** crafted in the likeness of a snake coiled around his finger. If examined closely, the tiny rubies in the eyes flash in bright light.

In his final form, Arken's curiosity has led him to the discovery of an item that gives him some properties of a shadow. Arken now controls several guilds in several cities.

Treasure

CR 2: 36 sp, a silver brooch with a lockpick hidden inside it.

CR 7: above, plus - 23 gp, **ring of protection**

CR 12: above plus - 56 gp, **potion of greater healing**

CR 17: above plus - 45 pp, **potion of invisibility**

Further Adventuretm

Arken knows the location of an item needed by the party, and he is willing to aid them in acquiring it, for a price...

The players need to break Arken out of prison in order to get an item back or receive a much needed piece of information...

Arken tricks the party into killing a business rival...

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

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Divine - Sister Ibris

"The priestess has a kind, sweet face and a welcoming smile. She smells faintly of healing herbs and freshly cut flowers."

Creature(s)

Sister Ibris, Traveling Healer

Medium Humanoid (Human), Lawful Evil

Armor Class: 13

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

Saving Throws Wis +5, Cha +3

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Infernal

Divine Eminence As a bonus action, Sister Ibris can expend a spell slot to cause her 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 Sister Ibris expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting Sister Ibris is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She 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*

3rd level (2 slots) ○○ *dispel magic, spirit guardians*

Actions

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	15 (+2)	16 (+3)	14 (+2)

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Sister Ibris travels the countryside under the guise of a healer (even helping the party), but she is in fact an infernal agent tempting souls toward evil. The young, fresh-faced priestess listens as people tell her their problems and sins, and then finds a way to justify their actions using church dogma. If confronted, she will claim her victims clearly misunderstood her. By being beneficial to the party early on, the reveal later can come as a bigger surprise.

Misguidance

Complexity: 3 successes before 4 failures

Difficulty: DC 13

Suggested Skills: General Charisma, Persuasion, Intimidation, Insight

3 Successes: The children realize they've been misguided, they disband and go home.

Failure(s):

1: The children laugh at your poor argument.

2: One of the children spits on a party member. There is a 5% chance the party loses a success (1 on a d20 roll).

3: One of the children throws a rock at the least armored party member (+2 to hit, bludgeoning, 2 (1d4) damage). There is a 10% chance the party loses a success (1 or 2 on a d20 roll).

4: The children attack the party with clubs and stones (as commoners).

A dozen early to late adolescents (ex:11-17 years old, for humans) in the community have banded together to rob passersby on the roads. These are youth misguided by Ibris into "collecting tithes" and other intimidation techniques. These are children who should be convinced to end their "crusade". There will be repercussions if they come to harm. A successful Insight check grants advantage on the next roll; a failed insight check counts as a failure. Try having the players use a different skill each time.

Sister Ibris, Priestess of Healing

Medium Humanoid (Human), Lawful Evil

Armor Class: 13

Hit Points: 60 (11d8+11)

Speed 30 ft.

Challenge 7 (2,900 XP)

Saving Throws Wis +7, Cha +6

Skills Deception +9, Medicine +10, Persuasion +9, Religion +5

Senses passive Perception 14

Languages Common, Infernal

Devil's Blessing Sister Ibris adds double her proficiency bonus to Charisma checks. Additionally, Sister Ibris's alignment appears as neutral good to anyone using magical means of divination or detection.

Divine Eminence As a bonus action, Sister Ibris can expend a spell slot to cause her 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 Sister Ibris expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting Sister Ibris is a 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). She 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*

3rd level (3 slots) ○○○ *dispel magic, spirit guardians*

4th level (3 slots) ○○○ *deathward, freedom of movement, guardian of faith*

5th level (3 slots) ○○○ *flame strike, greater restoration, scrying*

6th level (2 slots) ○○ *harm, heal*

Actions

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	15 (+2)	18 (+4)	16 (+3)

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Sister Ibris has risen in power and popularity and can now be found as part of a temple in a large town or city. Her congregation loves and adores her. Her machinations are well hidden, and if the players discover that she serves infernal forces (likely a lord of Hells), they will find themselves with few allies against the young priestess who is nearly a saint in her community.

Seeds of Discord

Sister Ibris may confide to the party that she knows of an evil growing within a local lawful good temple's followers. She believes their strict adherence to the rule of law has caused them to lose sight of their original beliefs. Their paladins have become cruel and corrupt, extracting taxes and labor from the weakest members of their parish, specifically for the construction of a shrine in a far part of the wilderness. She worries that dark forces are moving in the church.

If the party agrees to go, they will see a group of eight commoners working tirelessly to build a stone wall encircling a shrine, with no supplies or water nearby. Two knights are protecting the group, standing guard. They were already attacked once, and will attack the party mistaking them for the bandits sent by Ibris.

Ibris (secretly) has ensured the food and water cart could not make it to the site, and has had her minions harry the guards before the party arrives.

If confronted later, Ibris will blame her contact - a common thief whom she had grown to trust. Perhaps he's forgotten his oath and no longer seeks redemption, forfeiting his life... perhaps the party could render justice?



Sister Ibris, High Priestess

Medium Humanoid (Human), Lawful Evil

Armor Class: 20 (plate armor)

Hit Points: 130 (20d8+40)

Speed 30 ft.

Challenge 13 (10,000 XP)

Saving Throws Wis +10, Cha +8

Skills Deception +9, Medicine +10, Persuasion +9, Religion +5

Senses passive Perception 14

Languages Common, Infernal

Devil's Blessing Sister Ibris adds double her proficiency bonus to Charisma checks. Additionally, Sister Ibris's alignment appears as neutral good to anyone using magical means of divination or detection.

Divine Eminence As a bonus action, Sister Ibris can expend a spell slot to cause her 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 Sister Ibris expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting Sister Ibris is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). She 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*

3rd level (3 slots) ○○○○ *dispel magic, spirit guardians*

4th level (3 slots) ○○○○ *deathward, freedom of movement, guardian of faith*

5th level (3 slots) ○○○○ *flame strike, greater restoration, scrying*

6th level (2 slots) ○○ *harm, heal*

7th level (2 slots) ○○ *firestorm, regenerate*

8th level (1 slot) ○ *earthquake*

9th level (1 slot) ○ *mass heal*

Actions

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

Sister Ibris has risen to the highest possible position in her faith and has several guards, acolytes, and servants. She is considered a national treasure and beloved by the local rulers.

Crusade

Ibris seeks to manipulate the countries around her into a fruitless crusade, particularly against a much weaker people, barbarian tribe, or other group. She will likely stage an assassination attempt against her own life to stir the people to violence, followed by a coup where she can seize control. A wedding banquet or other celebration provides an excellent backdrop for assassination and battle, where the party can defend the local lords (and Ibris) against her own minions. The lords, of course, were poisoned before the battle began. Ibris should be the sole surviving ruler, vowing destruction on the framed group.

Treasure

CR 2: 27 sp, a prayer book, a wooden holy symbol

CR 7: all above, plus - 13 gp, antitoxin, holy water

CR 13: all above, plus - **potion of invulnerability**, topaz worth 250 gp

CR 18: all above, plus - **ring of shooting stars**, platinum circlet worth 800 gp

Further Adventure™

A girl approaches the party looking for her sister, who was last seen scrubbing the floors of Ibris's temple...

An ancient text surfaces (no doubt with the help of Ibris's enemies) that talks about an angel who fought demons too long and too zealously that she herself became tainted and eventually fell from grace...

Ibris could have stolen the body of an actual priestess and hidden her soul in a magic jar...

In her final form, Sister Ibris has dropped her human guise and revealed herself to be a devil. She reveals herself once the people have committed to their crusade and atrocities.

Ibris, First to Fall

Medium Fiend (devil), Lawful Evil

Armor Class: 18 (natural armor)

Hit Points: 170 (20d8+80)

Speed 30 ft., fly 60 ft.

Challenge 18 (20,000 XP)

Saving Throws Dex +9, Con +10, Wis +11, Cha +10

Skills Deception +10, Medicine +11, Persuasion +10, Religion +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Divine Eminence As a bonus action, Sister Ibris can expend a spell slot to cause her 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 Sister Ibris expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting Sister Ibris is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). She has the following cleric spells prepared:

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1st level (4 slots) ○○○○ *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots) ○○○ *lesser restoration, spiritual weapon*

3rd level (3 slots) ○○○ *deathward, freedom of movement, guardian of faith*

4th level (3 slots) ○○○ *deathward, freedom of movement, guardian of faith*

5th level (3 slots) ○○○ *flame strike, greater restoration, scrying*

6th level (2 slots) ○○ *harm, heal*

7th level (2 slots) ○○ *firestorm, regenerate*

8th level (1 slot) ○ *earthquake*

9th level (1 slot) ○ *mass heal*

Hellish Weapons Ibris's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Actions

Multiattack Ibris makes three attacks.

Longsword *Melee Weapon Attack* +10 to hit, reach 5 ft., Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow *Ranged Weapon Attack* +9 to hit, range 150/600 ft., Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Reactions

Parry Ibris adds 6 to its AC against one melee attack that would hit it. To do so, Ibris must see the attacker and be wielding a melee weapon.

Poisoned Conditioned

A poisoned creature has disadvantage on attack rolls and ability checks.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	20 (+5)	18 (+4)

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