

JARHILD STONEFORGE

Medium humanoid (shield dwarf), lawful good

Armor Class 17 (scale mail, shield, defense fighting style)

Hit Points 25 (3d10 + 9)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Jarhild has advantage on saving throws against poison.

Improved Critical. Jarhild's weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

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

Handaxe. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



HOMMET SHAW

Medium humanoid (human), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 19 (3d6 + 9)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Int +5, Wis +2

Senses passive Perception 10

Languages Common, Dwarvish, Elvish, Infernal

Challenge 2 (450 XP)

Spellcasting. Hommet is a 3rd-level spellcaster. His spellcasting ability is Intelligence (save DC 13, +5 to hit with spell attacks). Hommet has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *ray of sickness*

2nd level (2 slots): *misty step*, *ray of enfeeblement*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.



ILLYDIA MAETHELLYN

Medium humanoid (moon elf), chaotic good

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
9 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Draconic, Dwarvish, Elvish, Sylvan

Challenge 2 (450 XP)

Spellcasting. Illydia is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Illydia has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *spare the dying*

1st level (4 slots): *command*, *cure wounds*, *guiding bolt*, *identify*, *sanctuary*

2nd level (2 slots): *augury*, *lesser restoration*, *prayer of healing*, *suggestion*

ACTIONS

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

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

Turn Undead (Recharges after a Short or Long Rest). Illydia presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet of her must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Illydia as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

LARETHAR GULGRIN

Medium humanoid (gold dwarf), neutral

Armor Class 15 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+2)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)

Saving Throws Dex +5, Int +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Thieves' cant

Challenge 2 (450 XP)

Dwarven Resilience. Larethar has advantage on saving throws against poison.

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

Cunning Action/Fast Hands. Larethar can take a bonus action on each of his turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. He can also use this action to make a Dexterity (Sleight of Hand) check with a +5 bonus, or to use his thieves' tools to disarm a trap or open a lock.

Thief. Larethar gets a +7 to Dexterity checks he can make while using his thieves' tools.

ACTIONS

Multiattack. Larethar makes two attacks: one with his dagger and one with his shortsword.

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

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



BRYN LIGHTFINGERS

Small humanoid (strongheart halfling), neutral good

Armor Class 14 (leather)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
9 (-1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +1, Dex +5

Damage Resistances poison

Senses passive Perception 14

Languages Common, Draconic, Elvish, Halfling

Challenge 2 (450 XP)

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

Brave. Bryn has advantage on saving throws against being frightened.

Stout Resilience. Bryn has advantage on saving throws against poison.

Spellcasting. Bryn is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Bryn has the following ranger spells prepared:

1st level (3 slots): *ensnaring strike*, *hunter's mark*, *longstrider*

ACTIONS

Multiattack. Bryn makes two attacks: one with her dagger and one with her shortsword.

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

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

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

