

SIR QUIMP

Medium humanoid – Alignment: Romantic Good



17

AC

79

HP

30'

speed

+3

initiative

"Why aren't I dead?"

STR

16 (+3)

DEX

12 (+1)

CON

16 (+3)

INT

10 (+0)

WIS

8 (-1)

CHA

11 (+1)

**Saving Throws:**

Str +6, Dex +6, Con +8

Skills: Perception +4, Survival +4**Senses:** passive Perception 14**Languages:** Common, Draconian**Unkillable:** As long as Quimp's quest remains incomplete, he cannot be killed. If unconscious and holding Maledicta, they continue to act and have advantage on all attacks, saving throws, and ability checks.**ACTIONS****Multiattack:** Two melee attacks with Maledicta, the Blade of Woe.**Maledicta:** +10, 5ft., 14 (1d8+9 slashing damage). If the target has a vascular system, on a hit, it must make a DC 18 Con save, taking 12 points of *slurping* damage on a failed save or half as much damage if successful.

MELWYN

Medium humanoid – Alignment: Chaotic Soused



18

AC

73

HP

30'

speed

+5

initiative

"I was veering recklessly close to sobriety!"

STR

9 (-1)

DEX

14 (+2)

CON

15 (+2)

INT

21 (+5)

WIS

17 (+3)

CHA

11 (+1)

Saving Throws: Dex +4, Con +5

Skills: Arcana +11, Perc. +8, Invest. +8

Senses: pas Percept 18, Truesight 30'

Languages: Slurred, Common, Elvish, Dwarvish, , Girrafling, Deep Speech, Small Talk, Gibberish, Duckish

Intoximancy: Disadvantage on Str and Dex saving throws. Advantage on saving throws vs. magic and magical effects.

Resistances: Poison immunity, resistance vs Bludgeoning damage

SPELLS

As a 14th level Intoximancer, Melwyn the Magnificent has the full range of spells of a level-14 Wizard

EQUIPMENT

Intoximancer's Greatstaff

Beard of Holding

Grand Flagon of Free Refills



BOB

Small humanoid – Alignment: Chaotic Odd



14

AC

432

HP

45"

speed

+2

initiative

"He... he... he!"

STR

6 (-2)

DEX

15 (+2)

CON

11 (0)

INT

14 (+2)

WIS

15 (+2)

CHA

18 (+4)



DON'T
FREAK
OUT

Saving Throws: Dex +4, Con +2

Skills: Perception +6

Senses: pas Percept 16, Truesight 120'

Languages: Creepy chuckling

Resistances: 2 Legendary Resistances

ACTIONS

It's a sign: As an action, Bob can produce a small, wooden sign displaying a short message in any language. The sign lasts for one round.

Facetime: Bob may remove the top of his face and – for 10 rounds – act as a relay through which his master may communicate. After wihc, Bob must Vanish.

Vanish: As a Reaction, Bob can vanish and reappear anywhere he wishes.

ATTACKS

None

BABY DRAGON JARN

Small dragon – Alignment: Chaotic Feisty



15

AC

16

HP

30'

flying speed

#2

initiative

** burp **

STR

12 (+1)

DEX

15 (+2)

CON

12 (+1)

INT

8 (-1)

WIS

8 (-1)

CHA

10 (0)

Saving Throws: Dex +4, Con +2

Skills: Perception +4

Senses: passive Perception 14, Homing sense (can detect the presence and general direction of family members if within a few miles)

Languages: Understands Common and Draconic, does not speak

Resistances: Fire resistant

ACTIONS

Baby dragon Jarn can make 2 claw attacks or Fire Belch.

Claw: +4, 5ft., 3 points (1d4+1) slashing damage

Fire Belch: All creatures within a 15-foot cone must make a DC 14 Dex saving throw, taking 9 (2d6+2) fire damage on a failed save or half as much with a successful save. Flammable objects in the area will catch fire.

