

NPC HERO PACK



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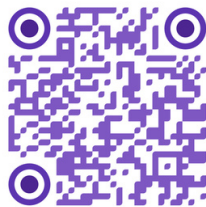


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DM TO DM: ALLIES WORTH REMEMBERING

AS A DM, I'VE ALWAYS FOUND THAT creating compelling allies can be just as rewarding as crafting memorable villains (though villains still come out ahead for me personally). Good NPCs offer players guidance, companionship, and moments of growth—without stealing the spotlight. They're the lifeline when things go awry, the voices of reason in chaos, and, sometimes, the final push of inspiration when your players need it most.

This collection of good-aligned NPCs is designed to be more than just quest-givers or placeholders in your campaign. Each is a fully realized character, complete with their own rich histories, motivations, and secrets. They're ready to step into your world, bringing depth, utility, and intrigue wherever they go.

STRUCTURED FOR STORYTELLING AND FLEXIBILITY

Every NPC in this pack is crafted with ease of use in mind. Whether you need a traveling companion for your players, a local hero to inspire them, or a pivotal character to drive the story forward, these NPCs are designed to integrate seamlessly into any campaign setting. Each entry is broken down into key elements for quick reference:

CORE DETAILS

Who they are at a glance. Race, alignment, class, and a vivid description ensure you have a strong sense of their personality and appearance right away.

BACKSTORY

Each NPC comes with a fully fleshed-out history, rich with details that make them feel alive. These stories also provide plenty of hooks for the party to engage with, whether through shared goals, moral dilemmas, or past connections.

MYSTERIES AND SUB-PLOTS

Every ally has secrets. These hooks give you additional depth to explore, offering opportunities for side quests, personal stories, or even surprising twists. Whether it's Veliana Duskwind's mysterious mastery of shadow magic or Rynara Frostward's link to an elemental plane, these threads add layers of intrigue to your campaign.

DESIGNED FOR PLAYER INTERACTION

Great allies enrich player interactions. These NPCs are more than just helpers—they're characters who can inspire, challenge, and occasionally frustrate your party. To help you bring them to life:

PERSONALITY AND SPEECH

With characteristic phrases, likes, dislikes, and personality traits, each NPC comes with a distinctive voice and presence. Whether it's Mirabel Quickstep's playful quips or Garron Ironheart's stoic wisdom, these elements make them memorable and engaging.

ABILITIES AND COMBAT STYLE

If your campaign demands action, every NPC has a well-balanced stat block tailored to their role. From Elandor Vellwyn's bardic inspiration to Korran Stormstride's thunderous power, their abilities are impactful without overshadowing the party. They're designed to complement your players' strengths while filling gaps in the team's abilities.

PLUG-AND-PLAY USABILITY

Time is precious as a DM, so these NPCs are ready to go. With detailed combat abilities, special actions, and legendary options where appropriate, they can slot into your campaign at a moment's notice. Their versatility allows them to fit any role, including:

- **Companions:** Let your players travel with Kaelith Emberweave, the fire genasi sorceress, whose warmth and courage make her an ideal ally.
- **Quest-Givers:** Use Sister Althea Sunveil as a beacon of hope, guiding the party with divine wisdom while opening doors to new adventures.
- **Mentors:** Introduce Rynara Frostward as a powerful but approachable guide for characters exploring elemental magic.

BACKSTORY-RICH CHARACTERS

Good NPCs don't just react to your players—they add their own motivations and conflicts. Whether it's Eryndor Starshield searching for celestial omens or Veliana Duskwind confronting her former allies, each character has a personal journey that can intertwine with your campaign. Use these backstories to create emotional connections and memorable moments.

A WORD OF ADVICE

Allies are best used sparingly and with care. They shouldn't overshadow the players but instead serve as catalysts for growth and inspiration. Let them shine in their moments, and don't be afraid to let their stories unfold alongside the party's.

This collection is more than a set of tools—it's a roster of vibrant characters, each with their own potential to enrich your world. Whether your party needs guidance, a challenge, or simply a friend, these allies are ready to step in and make a difference.

So here's to unforgettable journeys, deep connections, and the moments of light that guide your players through the darkest of nights. Let these allies be your party's anchors, teachers, and champions. Happy adventuring!



ERYNDOR STARSHIELD

CORE DETAILS

- **Name:** Eryndor Starshield
- **Race:** High Elf
- **Alignment:** Lawful Good
- **Class:** Paladin (Oath of the Stars)
- **Appearance:**
Eryndor is the embodiment of celestial grace, with shimmering silver hair and eyes like twin stars. His radiant plate armor gleams with the faint light of constellations, and a flowing white cape embroidered with golden threads billows behind him. His longsword, *Astra Lux*, glows with a faint bluish light, while a golden shield bears the sigil of a blazing star.

BACKSTORY

- **Origin:**
Born into a noble elven house, Eryndor was chosen as a Starward, a sacred protector sworn to uphold the will of the celestial order. He received a vision during his rite of passage—a falling star that marked him as the chosen champion of the heavens. Guided by celestial omens, Eryndor now roams the land, righting wrongs and banishing darkness.
- **Motivation:**
Eryndor is driven by an unshakable sense of duty. He seeks to protect the innocent, inspire hope, and vanquish evil wherever it festers. His ultimate goal is to restore balance to the world by aligning mortal actions with the will of the stars.
- **Signature Event:**
Eryndor once led a coalition of forces against a horde of abyssal demons. During the final battle, he called upon the heavens to create a radiant barrier, saving countless lives and earning him the title “Starshield.”

- **Connections:**

He is a respected member of the Celestial Concord, a league of champions who interpret the stars’ guidance. His closest ally is Arinna Brightflame, a fire genasi cleric, though he harbors a strained relationship with his younger brother, who resents Eryndor’s unyielding ideals.

MYSTERIES/SUB-PLOTS

1. **The Shattered Constellation:**

Eryndor has been tracking omens related to a missing constellation. He believes its disappearance is tied to a great calamity and seeks the party’s aid in unraveling its mystery.

2. **The Dark Star:**

A celestial force antithetical to Eryndor’s power has begun to rise. Its champion seeks to destroy him, and their confrontation could decide the fate of the cosmos.

3. **The Fallen Guardian:**

Eryndor’s mentor, a fellow Starward, succumbed to despair and turned against the celestial order. Eryndor feels responsible and hopes to redeem or defeat his former guide.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**

- “The stars light our path, even in the darkest of times.”
- “Stand tall, my friends. Together, we are the shield that guards the innocent.”
- “Evil falters before the light of justice.”

- **Behavioral Traits:**

Eryndor is calm and composed, speaking with authority and kindness. He inspires confidence in others, though his unwavering morality can sometimes make him inflexible. He is patient with those who doubt themselves, offering encouragement and guidance.

- **Likes/Dislikes:**
 - **Likes:** Clear nights, acts of bravery, and harmony among allies.
 - **Dislikes:** Cowardice, deceit, and needless destruction.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Eryndor fights as a shining beacon on the battlefield, drawing enemy attention while shielding his allies. His celestial powers allow him to heal, smite foes, and protect others with divine light.

SPECIAL ABILITIES

- **Starry Shield:** Allies within 10 feet of Eryndor gain +2 AC and resistance to radiant and necrotic damage.
- **Celestial Smite (Recharge 5–6):** When Eryndor hits with a melee attack, he can deal an extra 18 (4d8) radiant damage to the target and blind them until the end of their next turn (DC 16 Constitution saving throw).
- **Beacon of Hope (1/Day):** Eryndor channels celestial energy, granting all allies within 30 feet advantage on saving throws and restoring 20 HP to each.

STAT BLOCK FOR ERYNDOR STARSHIELD

THE CELESTIAL CHAMPION

ERYNDOR STARSHIELD

Medium Humanoid (Elf), Lawful Good

Armor Class 19 (Plate Armor, Starry Shield)

Hit Points 120 (15d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9

Skills Insight +7, Persuasion +9, Athletics +8

Damage Resistances radiant; necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Celestial

Challenge 8 (3,900 XP)

TRAITS

Starry Shield. Allies within 10 feet of Eryndor gain +2 AC and resistance to radiant and necrotic damage.

Celestial Smite (Recharge 5–6). When Eryndor hits with a melee attack, he can deal an extra 18 (4d8) radiant damage to the target and blind them until the end of their next turn (DC 16 Constitution saving throw).

Beacon of Hope (1/Day). Eryndor channels celestial energy, granting all allies within 30 feet advantage on saving throws and restoring 20 HP to each.

ACTIONS

Multiattack. Eryndor makes two melee attacks with Astra Lux.

Astra Lux (Longsword). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 7 (2d6) radiant damage.

Radiant Strike. Eryndor calls down a beam of starlight to strike a target within 60 feet. The target must succeed on a DC 16 Dexterity saving throw or take 14 (3d8) radiant damage.

LEGENDARY ACTIONS

Eryndor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Shining Presence. Eryndor chooses one ally within 30 feet. That ally gains temporary HP equal to 10.

Celestial Strike. Eryndor makes a melee attack with Astra Lux.

Astral Flare (Costs 2 Actions). Eryndor creates a burst of celestial energy in a 10-foot radius. Enemies must succeed on a DC 16 Constitution saving throw or take 10 (3d6) radiant damage and be pushed 10 feet away.



KAELITH EMBERWEAVE

CORE DETAILS

- **Name:** Kaelith Emberweave
- **Race:** Fire Genasi
- **Alignment:** Neutral Good
- **Class:** Sorcerer (Pyromancer)
- **Appearance:**

Kaelith's fiery orange skin glows faintly, flickering with veins of molten light beneath the surface. Her hair is a cascade of living flames, dancing and crackling softly as if caught in an eternal breeze. She wears a robe of ash-gray silk embroidered with ember-like patterns that shimmer in the light. Her molten gold eyes burn with warmth, and an arcane focus shaped like a sunburst rests around her neck.

BACKSTORY

- **Origin:**

Born from the union of an efreeti and a mortal sorceress, Kaelith was destined to wield immense power. Growing up near an active volcano, she learned to harness her fiery heritage to protect her village from lava flows and fire elementals. As an adult, she left her homeland to bring her unique talents to those in need, becoming a wandering hero.
- **Motivation:**

Kaelith believes that her fiery gifts are meant to bring light and warmth to the world. She seeks to use her powers to defend the helpless and ignite hope in the hearts of the downtrodden.
- **Signature Event:**

During an attack on a coastal city by a marauding frost giant, Kaelith singlehandedly held the line by melting icy projectiles midair and eventually driving the giant into the sea with a massive eruption of flame.
- **Connections:**

Kaelith is a close ally of Eryndor Starshield, often accompanying him on his quests. She is also sought after by the College of Elemental Mastery, which sees her as a living example of perfect elemental balance.

MYSTERIES/SUB-PLOTS

1. **The Eternal Flame:**

Kaelith's flame is rumored to be linked to an ancient efreeti artifact. She seeks answers about her heritage and whether this connection makes her vulnerable to her fiery ancestors' will.
2. **The Frozen Abyss:**

Kaelith is being hunted by a frost witch who desires to extinguish her flame to restore balance to elemental forces. The party must protect her from this relentless pursuer.
3. **The Smoldering Rift:**

Kaelith's powers are tied to a rift deep beneath a dormant volcano. Sealing the rift may stabilize her magic, but it could also sever her connection to her fiery lineage.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The flame is a gift, not a curse. Let it guide us."
 - "Hope burns brightest in the darkest moments."
 - "I'll bring warmth to our allies and searing justice to our enemies."
- **Behavioral Traits:**

Kaelith is warm and approachable, exuding an aura of comfort. She often uses her magic to perform small acts of kindness, like lighting fires or warming chilled travelers. In battle, her demeanor shifts to focused intensity, her flames roaring with her resolve.
- **Likes/Dislikes:**
 - **Likes:** Sunrises, campfires, and sharing stories.
 - **Dislikes:** Cruelty, waterlogged terrain, and ice magic.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Kaelith specializes in ranged magical attacks, using fire to incinerate foes and shape the battlefield. Her spells balance raw destructive power with utility, allowing her to protect allies and neutralize enemies.

SPECIAL ABILITIES

- **Embercloak Aura:** Allies within 10 feet of Kaelith gain resistance to fire damage and +2 to saving throws against being frozen or restrained.

- **Inferno Surge (Recharge 5–6):** Kaelith releases a wave of flames in a 20-foot radius. Creatures must succeed on a DC 16 Dexterity saving throw or take 21 (6d6) fire damage. Allies in the area are instead healed for 10 HP as the flames warm and energize them.
- **Phoenix Rebirth (1/Day):** If Kaelith is reduced to 0 HP, she explodes in a burst of fire, dealing 28 (8d6) fire damage to all creatures within 15 feet (DC 17 Dexterity save for half). She then reforms in a fiery cocoon, regaining half her maximum HP.

STAT BLOCK FOR KAEILITH EMBERWEAVE

THE FLAMEBEARER

KAEILITH EMBERWEAVE

Medium Humanoid (Genasi), Neutral Good

Armor Class 14 (Unarmored Defense)

Hit Points 100 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Dex +6, Cha +8

Skills Arcana +4, Persuasion +8, Survival +5

Damage Resistances fire

Condition Immunities charmed while in bright light

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 7 (2,900 XP)

TRAITS

Embercloak Aura. Allies within 10 feet of Kaelith gain resistance to fire damage and +2 to saving throws against being frozen or restrained.

Inferno Surge (Recharge 5–6). Kaelith releases a wave of flames in a 20-foot radius. Creatures must succeed on a DC 16 Dexterity saving throw or take 21 (6d6) fire damage. Allies in the area are instead healed for 10 HP.

Phoenix Rebirth (1/Day). If Kaelith is reduced to 0 HP, she explodes in a burst of fire, dealing 28 (8d6) fire damage to all creatures within 15 feet (DC 17 Dexterity save for half). She then reforms in a fiery cocoon, regaining half her maximum HP.

ACTIONS

Multiattack. Kaelith makes two firebolt attacks.

Firebolt. Ranged Spell Attack: +8 to hit, range 120 ft., one target.

Hit: 10 (2d8 + 3) fire damage.

Molten Grasp. Melee Spell Attack: +8 to hit, reach 5 ft., one target.

Hit: 14 (3d8) fire damage, and the target must succeed on a DC 16 Strength saving throw or be restrained until the end of its next turn.

LEGENDARY ACTIONS

Kaelith can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Ignite Spark. Kaelith chooses one ally within 30 feet. That ally gains temporary HP equal to 10.

Scorching Burst. Kaelith targets a 10-foot radius within 60 feet. Creatures in the area must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) fire damage.

Burning Horizon (Costs 2 Actions). Kaelith creates a wall of fire up to 30 feet long and 10 feet high within 60 feet. The wall lasts for 1 minute or until dismissed. Creatures in the wall's space take 18 (4d8) fire damage.



THALOR BRIGHTOAK

CORE DETAILS

- **Name:** Thalor Brightoak
- **Race:** Wood Elf
- **Alignment:** Neutral Good
- **Class:** Ranger (Beast Master)
- **Appearance:**

Thalor is a lithe and agile wood elf with sun-kissed skin and piercing emerald eyes that reflect the serenity of the forest. His braided auburn hair is adorned with small feathers and leaves. He wears leather armor crafted from bark and vines, perfectly blending into the wilderness. At his side stands his loyal animal companion, a sleek and powerful dire wolf named Sylwen, whose silvery fur gleams in the sunlight.

BACKSTORY

- **Origin:**

Born in the heart of the Verdant Expanse, Thalor grew up as a protector of the wilds, learning the ways of the forest from his elders. His bond with Sylwen formed during a fateful night when he saved her from a poacher's trap. Since then, the two have become inseparable, patrolling the woods and defending them from those who threaten its balance.
- **Motivation:**

Thalor is deeply committed to preserving the natural world. He seeks to maintain harmony between civilization and the wilds, aiding those who respect nature while standing against those who exploit it.
- **Signature Event:**

Thalor once led an alliance of druids and rangers to repel a band of marauders intent on razing the Verdant Expanse. His tactical genius and unyielding resolve turned the tide, ensuring the forest's survival.
- **Connections:**

He maintains strong ties with the Circle of Verdant Guardians, a druidic order that shares his values. He has also developed a cautious friendship with a gnome artificer who creates non-invasive tools for wilderness exploration.

MYSTERIES/SUB-PLOTS

1. **The Silver Howl:**

Thalor has been hearing tales of a legendary dire wolf, said to be Sylwen's ancestor, roaming the far north. He seeks the party's help to uncover the truth and potentially strengthen his bond with Sylwen.
2. **The Corrupted Grove:**

A section of the forest has been overrun by unnatural blight, and Thalor believes dark magic is at work. Solving this mystery could reveal a sinister plot against the natural world.
3. **The Ranger's Regret:**

Thalor carries guilt over a time when he failed to protect a settlement from marauders. A survivor from that day now seeks revenge, holding him responsible for the loss of their family.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The forest speaks to those who listen."
 - "Respect nature, and it will provide. Exploit it, and you will face its wrath."
 - "Sylwen and I fight as one. Together, we are stronger than any blade."
- **Behavioral Traits:**

Thalor is calm and observant, always scanning his surroundings for threats or opportunities. He speaks with quiet confidence and reverence for nature, often using metaphors drawn from the wild. He's quick to offer guidance but wary of those who disrespect the natural world.
- **Likes/Dislikes:**
 - **Likes:** Quiet mornings, campfires under the stars, and the harmony of nature.
 - **Dislikes:** Greed, industrial pollution, and unnecessary violence.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Thalor excels at ranged combat, using his longbow to pick off enemies from a distance. Sylwen serves as both a protector and an offensive force, coordinating with Thalor to outmaneuver their foes.

SPECIAL ABILITIES

- **Sylwen's Bond:** Sylwen can act independently but receives Thalor's bonuses to attack rolls and saving throws. If Sylwen is within 30 feet, she can use her reaction to impose disadvantage on an attack targeting Thalor.
- **Forest's Grace (Recharge 5–6):** Thalor moves through nonmagical difficult terrain without penalty and can grant this ability to allies within 30 feet for 1 minute. During this time, his movement speed increases by 10 feet.
- **Nature's Vengeance (1/Day):** Thalor summons the spirits of the forest to strike at enemies in a 20-foot radius. Creatures must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) slashing damage from spectral vines and branches.

STAT BLOCK FOR THALOR BRIGHTOAK

THE GUARDIAN OF THE WILDS

THALOR BRIGHTOAK

Medium Humanoid (Elf), Neutral Good

Armor Class 17 (Leather Armor, Dex)

Hit Points 110 (14d10 + 28)

Speed 35 ft.

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

Saving Throws Dex +8, Wis +6

Skills Perception +6, Stealth +8, Survival +6, Nature +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

TRAITS

Sylwen's Bond. Sylwen can act independently but receives Thalor's bonuses to attack rolls and saving throws. If Sylwen is within 30 feet, she can use her reaction to impose disadvantage on an attack targeting Thalor.

Forest's Grace (Recharge 5–6). Thalor moves through nonmagical difficult terrain without penalty and can grant this ability to allies within 30 feet for 1 minute. During this time, his movement speed increases by 10 feet.

Nature's Vengeance (1/Day). Thalor summons the spirits of the forest to strike at enemies in a 20-foot radius. Creatures must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) slashing damage from spectral vines and branches.

ACTIONS

Multiattack. Thalor makes two attacks with his longbow or one attack with his shortsword and commands Sylwen to attack.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target.

Hit: 11 (2d6 + 5) piercing damage.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 8 (1d6 + 5) slashing damage.

Sylwen's Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

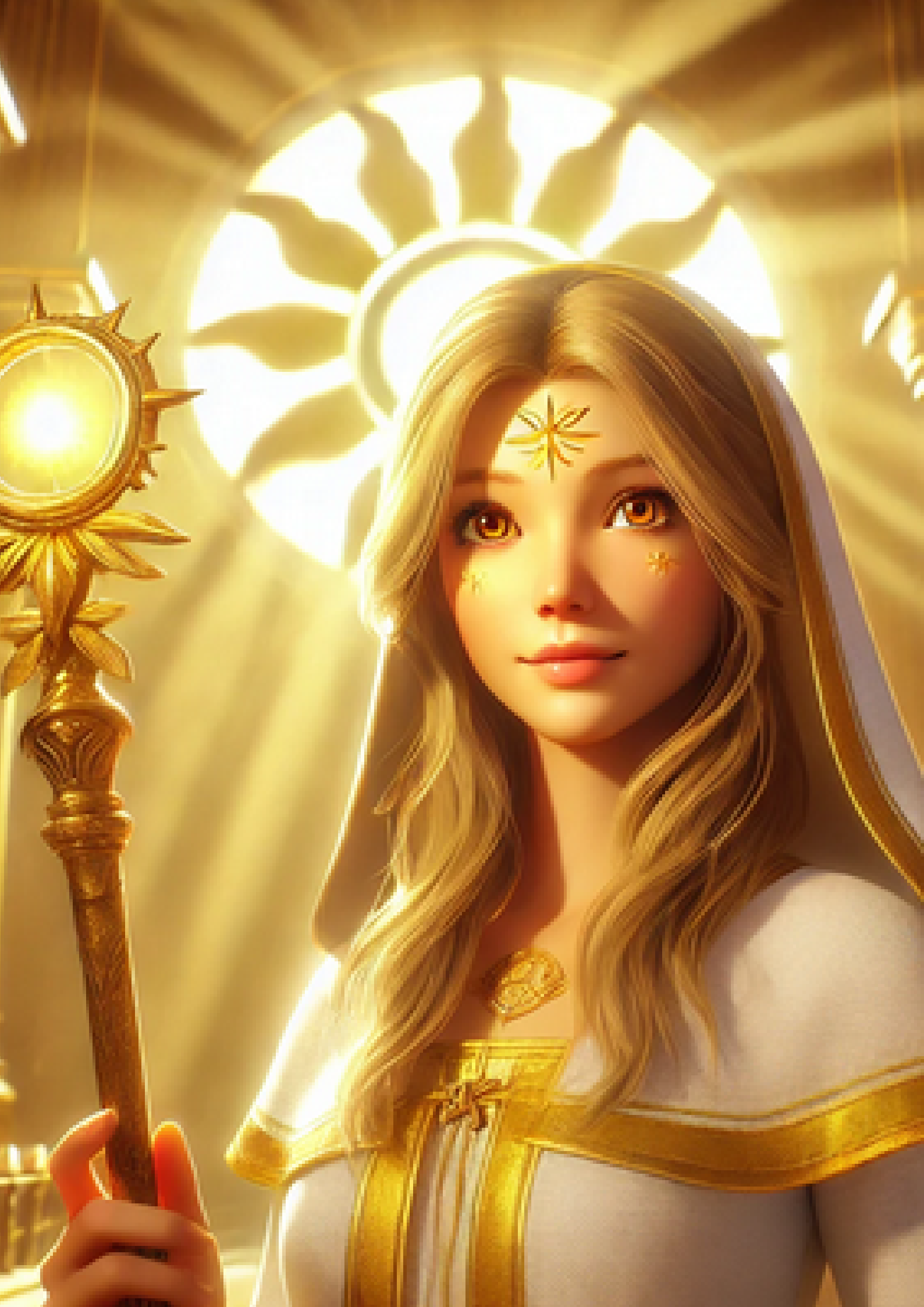
LEGENDARY ACTIONS

Thalor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Coordinated Attack. Sylwen moves up to her speed and makes one attack.

Guided Shot. Thalor makes a ranged attack with advantage.

Entangling Roots (Costs 2 Actions). Thalor causes roots to sprout in a 10-foot radius. Creatures in the area must succeed on a DC 16 Strength saving throw or be restrained until the end of their next turn.



SISTER ALTHEA SUNVEIL

CORE DETAILS

- **Name:** Sister Althea Sunveil
- **Race:** Human
- **Alignment:** Lawful Good
- **Class:** Cleric (Light Domain)
- **Appearance:**

Sister Althea is a beacon of hope, with radiant golden hair and warm hazel eyes that seem to hold the promise of dawn. She wears simple yet elegant robes of white and gold, the holy symbol of a rising sun emblazoned on her chest. Her staff, gilded and topped with a glowing crystal, emits a soft, comforting light that wards away shadows. Her presence is calming, and her smile is known to inspire even the most downtrodden.

BACKSTORY

- **Origin:**

Althea was raised in the holy city of Solisport, where she served as an acolyte in the Temple of the Eternal Dawn. During a siege on the city, she prayed for divine intervention and was imbued with radiant powers that turned the tide of battle. Since then, she has traveled far and wide, offering aid to those in need and spreading the light of hope.
- **Motivation:**

Althea's mission is to bring light to dark places, both figuratively and literally. She seeks to inspire courage, heal the wounded, and banish evil wherever it arises.
- **Signature Event:**

Althea once stood alone in a village overrun by undead, her radiant magic holding the creatures at bay until reinforcements arrived. Her unwavering faith saved the villagers and earned her the title "Sunveil."
- **Connections:**

Althea is well-respected by the clergy of various faiths and has a particularly close bond with a half-orc paladin named Garron, who views her as a symbol of redemption.

MYSTERIES/SUB-PLOTS

1. **The Eternal Eclipse:**

Althea has been receiving visions of an ancient artifact capable of blotting out the sun. She believes it is her destiny to find and destroy it before it falls into the wrong hands.
2. **The Shattered Dawn:**

A splinter faction from her temple believes her powers come from a darker source and seeks to bring her back for questioning—or worse.
3. **A Fading Light:**

Althea's radiant powers have begun to wane, and she fears it is tied to a curse from a shadowy entity she once faced. She needs the party's help to uncover the cause.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "The dawn always follows the darkest night."
 - "Stand with me, and we shall face the darkness together."
 - "The light is not mine alone—it is within all of us."
- **Behavioral Traits:**

Althea is compassionate and endlessly patient, always seeking to bring out the best in others. She is slow to anger but fierce in defense of the innocent. Her warmth can make even the coldest heart reconsider its path.
- **Likes/Dislikes:**
 - **Likes:** Morning prayers, acts of selflessness, and warm sunlight.
 - **Dislikes:** Cruelty, despair, and those who exploit others.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Sister Althea excels at healing and buffing her allies while simultaneously unleashing radiant power to damage enemies. Her spells focus on area control and protection, making her invaluable in both battle and downtime.

SPECIAL ABILITIES

- **Radiant Aura:** Allies within 15 feet of Althea gain resistance to necrotic damage and advantage on saving throws against being frightened.
- **Sunburst (Recharge 5–6):** Althea creates a 30-foot radius explosion of radiant light. Enemies must succeed on a DC 16 Constitution saving throw or take 27 (6d8) radiant damage and be blinded for 1 minute. Allies are healed for 10 HP instead.
- **Beacon of Light (1/Day):** Althea channels divine energy to create an aura of healing in a 30-foot radius for 1 minute. Allies regain 10 HP at the start of their turn while within the aura.

STAT BLOCK FOR SISTER ALTHEA SUNVEIL

THE LIGHTBEARER

SISTER ALTHEA SUNVEIL

Medium Humanoid (Human), Lawful Good

Armor Class 15 (Robes of the Dawn)

Hit Points 95 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Wis +8, Cha +7

Skills Insight +8, Medicine +8, Persuasion +7, Religion +4

Damage Resistances radiant; necrotic

Condition Immunities frightened while in bright light

Senses passive Perception 15

Languages Common, Celestial

Challenge 7 (2,900 XP)

TRAITS

Radiant Aura. Allies within 15 feet of Althea gain resistance to necrotic damage and advantage on saving throws against being frightened.

Sunburst (Recharge 5–6). Althea creates a 30-foot radius explosion of radiant light. Enemies must succeed on a DC 16 Constitution saving throw or take 27 (6d8) radiant damage and be blinded for 1 minute. Allies in the area are healed for 10 HP instead.

Beacon of Light (1/Day). Althea channels divine energy to create an aura of healing in a 30-foot radius for 1 minute. Allies regain 10

HP at the start of their turn while within the aura.

ACTIONS

Multiattack. Althea makes two melee attacks with her staff or casts a spell.

Luminous Staff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 2) bludgeoning damage plus 9 (2d8) radiant damage.

Guiding Light. Althea targets one ally within 60 feet. The ally gains advantage on their next attack roll and 10 temporary hit points.

LEGENDARY ACTIONS

Althea can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Illuminate. Althea chooses a point within 30 feet. Bright light fills a 20-foot radius, dispelling magical darkness.

Shield of Radiance. Althea grants an ally within 30 feet +2 AC until the start of her next turn.

Cleansing Light (Costs 2 Actions). Althea removes one condition (blinded, frightened, or poisoned) from all allies within 30 feet.



GARRON IRONHEART

CORE DETAILS

- **Name:** Garron Ironheart
- **Race:** Half-Orc
- **Alignment:** Lawful Good
- **Class:** Paladin (Oath of Redemption)
- **Appearance:**

Garron is a towering figure with gray-green skin, piercing blue eyes, and a kind yet determined expression. His powerful frame is clad in sturdy, polished armor adorned with symbols of peace and protection. His flowing crimson cape bears the crest of the Order of the Resplendent Shield. He wields a massive maul that glows with faint golden light, a symbol of his resolve to protect the weak and redeem the lost.

BACKSTORY

- **Origin:**

Garron grew up in a war-torn region, often scorned for his orcish heritage. However, his life changed when a wandering paladin saved his village and offered him guidance. Garron swore an oath to use his strength for good, dedicating his life to helping others and proving that redemption is always possible.
- **Motivation:**

Garron is driven by a desire to prevent others from suffering as he did. He seeks to redeem those who have strayed from the path of good, using compassion and strength to guide them back.
- **Signature Event:**

Garron once negotiated a truce between warring factions, standing unarmed between their armies and deflecting a killing blow with his maul. His courage earned him the title "Ironheart" and saved hundreds of lives.
- **Connections:**

Garron is a trusted ally of Sister Althea Sunveil, often accompanying her on missions of mercy. He has also formed a bond with a reformed thief, whom he helped rescue from a life of crime.

MYSTERIES/SUB-PLOTS

1. **The Fractured Shield:**

Garron's maul, once belonging to his mentor, is said to have a hidden power that can only be unlocked when wielded in the purest act of selflessness.
2. **The Blood Debt:**

Garron's estranged orcish family has been drawn into a dark cult. He seeks to save them, hoping to bring them back to the light before it's too late.
3. **The Silent Order:**

An enigmatic group within the paladin order distrusts Garron for his heritage. Their secrets threaten to undermine the ideals he strives to uphold.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "True strength lies not in striking, but in standing firm."
 - "We are all worthy of redemption, no matter how far we've fallen."
 - "Peace may require a strong hand, but never a cruel one."
- **Behavioral Traits:**

Garron is calm under pressure and exudes quiet confidence. He is slow to anger, but when pushed too far, his protective instincts ignite with righteous fury. He listens carefully to others, offering wisdom tempered with humility.
- **Likes/Dislikes:**
 - **Likes:** Acts of mercy, moments of unity, and quiet reflection.
 - **Dislikes:** Prejudice, senseless violence, and betrayal of trust.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Garron fights as a stalwart protector, interposing himself between danger and his allies. His maul delivers devastating blows to enemies, while his divine magic shields and heals those in need.

SPECIAL ABILITIES

- **Iron Resolve:** Garron can use his reaction to grant an ally within 30 feet resistance to damage from one attack.
- **Guardian's Light (Recharge 5–6):** Garron creates a 20-foot aura of divine light that grants all allies +2 AC and heals them for 10 HP at the start of their turns for 1 minute.
- **Crushing Smite (1/Day):** When Garron hits with his maul, he can deal an additional 24 (6d8) radiant damage and knock the target prone.

STAT BLOCK FOR GARRON IRONHEART

THE REDEEMER

GARRON IRONHEART

Medium Humanoid (Half-Orc), Lawful Good

Armor Class 18 (Plate Armor)

Hit Points 120 (15d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Str +8, Cha +7

Skills Athletics +8, Persuasion +7, Insight +5

Damage Resistances radiant; necrotic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc, Celestial

Challenge 8 (3,900 XP)

TRAITS

Iron Resolve. Garron can use his reaction to grant an ally within 30 feet resistance to damage from one attack.

Guardian's Light (Recharge 5–6). Garron creates a 20-foot aura of divine light that grants all allies +2 AC and heals them for 10 HP at the start of their turns for 1 minute.

Crushing Smite (1/Day). When Garron hits with his maul, he can deal an additional 24

(6d8) radiant damage and knock the target prone.

ACTIONS

Multiattack. Garron makes two attacks with his maul.

iron Maul. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 15 (2d8 + 5) bludgeoning damage plus 9 (2d8) radiant damage.

Divine Shield. Garron grants an ally within 30 feet +2 AC until the start of his next turn.

LEGENDARY ACTIONS

Garron can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Inspiring Presence. Garron chooses one ally within 30 feet. That ally gains temporary HP equal to 10.

Hammer of Justice. Garron makes a melee attack with his maul.

Shield of Faith (Costs 2 Actions). Garron creates a 15-foot radius aura that grants allies +2 AC until the start of his next turn.



MIRABEL QUICKSTEP

CORE DETAILS

- **Name:** Mirabel Quickstep
- **Race:** Halfling
- **Alignment:** Chaotic Good
- **Class:** Rogue (Swashbuckler)
- **Appearance:**

Mirabel is a petite whirlwind of energy with auburn curls tied back in a messy ponytail and bright green eyes that sparkle with mischief. She wears a fitted leather jerkin adorned with colorful patches and carries a slender rapier etched with elegant filigree. A half-cloak of deep blue hangs from one shoulder, and her ever-present grin hints at her next clever scheme.

BACKSTORY

- **Origin:**

Hailing from a bustling port town, Mirabel grew up among merchants, sailors, and thieves. She learned to survive with her quick wits and quicker reflexes, developing a knack for charming her way out of trouble. When a local gang targeted her family, she took to adventuring to keep them safe and repay debts incurred protecting them.
- **Motivation:**

Mirabel seeks to make the world a little brighter (and more fun) while taking down bullies and tyrants along the way. She thrives on the thrill of outwitting her foes and loves being the underdog in any situation.
- **Signature Event:**

Mirabel once infiltrated a noble's masquerade ball to steal a magical artifact. She not only succeeded but also left the guards chasing their tails while she danced out the front door, leaving her calling card—a silver coin engraved with a smiling sun.
- **Connections:**

Mirabel is an honorary member of the Windrunners, a band of airship smugglers who owe her a favor. She also has a playful rivalry with a tiefling bard who insists they're her "greatest nemesis."

MYSTERIES/SUB-PLOTS

1. **The Forgotten Treasure:**

Mirabel discovered an ancient map that hints at a hidden hoard of magical relics. She needs the party's help to decipher its cryptic symbols and recover the treasure before it falls into the wrong hands.
2. **The Shadow Syndicate:**

A criminal organization has placed a bounty on Mirabel for interfering with their operations. She's not too worried—yet—but the party might need to help her evade their hired assassins.
3. **A Family Secret:**

Mirabel has heard rumors that her long-lost father was once a legendary pirate. She's eager to uncover the truth but fears what she might learn.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Life's too short not to have a little fun along the way."
 - "I'm not stealing—I'm just liberating it from someone who doesn't deserve it."
 - "Think fast, and act faster!"
- **Behavioral Traits:**

Mirabel is a natural charmer, always ready with a quip or a grin. She loves a good laugh, often using humor to defuse tense situations. Beneath her lighthearted demeanor, however, is a fierce loyalty to her friends and a sharp mind always thinking two steps ahead.
- **Likes/Dislikes:**
 - **Likes:** Daring heists, playful banter, and shiny treasures.
 - **Dislikes:** Bullies, rigid authority figures, and plans that don't leave room for improvisation.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Mirabel excels at swift, precise strikes and clever maneuvers that keep her out of harm's way. She thrives on mobility and agility, darting around the battlefield while exploiting enemy weaknesses.

SPECIAL ABILITIES

- **Quickstep Dodge:** When an enemy misses Mirabel with a melee attack, she can immediately move 10 feet without provoking opportunity attacks.
- **Dazzling Flourish (Recharge 5–6):** Mirabel performs a flashy maneuver, forcing all enemies within 10 feet to make a DC 16 Wisdom saving throw or become distracted. While distracted, they have disadvantage on attacks against targets other than her until the end of their next turn.
- **Evasion:** When subjected to an effect that allows her to make a Dexterity saving throw to take half damage, Mirabel takes no damage on a success.

STAT BLOCK FOR MIRABEL

QUICKSTEP

THE DARING TRICKSTER

MIRABEL QUICKSTEP

Small Humanoid (Halfling), Chaotic Good

Armor Class 17 (Leather Armor, Dex)

Hit Points 80 (12d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +8, Cha +7

Skills Acrobatics +8, Deception +7, Stealth +8, Sleight of Hand +8, Insight +5

Damage Resistances none

Condition Immunities charmed while conscious

Senses passive Perception 12

Languages Common, Halfling, Thieves' Cant

Challenge 5 (1,800 XP)

TRAITS

Quickstep Dodge. When an enemy misses Mirabel with a melee attack, she can immediately move 10 feet without provoking opportunity attacks.

Dazzling Flourish (Recharge 5–6). Mirabel performs a flashy maneuver, forcing all enemies within 10 feet to make a DC 16 Wisdom saving throw or become distracted. While distracted, they have disadvantage on attacks against targets other than her until the end of their next turn.

Evasion. When subjected to an effect that allows her to make a Dexterity saving throw to take half damage, Mirabel takes no damage on a success.

ACTIONS

Multiattack. Mirabel makes two attacks with her rapier.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 5) piercing damage.

Darting Strike. Mirabel makes a melee attack and then moves up to half her speed without provoking opportunity attacks.

LEGENDARY ACTIONS

Mirabel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Charming Smile. Mirabel targets one creature within 30 feet. The creature must succeed on a DC 16 Charisma saving throw or be charmed until the end of its next turn.

Fancy Footwork. Mirabel gains the benefits of Dodge until the start of her next turn.

Flashy Exit (Costs 2 Actions). Mirabel creates a distraction, allowing her to Disengage and move up to her full speed.



ELANDOR VELLWYN

CORE DETAILS

- **Name:** Elandor Vellwyn
- **Race:** Half-Elf
- **Alignment:** Neutral Good
- **Class:** Bard (College of Lore)
- **Appearance:**

Elandor is a charismatic figure with a melodic voice and an enchanting presence. His shoulder-length black hair frames a chiseled face with piercing silver eyes that sparkle with intelligence. He wears a deep burgundy doublet with gold embroidery, a matching wide-brimmed hat adorned with a single white feather, and carries a lute intricately carved with elven designs. His confident stance and easy smile make him instantly likable.

BACKSTORY

- **Origin:**

Born to an elven diplomat and a human merchant, Elandor grew up navigating the intricacies of diplomacy and the art of persuasion. As a bard, he traveled the realms, learning the stories and songs of countless cultures. He became known not only for his music but also for his knack for uncovering truths and solving disputes with clever words and sharp wit.
- **Motivation:**

Elandor seeks to inspire others through his tales and music, preserving the history and lore of the land while spreading hope and unity. He believes that knowledge and art are the keys to overcoming the darkness that threatens the world.
- **Signature Event:**

Elandor once defused a tense negotiation between rival kingdoms by weaving their histories into a song that reminded both sides of their shared heritage. The treaty that followed became known as the “Ballad of Accord.”

- **Connections:**

Elandor is a favored performer at courts and festivals across the realms. He is particularly close to an aging dwarven scholar who values his insight and storytelling.

MYSTERIES/SUB-PLOTS

1. **The Vanishing Verse:**

Elandor is on a quest to recover a legendary song said to have the power to sway the hearts of gods and mortals alike. Its final verse has been lost, and he enlists the party to help him uncover it.

2. **The Shadow Bard:**

A mysterious rival bard has been spreading false and malicious tales about Elandor. He seeks to uncover their identity and stop their schemes.

3. **The Lute’s Legacy:**

Elandor’s lute is said to have belonged to a legendary elven bard. Strange runes have begun appearing on its surface, hinting at a hidden power or curse.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**

- “Every great tale starts with a little curiosity and a touch of daring.”
- “The right words can mend wounds deeper than any blade.”
- “A world without music is a world without soul.”

- **Behavioral Traits:**

Elandor is charming and endlessly curious, always ready to share a story or listen to someone else’s. He can’t resist a good mystery or an audience to perform for. Though he projects confidence, he occasionally struggles with self-doubt, fearing he won’t live up to his own ideals.

- **Likes/Dislikes:**

- **Likes:** Folklore, wine, and nights filled with music and laughter.
- **Dislikes:** Willful ignorance, oppressive rulers, and the destruction of art.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Elandor uses his bardic magic to control the battlefield, inspire allies, and manipulate enemies. His abilities focus on support and disruption, ensuring his companions shine while he remains the heart of the team.

SPECIAL ABILITIES

- **Inspiring Melody:** Allies within 30 feet gain +2 to attack rolls and saving throws while Elandor is playing his lute.
- **Disarming Performance (Recharge 5–6):** Elandor performs a mesmerizing melody, forcing enemies within 20 feet to make a DC 16 Wisdom saving throw or become charmed for 1 minute.
- **Cutting Words (Reaction):** Elandor can subtract 1d8 from an enemy's attack roll, ability check, or damage roll after they roll but before the result is determined.

STAT BLOCK FOR ELANDOR VELLWYN

THE SILVER-TONGUED BARD

ELANDOR VELLWYN

Medium Humanoid (Half-Elf), Neutral Good

Armor Class 15 (Studded Leather)

Hit Points 85 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +6, Cha +8

Skills Performance +8, Persuasion +8, Deception +8, Insight +4, History +5

Damage Resistances charm effects

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Draconic

Challenge 6 (2,300 XP)

TRAITS

Inspiring Melody. Allies within 30 feet gain +2 to attack rolls and saving throws while Elandor is playing his lute.

Disarming Performance (Recharge 5–6). Elandor performs a mesmerizing melody, forcing enemies within 20 feet to make a DC 16 Wisdom saving throw or become charmed for 1 minute.

Cutting Words (Reaction). Elandor can subtract 1d8 from an enemy's attack roll, ability check, or damage roll after they roll but before the result is determined.

ACTIONS

Multiattack. Elandor makes two attacks with his rapier.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (1d8 + 3) piercing damage.

Spellcasting. Elandor casts one of the following spells (spell save DC 16):

- **Cantrips:** Vicious Mockery, Minor Illusion, Prestidigitation
- **1st Level (4 Slots):** Charm Person, Healing Word
- **2nd Level (3 Slots):** Hold Person, Enhance Ability
- **3rd Level (3 Slots):** Hypnotic Pattern, Dispel Magic

LEGENDARY ACTIONS

Elandor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Encore. Elandor regains the use of one expended Bardic Inspiration die.

Harmonic Shield. Elandor grants an ally within 30 feet resistance to damage until the start of his next turn.

Resonant Blast (Costs 2 Actions). Elandor creates a wave of sound in a 15-foot cone. Creatures in the area must make a DC 16 Dexterity saving throw or take 14 (4d6) thunder damage.



RYNARA FROSTWARD

CORE DETAILS

- **Name:** Rynara Frostward
- **Race:** Human
- **Alignment:** Neutral Good
- **Class:** Sorcerer (Frostblood Magic)
- **Appearance:**
Rynara is a striking figure with alabaster skin, icy blue eyes, and silver-white hair that flows like a frozen waterfall. Her pale blue robes shimmer like frost in the morning light, and a crystalline amulet rests around her neck, glowing faintly with cold energy. A faint mist seems to follow her, and her breath is visible even in warm weather.

BACKSTORY

- **Origin:**
Rynara was born during a harsh winter in the frozen tundra, where her family struggled to survive. Her magical talents emerged when she froze an attacking dire wolf in mid-leap, saving her family. Embracing her frosty powers, she became a guardian of her village, protecting them from the dangers of the wilds.
- **Motivation:**
Rynara strives to use her icy magic to protect the vulnerable and foster peace. Though she wields the cold, her heart is warm and full of compassion for those in need.
- **Signature Event:**
During an avalanche that threatened her village, Rynara used her powers to freeze the falling snow, saving countless lives. Her bravery earned her the title “Frostward.”
- **Connections:**
Rynara is an ally of the Icehammer Clan, a group of frost dwarves who view her as a kindred spirit. She also shares a mentor-student relationship with an ancient white dragon who respects her restraint and wisdom.

MYSTERIES/SUB-PLOTS

1. **The Frostheart Amulet:**
Rynara’s amulet is said to be linked to the Elemental Plane of Ice. She seeks to understand its true nature and the risks it poses if it falls into the wrong hands.
2. **The Tundra’s Curse:**
A creeping frost is spreading unnaturally across the tundra, threatening life in the region. Rynara believes it may be tied to a rival frost sorcerer bent on claiming dominion.
3. **The Call of Winter:**
Rynara dreams of a voice calling her to the heart of a glacier. She fears the voice may be tied to her powers or a danger to her soul.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - “Even in the harshest winters, life endures.”
 - “The cold can be unforgiving, but so too can it preserve.”
 - “Let me shield you from the storm.”
- **Behavioral Traits:**
Rynara is calm and composed, rarely showing anger or fear. She speaks with quiet confidence and is often a voice of reason. Her presence is soothing, and she frequently offers warmth and hope despite her icy powers.
- **Likes/Dislikes:**
 - **Likes:** Snowy landscapes, acts of kindness, and warm hearths.
 - **Dislikes:** Cruelty, excessive heat, and those who exploit others.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Rynara uses her frost magic to control the battlefield, creating hazardous terrain and debilitating enemies with cold effects. Her spells also allow her to shield allies from harm, making her a versatile support in any fight.

SPECIAL ABILITIES

- **Frost Aura:** Enemies within 10 feet of Rynara take 5 cold damage at the start of their turn and have their movement speed reduced by 10 feet.
- **Glacial Barrier (Recharge 5–6):** Rynara conjures a 20-foot radius icy barrier, granting allies within it +2 AC and resistance to fire damage. The barrier lasts for 1 minute or until dismissed.

- **Winter's Wrath (1/Day):** Rynara unleashes a wave of frost in a 30-foot cone. Creatures must succeed on a DC 16 Constitution saving throw or take 28 (8d8) cold damage and be restrained in ice until the end of their next turn.

STAT BLOCK FOR RYNARA FROSTWARD

THE WINTER'S GUARDIAN

RYNARA FROSTWARD

Medium Humanoid (Human), Neutral Good

Armor Class 15 (Unarmored Defense)

Hit Points 100 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Con +6, Cha +8

Skills Arcana +5, Insight +6, Persuasion +8, Nature +5

Damage Resistances cold

Condition Immunities none

Senses passive Perception 13

Languages Common, Draconic, Dwarvish

Challenge 7 (2,900 XP)

TRAITS

Frost Aura. Enemies within 10 feet of Rynara take 5 cold damage at the start of their turn and have their movement speed reduced by 10 feet.

Glacial Barrier (Recharge 5–6). Rynara conjures a 20-foot radius icy barrier, granting allies within it +2 AC and resistance to fire damage. The barrier lasts for 1 minute or until dismissed.

Winter's Wrath (1/Day). Rynara unleashes a wave of frost in a 30-foot cone. Creatures must succeed on a DC 16 Constitution saving throw or take 28 (8d8) cold damage and be restrained in ice until the end of their next turn.

ACTIONS

Multiaction. Rynara casts a spell and makes a melee attack with her staff.

Froststaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 2) bludgeoning damage plus 7 (2d6) cold damage.

Snowdrift Blast. Ranged Spell Attack: +8 to hit, range 120 ft., one target.

Hit: 14 (3d8) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

LEGENDARY ACTIONS

Rynara can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Icy Step. Rynara teleports up to 30 feet to an unoccupied space she can see, leaving behind a patch of ice. The patch is difficult terrain.

Chill Touch. Rynara makes a ranged spell attack against one target within 60 feet. On a hit, the target takes 13 (3d8) cold damage and cannot regain hit points until the start of her next turn.

Frozen Ward (Costs 2 Actions). Rynara grants temporary HP equal to 10 to all allies within 20 feet.



KORRAN STORMSTRIDE

CORE DETAILS

- **Name:** Korran Stormstride
- **Race:** Goliath
- **Alignment:** Chaotic Good
- **Class:** Fighter (Champion)
- **Appearance:**

Korran is a towering figure with gray, stone-like skin marbled with dark tattoos resembling lightning bolts. His piercing blue eyes crackle with intensity, and his bald head is marked with ceremonial scars. He wears rugged armor reinforced with shards of metal and stone, his immense greatsword slung across his back. The faint scent of ozone lingers around him, and his booming laugh is as loud as a thunderclap.

BACKSTORY

- **Origin:**

Korran grew up in the high peaks of the Stormcall Range, where survival meant strength and cunning. A fateful encounter with a primal storm spirit imbued him with its energy, granting him unnatural speed and resilience. Seeing his new abilities as a gift, he set out to fight injustice and protect those unable to defend themselves.
- **Motivation:**

Korran believes strength exists to protect others. He seeks to challenge tyrants and conquerors, using his power to create a freer and more just world. His drive for freedom sometimes puts him at odds with authority.
- **Signature Event:**

During a rebellion in a desert kingdom, Korran led a daring charge against an armored battalion, breaking their ranks and securing a vital victory for the oppressed people. His courage earned him the name “Stormstride.”
- **Connections:**

Korran has a loyal following of freed warriors who travel with him. He also maintains a strong friendship with a wandering storm sorcerer who helped him understand his connection to primal storms.

MYSTERIES/SUB-PLOTS

1. **The Bound Tempest:**

Korran’s storm-infused powers seem to be growing unstable. He fears they may be tied to an ancient elemental imprisoned within the Stormcall Range.
2. **The Black Blade:**

Korran’s greatsword, Stormreaver, hums with latent energy. A cryptic prophecy suggests it holds the key to defeating an ancient enemy.
3. **A Warrior’s Past:**

Korran once served a warlord before realizing the damage he was causing. A former comrade seeks vengeance, blaming Korran for their downfall.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - “Strength isn’t just for yourself. It’s for those who can’t fight back.”
 - “A storm can destroy—or it can clear the way for something better.”
 - “Let’s settle this with steel. Nothing clearer than that.”
- **Behavioral Traits:**

Korran is bold and direct, always eager to test his mettle against challenges. He has a deep sense of camaraderie and is fiercely protective of his allies. Despite his size and strength, he has a surprisingly lighthearted sense of humor.
- **Likes/Dislikes:**
 - **Likes:** Physical challenges, open skies, and the thrill of battle.
 - **Dislikes:** Cowardice, deceit, and those who prey on the weak.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Korran uses his incredible strength and speed to dominate the battlefield. His strikes are devastating, and his primal connection to storms grants him unique abilities that enhance his combat prowess.

SPECIAL ABILITIES

- **Stormborne Resilience:** Korran gains resistance to lightning and thunder damage and advantage on saving throws against being paralyzed or restrained.
- **Thundering Strike (Recharge 5–6):** Korran channels storm energy into his attack, creating a shockwave. Creatures within 10 feet of the target must succeed on a DC 16 Strength saving throw or be knocked prone.

- **Tempest Charge (1/Day):** Korran moves up to 30 feet in a straight line, passing through enemies. Each creature in his path must make a DC 16 Dexterity saving throw or take 18 (4d8) lightning damage and be pushed 10 feet away.

STAT BLOCK FOR KORRAN STORMSTRIDE

THE THUNDEROUS CHAMPION

KORRAN STORMSTRIDE

Large Humanoid (Goliath), Chaotic Good

Armor Class 17 (Reinforced Armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Survival +4

Damage Resistances lightning, thunder

Senses passive Perception 11

Languages Common, Giant

Challenge 8 (3,900 XP)

TRAITS

Stormborne Resilience. Korran gains resistance to lightning and thunder damage and advantage on saving throws against being paralyzed or restrained.

Thundering Strike (Recharge 5–6). Korran channels storm energy into his attack, creating a shockwave. Creatures within 10 feet of the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Tempest Charge (1/Day). Korran moves up to 30 feet in a straight line, passing through enemies. Each creature in his path must make a DC 16 Dexterity saving throw or take 18 (4d8) lightning damage and be pushed 10 feet away.

ACTIONS

Multiattack. Korran makes two attacks with Stormreaver.

Stormreaver (Greatsword). Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 6) slashing damage plus 7 (2d6) lightning damage.

Earthshaker Slam. Korran slams the ground with his weapon, creating difficult terrain in a 15-foot radius. Creatures in the area must succeed on a DC 15 Dexterity saving throw or fall prone.

LEGENDARY ACTIONS

Korran can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Warrior's Roar. Korran lets out a thunderous roar, granting allies within 20 feet advantage on their next attack rolls.

Stormbound Leap. Korran jumps up to 30 feet, landing with a shockwave. Creatures within 10 feet of where he lands must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) thunder damage.

Lightning Slash (Costs 2 Actions). Korran makes a melee attack that deals an additional 14 (4d6) lightning damage.



VELIANA DUSKWIND

CORE DETAILS

- **Name:** Veliana Duskwind
- **Race:** Half-Elf
- **Alignment:** Neutral Good
- **Class:** Monk (Way of Shadow)
- **Appearance:**

Veliana is a graceful figure with dusky skin, long silver hair tied into a single braid, and piercing violet eyes that shimmer in the dark. She wears simple yet elegant black and gray robes that blend seamlessly into the shadows. Her movements are fluid and deliberate, and her footsteps make no sound. Twin short blades rest at her sides, though her unarmed strikes are her true weapons.

BACKSTORY

- **Origin:**

Veliana grew up in the shadowed alleys of a sprawling city, orphaned at a young age. She was taken in by a secretive monastery dedicated to the balance between light and darkness. There, she honed her skills and learned the ways of stealth, combat, and introspection. Now, she uses her abilities to protect those who live in the shadows of society.
- **Motivation:**

Veliana believes in protecting the downtrodden and dismantling corrupt systems. She seeks to bring balance to the world, ensuring that even the smallest voices are heard.
- **Signature Event:**

During a siege on her monastery, Veliana infiltrated the enemy camp, dismantling their leadership and scattering their forces with nothing more than her wits and shadows.
- **Connections:**

Veliana has strong ties to an underground network of spies and informants. She is also a close friend of a traveling herbalist who provides her with rare medicines and poisons.

MYSTERIES/SUB-PLOTS

1. **The Whispered Truth:**

Veliana is hunting a powerful artifact that allows its wielder to manipulate shadows. She believes it to be the key to a prophecy she uncovered in her monastery.
2. **The Broken Bond:**

One of Veliana's former monastery siblings has turned to darkness, leading an assassin's guild. She is torn between her duty to stop them and her desire to save them.
3. **The Shadow's Edge:**

Veliana's mastery of shadow magic is growing beyond her understanding, and she fears it may be tied to an ancient curse. She seeks the party's help to uncover its origin.

PERSONALITY AND SPEECH

- **Characteristic Phrases:**
 - "Even in darkness, we find clarity."
 - "The shadows can hide many things—truth, fear, even kindness."
 - "My strength lies not in my fists, but in the silence between them."
- **Behavioral Traits:**

Veliana is calm, measured, and introspective, often serving as the voice of reason. She prefers to act quietly and decisively, avoiding unnecessary conflict. Though reserved, she has a deep sense of empathy for those in need.
- **Likes/Dislikes:**
 - **Likes:** Quiet nights, meditation, and protecting the innocent.
 - **Dislikes:** Brashness, corruption, and needless violence.

ABILITIES AND STAT BLOCK

COMBAT STYLE

Veliana uses her agility and mastery of shadows to control the battlefield. She excels at infiltration, disabling foes, and vanishing into the darkness before striking again.

SPECIAL ABILITIES

- **Shadow Step:** As a bonus action, Veliana can teleport up to 30 feet to an unoccupied space she can see that is in dim light or darkness.
- **Dark Veil (Recharge 5–6):** Veliana creates a 20-foot radius of magical darkness that lasts for 1 minute or until dismissed. She can see through this darkness.
- **Flickering Strikes (1/Day):** Veliana makes an attack against each enemy within 10 feet, dealing 18 (4d8) necrotic damage to each.

STAT BLOCK FOR VELIANA DUSKWIND

THE SHADOW'S GRACE

VELIANA DUSKWIND

Medium Humanoid (Half-Elf), Neutral Good

Armor Class 17 (Unarmored Defense)

Hit Points 90 (12d8 + 36)

Speed 45 ft.

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

Saving Throws Dex +8, Wis +6

Skills Acrobatics +8, Stealth +8, Perception +6, Insight +6

Damage Resistances necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Thieves' Cant

Challenge 6 (2,300 XP)

TRAITS

Shadow Step. As a bonus action, Veliana can teleport up to 30 feet to an unoccupied space she can see that is in dim light or darkness.

Dark Veil (Recharge 5–6). Veliana creates a 20-foot radius of magical darkness that lasts for 1 minute or until dismissed. She can see through this darkness.

Flickering Strikes (1/Day). Veliana makes an attack against each enemy within 10 feet, dealing 18 (4d8) necrotic damage to each.

ACTIONS

Multiattack. Veliana makes two unarmed strikes or one attack with her short blade and one unarmed strike.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) bludgeoning damage plus 7 (2d6) necrotic damage.

Short Blade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 10 (1d10 + 5) slashing damage.

Shadow Flurry. Veliana attacks twice with unarmed strikes and teleports up to 10 feet after each attack.

LEGENDARY ACTIONS

Veliana can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

Silent Movement. Veliana moves up to her speed without provoking opportunity attacks.

Shadow Strike. Veliana makes one unarmed strike.

Phantom Blur (Costs 2 Actions). Veliana becomes invisible until the start of her next turn or until she attacks.