



NPC COLLECTION

PLUG-N-PLAY

D&D 5e

VOL:1

Hen'na of the Oathfire



Eldis Nil'Hergnarl



The Oathfire Samurai



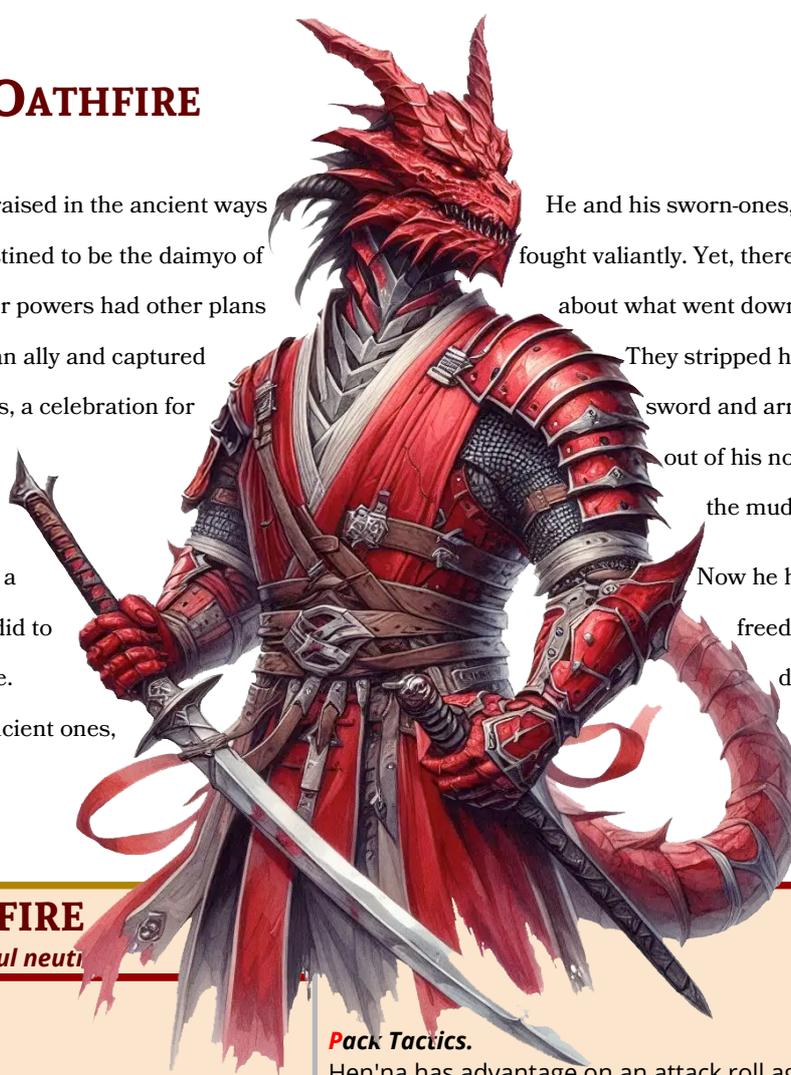
*Revan
Artem*

HEN'NA OF THE OATHFIRE



He was born of noble blood and raised in the ancient ways of the fire dragons. He was destined to be the daimyo of the Dragonborns of Oathfire. Alas, higher powers had other plans for his fate, title and lands. Betrayed by an ally and captured during the festivities of the Four Dragons, a celebration for the holiest of the mighty ones: the children of the Prime God Eledan.

Any betrayal would have been seen as a power play for political gain. What they did to him, on the other hand, was unspeakable. Ignoring the traditions, the way of the ancient ones, betraying 'the blood'...



He and his sworn-ones, the Oathfire Guards fought valiantly. Yet, there was nothing glorious about what went down during that night.

They stripped him off his father's sword and armor. He was dragged out of his noble home, thrown into the mud and sold into slavery.

Now he has regained his freedom; stronger, more determined than ever, the fire within burning wild.

HEN'NA OF THE OATHFIRE

Medium humanoid (dragonborn), lawful neutral

Armor Class 17 (splint armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +8, Con +6, Wis +5

Skills Insight +3

Languages Common, Draconic

Challenge 4 (1100 XP)

Breath Weapon (Recharge 5–6). As an action, the Hen'na exhales fire in a 5 ft. wide, 30 ft. long line. Each creature in that line must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

Relentless Spirit.

Whenever Hen'na rolls initiative, he gains a surge of battle concentration.

As a bonus action, the samurai can grant themselves advantage on all weapon attack rolls until the end of their current turn. They can use this feature a number of times equal to half their proficiency bonus (rounded down).

Leadership.

As a bonus action, Hen'na can choose one ally within 30 ft. who can hear them. That ally can roll a d4 and add it to one attack roll or saving throw of their choice within the next turn. The samurai can use this feature a number of times equal to their proficiency bonus per long rest.

Pack Tactics.

Hen'na has advantage on an attack roll against a creature if at least one of the samurai's allies is within 5 ft. of the creature and isn't incapacitated.

Ancestral Blade.

Spectral warriors appear when you activate the blade. The first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect lasts for one turn and can be used twice a day.

ACTIONS

Multiattack. The samurai makes two Ancestral Blade attacks.

Ancestral Blade (+1). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: 10 (1d8 + 5) slashing damage, or 11 (1d10 + 5) slashing damage if used with two hands.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., Hit: 4 (1d6 + 1) piercing damage.

Rovan
Artem



THE OATHFIRE SAMURAI



Once a soldier, always a soldier... These loyal guards serve tirelessly to the one house that is worthy of sitting on the Zhedu Throne: the Oathfires.

It wasn't very long after the death of the Daimyo. His son Hen'na was to replace him as the head of the clan. That's what the Oathfire Samurai have been training for since their gempukku. The moment they were handed their grandparents' wakizashi, they were also handed a mission: to protect 'the blood' in this world and the others.

During the festivities of the Four Dragons though, they were all

slaughtered except for a few unfortunate ones: the ones they were not present to pick up their swords to defend the young Daimyo with their lives. They were forced to live in servitude to a daimyo that wasn't theirs. That's until they found out the real Oathfire Prince, their Daimyo in the waiting was still alive and returning for vengeance. They left Zheduban, becoming oathbreakers in the eyes of the new order. In contrary, it was for keeping their oath of oaths that they break the false ones.

THE OATHFIRE SAMURAI

Medium humanoid (dragonborn), lawful neutral

Armor Class 17 (splint armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

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

Languages Common, Draconic

Challenge 3 (700 XP)

Relentless Spirit.

Whenever the Oathfire Samurai rolls initiative, they gain a surge of battle concentration.

As a bonus action, they can grant themselves advantage on all weapon attack rolls until the end of their current turn.

They can use this feature a number of times equal to half their proficiency bonus (rounded down).

Pack Tactics.

The Oathfire Samurai has advantage on an attack roll against a creature if at least one of the samurai's allies is within 5 ft. of the creature and isn't incapacitated.

ACTIONS

Multiattack. The samurai makes two Oathfire Katana attacks.

Oathfire Katana (+1). Melee Weapon Attack: +5 to hit, reach 5 ft., Hit: 10 (1d8 + 5) slashing damage, or 11 (1d10 + 5) slashing damage if used with two hands.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., Hit: 4 (1d6 + 1) piercing damage.



*Rovan
Artem*



THE CURTAIN OF THE DAYLIGHT

Araklon City, the capital of the Kingdom of Araklon was an unruly city under the rule of King Wymond. Members of the King's court were enjoy their sumptuous balls and brunches at the lavish



palace of the royals at the expense of the common folk. A group of vigilantes couldn't stand this injustice anymore. Hence the birth of the Curtain of the Daylight.

Born to a loving human father, and not very loving Elven mother, Eldis grew up in Araklon City. Her Mother was the Archmage of the Academy of Arcane Arts and the father was the head of a bards college known as the Association of Triple Harmony. Neither of her parents were high-borns. Having the luxury of access in her life, this well-educated young woman chose to gather up his gang of friends and form the Curtain of the Daylight; steal from the rich, give to the poor.



Rovan
Artem



ELDIS NIL'HERGNARL

Medium humanoid (half-elf), chaotic good

Armor Class 16 (studded leather)

Hit Points 32 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	11 (+0)	18 (+4)	11 (+0)	16 (+3)

Languages Common, Draconic

Challenge 4 (1100 XP)

Vigilante Reflexes.

Eldis Nil'Hergnarl can take a dash or disengage action as a bonus action on her turns.

Unseen Stab.

Once per turn Eldis Nil'Hergnarl can deal an additional 1d6 damage to a creature it hits with a melee weapon attack if that creature has yet to act in combat or if that creature is within 5 feet of one of her allies.

Spellcasting.

Eldis is a 7th level Arcane Trickster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): lightning lure, message, mold earth, prestidigitation

1st level (4 slots): disguise self, fog cloud, silent image

2nd level (2 slots): flaming sphere, invisibility, phantasmal force

ACTIONS

Multiattack. Eldis makes two dagger attacks or two dart attacks.

Myst Daggers x2 (+1). Melee Weapon Attack: +8 to hit, range 20/60, Hit: 9 (1d6 + 5) slashing damage and once a day can cast fog cloud upon thrown. When the spell is successfully cast it returns back to the owner.

Darts of the Mask. Ranged Weapon Attack: +7 to hit, range 20/60 ft., Hit: 3 (1d4 + 1) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Constitution saving throw or become stunned for a minute. The target can repeat the save at the end of their turn.