

Cormac Bladeflower

1st-Level Medium Elf Barbarian

Armor Class 13 (no armor)

Hit Points 11

Proficiency Bonus +2

Speed 30 ft.

Alignment Neutral Good

Languages Common, Elvish

Str	Dex	Con	Int	Wis	Cha
16 (+3)	16 (+3)	9 (-1)	11 (+0)	15 (+2)	12 (+1)

Attacks

Ferocious Roundhouse Punch. Melee Weapon Attack: +5 to hit, range 5 ft, one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Saving Throws: Strength, Constitution

Tools: Alchemists' Kit, Herbalism Kit

Skills: Arcana, Perception, Nature, Stealth, Survival

Racial Traits

Darkvision 60 ft., Keen Senses, Fey Ancestry, Trance

Class Features

Rage (2/day, +2 Rage Damage)

Unarmored Defense

Background: Amateur Apothecary

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: Alchemists' Kit, Herbalism Kit

A fearsome warrior of the savage Iron Fang Tribe of forest Elves, Cormac stands just a little over four feet tall (after you include the extra height added by his big 80's hair metal rocker hair) yet he is still more than capable of rending his enemies limb from limb on the battlefield with whatever weapons he can get his hands on.

Cormac is a spiritualistic follower of the Druidic shamans of Clan Iron Fang, and has spent much of his free time learning to craft potions, poultices, and other types of remedies from the elders of his tribe. He is respected by those of his clan, and when he is among Druids or forest Elves he is able to make a modest living for himself creating and selling his special salves and remedies.

Rundar Kivi

1st-Level Medium Dwarf Cleric

Armor Class 12 (no armor)

Hit Points 9

Proficiency Bonus +2

Speed 25 ft.

Alignment neutral good

Languages Common, Dwarven, Elvish, Sylvan

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	10 (+0)	17 (+3)	10 (+0)

Attacks

Screaming Headbutt. Melee Weapon Attack: +2 to hit, range 5 ft, one target. *Hit:* 2 (1d4) bludgeoning damage.

Saving Throws: Wisdom, Charisma

Skills: Arcana, History, Insight, Medicine

Tools: Smith's Tools

Racial Traits:

Darkvision 60 ft., Dwarven Resilience, Dwarven Combat Training, Stonecunning, Tool Proficiency (smith's tools)

Class Features

Spellcasting (spell attack bonus +5, save DC 13)

Divine Domain (Life)

Disciple of Life (Life Domain)

Spells

Cantrips: *Guidance*, *Sacred Flame*, *Spare the Dying*
1st-Level (2 slots): *Bless* (domain spell), *Cure Wounds* (domain spell), *Guiding Bolt*

Background: Raised by Elves

Skill Proficiencies: Arcana, Medicine

Languages: Elvish, Sylvan

Rundar was orphaned at a young age and taken in by friendly forest Elves, who raised him as one of their own. He grew to be a valuable member of their community, aiding and giving back to his adoptive family by using the healing gifts bestowed to him by his gods. In return, the Elves of the forest will always come to his aid when he calls for it.

Despite being a Dwarf, Rundar was raised in the forest under the open sky, and he does not like dark, cramped spaces – he always has a *Light* spell or two handy to combat the subterranean shadows of caverns and dungeons.

Elaine Kylarna Bellefleur

1st-Level Medium Human Rogue

Armor Class 13 (no armor)

Hit Points 8

Proficiency Bonus +2

Speed 30 ft.

Alignment chaotic good

Languages Common, Thieves' Cant

Str	Dex	Con	Int	Wis	Cha
8 (-1)	17 (+3)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Attacks

Stylish Front Kick. Melee Weapon Attack: +1 to hit, range 5 ft, one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Saving Throws: Dexterity, Intelligence

Skills: Acrobatics, Deception, Insight, Perception, Persuasion, Stealth

Tools: Thieves' Tools, Flute, Calligraphy Tools

Class Features

Expertise (Persuasion, Stealth)

Sneak Attack 1d6

Background: Noblewoman

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Flute, Calligraphy Tools

The daughter of a wealthy nobleman from Chaumont, Elaine grew up wandering the halls of her father's sprawling manor, eluding guards and disobeying curfews to sneak out into town. Her rebellious attitude vexed her aristocratic parents, who decided that the best way to "settle her down" would be to marry her off to a noble family from Hyacinthe, and secure some financial gain in the process. Faced with an arranged marriage to an overweight nobleman nearly twice her age, Elaine instead opted to flee the manor and wander the land in search of adventure.

Elaine makes an attempt to hide her noble birth, but years of training and a sheltered lifestyle are hard to shake. She understands all of the necessary customs and etiquette when dealing with members of the aristocracy, and, when necessary, can call on her father's former retainers to aid her in times of need.

Manfred Geist

1st-Level Medium Human Wizard

Armor Class 11 (no armor)

Hit Points 9

Proficiency Bonus +2

Speed 30 ft.

Alignment lawful evil

Languages Common, Elven, Abyssal, Undercommon

Str	Dex	Con	Int	Wis	Cha
8 (-1)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Attacks

Admonishing Open-Hand Slap. Melee Weapon Attack: +1 to hit, range 5 ft, one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Religion

Class Features

Spellcasting (spell attack bonus +6, save DC 14)

Arcane Recovery

Spells

Cantrips: *Chill Touch, Mage Hand, Ray of Frost*

1st-Level (2 slots): *Burning Hands, Detect Magic, Feather Fall, Mage Armor, Magic Missile, Sleep*

Background: Discredited Academic

Skill Proficiencies: Investigation, Religion

Languages: Abyssal, Undercommon

A former teacher and writer, Manfred was banished from academia not because of his unfettered and eccentric studies into the intricate details of undeath, necromancy, and eternal life, but because his intense paranoia brought him at odds with his former headmaster. Now he travels the land carrying an ancient spellbook containing terrible secrets, constantly vigilant against those who might seek to steal his knowledge for themselves.

However, Manfred has, over the years, managed to attract a small but devout following of fringe fanatics – cultists, conspiracy theorists, and even the occasional high-society nobleman who secretly wants to become a Lich – and these people will sometimes bring him aid when he least expects it.

Sorcha Flamefang

1st-Level Small Goblin Rogue

Armor Class 14 (no armor)

Hit Points 9

Proficiency Bonus +2

Speed 30 ft.

Alignment chaotic neutral

Languages Common, Goblin

Str	Dex	Con	Int	Wis	Cha
7 (-2)	18 (+4)	12 (+1)	12 (+1)	15 (+2)	10 (+0)

Attacks

Angry Kick to the Shins. Melee Weapon Attack: +0 to hit, range 5 ft, one target. *Hit:* 1 (1d4 - 2) bludgeoning damage.

Saving Throws: Dexterity, Intelligence

Tools: Thieves' Tools, Drums

Skills: Acrobatics, Intimidation, Perception, Perform, Sleight of Hand, Stealth

Racial Traits:

Darkvision 60 ft., Nimble Escape (Disengage or Hide as a bonus action)

Class Features

Expertise (Stealth, Thieves' Tools)

Sneak Attack (1d6)

Thieves' Cant

Background: War Drummer

Skill Proficiencies: Intimidation, Perform

Tool Proficiencies: Drums, Vehicle (land)

A former champion of the Flamefang Tribe of Goblins, Sorcha was a mighty War Drummer, riding triumphantly on a wagon at the head of their raiding parties, hammering her savage beats to inspire her fellow Goblins to scour the countryside. Skullcleave the Merciless's untimely death beneath the business end of a Paladin's morningstar put an end to all of that, and now Sorcha finds herself clanless, traveling the land attempting to make a name for herself among the world of Men. Her uncommon intellect (for a Goblin) helps somewhat, though it is her stealth and thieving abilities that pay the bills.

Despite being an outcast among Humans, Sorcha does have a favorable reputation among Goblins and Orcs, many of whom still fondly remember the glory days of Clan Flamefang.

Drexen Axor

1st-Level Medium Half-Orc Ranger

Armor Class 13 (no armor)

Hit Points 12

Proficiency Bonus +2

Speed 30 ft.

Alignment chaotic good

Languages Common, Elvish, Orcish

Str	Dex	Con	Int	Wis	Cha
17 (+3)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Attacks

Surprise Elf Fist Uppercut. Melee Weapon Attack: +5 to hit, range 5 ft, one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Saving Throws: Strength, Dexterity

Tools: Cook's utensils

Skills: Athletics, Intimidation, Perception, Stealth, Survival

Racial Traits

Darkvision 60 ft., Menacing, Relentless Endurance, Savage Attacks, Fey Ancestry (as an Elf)

Class Features

Favored Enemy (humanoids, human and elf)

Natural Explorer (forest)

Background: Orphan of War

Skill Proficiencies: Athletics, Survival

Tool Proficiency: Cook's utensils

Language Proficiency: Elvish

Drexen Axor was just a child when the High Elves came and destroyed his Orcish village, burned it to the ground, and severed the sword-hand of every boy too young to fight. He lost his hand that day, but, not long after, a benevolent organization of Elven healers came to his village and attempted to use their healing power and magic to try and reattach or regenerate the severed appendages of the Orc children. Drexen, however, was at the back of the line, and instead of regrowing a strong Orc hand, he had a small dainty Elven archer's hand grafted onto his wrist instead.

The hand means that he is now Half-Orc, Half-Elf – a strong and capable warrior, yet also a crack shot with a longbow. Drexen, however, is yet to overcome the anxiety and self-consciousness he feels when his brethren notice that something about him is different.