

# 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 weapon attacks with Maledicta.**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 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

**Resistances:** Poison immunity, resistance vs Bludgeoning damage

**Intoximancy.** Disadvantage on Str and Dex saving throws and ability checks. Advantage on saving throws vs. magic and magical effects.

## **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 Draconian, does not speak

**Resistances:** Fire resistant

## **ACTIONS**

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

**Claw.** *Melee weapon attack:* +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.





# WADDLEBOTTOM

*Small duck – Alignment: Majestic Good*



**21**

AC

**112**

HP

**90'**

flying speed

**+10**

initiative

*"Quack!"*

**STR**

5 (-3)

**DEX**

24 (+7)

**CON**

16 (+3)

**INT**

14 (+2)

**WIS**

14 (+2)

**CHA**

18 (+4)

**Saving Throws:** Dex +10, Con +7, Wis +5, Cha +7

**Skills:** Perception +13, Survival +13

**Senses:** passive Perception 23, Darkvision 120 ft.

**Languages:** understands Common, Elvish, Gibberish, only speaks Duckish *Flyby*. The Lord of all Ducks does not provide opportunity attacks when he flies out of an enemy's reach.

**Keen Sight.** Waddlebottom has advantage on Perception checks that rely on sight.

## ACTIONS

Can make 3 Wing Slash attacks.

**Wing Slash.** *Melee weapon attack:* +11, 5ft., 7 points (2d6) slashing damage +5 points force damage

**Noble Agility.** May take the Dodge or Dash actions as a bonus action

