

How Not to Host a Murder

DUNGEON MASTER NOTES FROM PAX EAST 2016

You've been invited to a murder mystery hosted by an incredibly famous and devilishly charismatic wizard. But when the play murder turns into a real one, it's up to the party to discover which of the guests is a killer, and stop them before they flee or strike again.

A 2-hour Adventure for Woefully Unprepared 7th level Characters

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Introduction

Welcome to *How Not to Host a Murder*, a short D&D experience that captures the details of Mike Krahulik's adventure run at the Acquisitions Incorporated live game at PAX East 2016.

This experience is designed for four, less than optimal 7th level characters played for entertainment purposes. Characters outside of this range will likely stomp all over your carefully laid plans.

The adventure takes place entirely in a pocket dimension, so it should be relatively easy to fit into your campaign.

Notes, Not an Adventure

What you're reading is an edited version of Mike Krahulik's Dungeon Master notes from PAX East 2016. Like most DMs that create an adventure for their friends, these notes cover the basics of what the characters may encounter, along with some challenge ratings and monsters that we hoped would be a good, fun experience.

We've taken what Mike wrote, added a few details and formatted it to be more accessible to everyone. This still leaves a lot of details open for you to fill in or alter to make it more fun for your group.

On a final note, the names of those involved in this murder mystery have been changed to protect the innocent, and the not so innocent. We decided to use Elminster and some new NPCs as our focus, because, well, Elminster. Feel free to use whatever powerful wizard you like when running this for your group.

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as

notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.
- Designate a prop to use as the Soul Gem for the final encounter.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Passive Wisdom (Insight)—the adventure has a strong social element, so this will come in handy
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Adjusting the Adventure

This experience was initially designed for the live D&D game at PAX East 2016. It's likely that you'll need or want to adjust the DCs and challenge ratings for your own table. Please reference the *Dungeon Master's Guide* for guidelines on making those adjustments.

The Pocket Dimension

This adventure is set within a pocket dimension created and operated by Elminster. Unbeknownst to the guests, as part of the murder mystery, magical spells and abilities allowing travel to and from and within the pocket dimension have been disabled.

Teleportation or any spells of the conjuration school do not function within the pocket dimension, unless the wielder has the key which Diz holds or Elminster has spoken the command word.

Background

The great sage, Elminster, is celebrating his 40th Birthday. There's no telling how many times he's celebrated his 40th birthday, but this time he's decided to invite his closest friends, and the adventurers, for a murder mystery party!

Overview

The adventurers receive invitations to Elminster's party and then must make their way to Baldur's Gate and the party's address. Once there, they find a portal, activated by their invitations, and are whisked away to Elminster's pocket dimension and the murder mystery party.

After mingling with the guests, it is revealed that Elminster is really and truly dead and the murder mystery turns into a murder investigation.

After going through Elminster's study and dealing with an impatient villain who is now trapped at the party, it becomes evident that Pathos Gloomblight has captured Elminster's soul in a magical gem (found on his desk). A fight breaks out as Pathos attempts to obtain the gem and leave. To make matters worse, one of the guests reveals themselves as an assassin, hired to take out a member of the party.

Part 1. Party Time

The invitations magically appear in the adventurers hands with an audible pop and a trumpet fanfare. Each invitation appears to be normal parchment sealed with purple wax, Elminster's sigil pressed into the center. Read the text of the message aloud once a character opens their invitation:

You are cordially invited to attend... a murder!

I, Elminster will be hosting a murder mystery party at my home in Baldur's Gate. You are invited to attend this event and help solve the case of my untimely demise. We will start the evening with hors d'oeuvres and mingling, followed by a spectacular dinner prepared by my personal chef. After dinner you will find me "dead" and it will be upon you to determine who amongst my guests is the murderer. I shall endeavor to play the best corpse I can but you must excuse the occasional chortle as you stumble through my clues.

Magically Yours,
Elminster

Once the party arrives in Baldur's Gate, the address leads them to the dead end of an alley. Though the wall is simple brick, there is a stone archway set into it. If a character who has an invitation approaches the archway, a portal opens leading to Elminster's pocket realm.

Stepping through the portal, guests arrive in a grassy meadow on a perfect summer afternoon. Elminster's home is a multi-colored mish mash of architectural styles from various times and realms. The party is greeted at the front door by Diz Iberon, Elminster's intern who informs them that they are the last to arrive and leads them into the drawing room to meet the other guests.

Dinner and Mingling

The players have the opportunity to mingle with the guests before the event is due to start. Describe each of the guests in general, and allow the players to roleplay conversations to learn more about them.

Diz Iberon

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	13 (+1)	8 (-1)	10 (+0)

Skills Arcana +3, History +3, Nature +3, Perform +2

Passive Perception: 9

Diz is a young magician in training. He serves as Elminster's intern doing odd jobs and running errands. He is enamored with Elminster despite the fact that he has learned almost nothing under his tutelage. He is loyal to Elminster and hopes one day to be a wise and powerful wizard just like him.

Mingling

Diz will not shut up about how awesome Elminster is. If asked, he will tell the party how fortunate he is to be interning for such an amazing wizard. His jobs include chamber pot warming/emptying, dove wrangling, boot shining, cape pressing, grocery shopping, answering fan mail, and stenography.

Diz is:

- Excited
- Eager to please
- Not too bright (for a wizard's apprentice)

Pathos Gloomblight

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	12 (+1)	8 (-1)

Skills Arcana +7, History +7

Passive Perception: 11

Pathos and Elminster were once apprenticed together long ago. Pathos is touchy about his necromancy and dislikes the stereotypes associated with the profession (even though he conforms to

nearly all of them). He is a large, rotund man draped in silken robes and covered in jewels.

Mingling

During the mingling portion of the evening Pathos is standoffish and arrogant. He will explain to the party that he and Elminster are old acquaintances but that he has not seen Elminster in years. He rarely leaves his crypt these days preferring to send his undead minions out on errands for him. He has recently conquered a small farming village with his army of thralls and plans on setting up a summer lair there.

Pathos is:

- Arrogant
- Bitter
- Un-impressed
- Secretive

Kira

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

Skills Deception +6, Insight +5, Persuasion +6

Passive Perception: 16

Kira is Elminster's ex-girlfriend and also a paid assassin. She is a beautiful High Elf woman concealed in dark leather and bristling with weapons.

Mingling

She met Elminster at a concert and the two dated for a few months. Eventually it became clear that Elminster wanted more from the relationship than Kira did and they ended things on sad but sweet terms. A **DC 14 Charisma (Persuasion)** gets Kira to reveal that she was recently hired to kill a famous adventurer. She won't say too much about the job except that the adventurer in question has made some powerful enemies and she does not believe killing him will be especially hard. If asked she will laugh and say that of course it is not any of the party members. A **DC 16 Wisdom (Insight)** reveals that there's definitely more to the story, though she's unwilling to reveal any more details.

Kira is:

- Friendly
- Confident
- Relaxed

Mrs. Owlbear

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills History +2, Medicine +2, Religion +2

Passive Perception: 12

Mrs. Owlbear is the elderly widow of Elminster's mentor Ludolf Owlbear. The Owlbears were friends of Elminster's parents and were in fact named his godparents. Mrs. Owlbear is a perfectly normal, kind old woman.

Mingling

If approached, Mrs. Owlbear is quick to share stories about Elminster growing up. She and her late husband Ludolf had no children of their own and so Elminster served as the son Ludolf never had.

If characters ask about how they could possibly have known Elminster when he was a teenager and succeed on a **DC 12 Charisma (Persuasion)**, Mrs. Owlbear is more than happy to tell them about the day Elminster "accidentally" traveled back in time to his childhood home and the hijinks that ensued, assuming that you as the DM want to make up those details.

Mrs. Owlbear is:

- Sweet
- Quiet
- Hard of hearing

And for Dessert, Murder!

Once you're happy with the amount of time the players have spent mingling with the other guests, read the following text aloud:

Diz leaves to check on Elminster and a moment later you hear a bloodcurdling scream. Everyone moves quickly to the study where you find Diz standing near a large wooden desk piled high with scrolls and artifacts. Seated with his body slumped over the desk is Elminster.

Diz looks to you all and exclaims, "He's dead! Like, for real I think!"

Part 2. The Investigation

In truth Elminster has been killed by Pathos Gloomblight. Pathos has always been jealous of Elminster's success and saw this as his opportunity to do away with the jerk once and for all. He arranged for a package to arrive at Elminster's home earlier today. Inside was a cursed gem that captured Elminster's soul and left his body dead. Pathos will attempt to mislead the investigation, swipe the gem with Elminster's soul in it and depart. It is up to the players to stop Pathos from escaping and return Elminster's soul to his body. There are a number of ways they might do this.

If Pathos or anyone in the party try to teleport away from Elminster's pocket dimension, or use any spell of the conjuration school, they find that they are unable to do so.

The Crime Scene

Elminster's study is lived in and well-used, filled with books, keepsakes, knickknacks (magical and mundane), and decorative items. Standing in the entrance, the characters will notice several things that might be worth looking into:

- A desk on the left side of the room with Elminster's Body splayed over it
- A very large painting of Elminster behind the desk, winking as he points double finger guns
- A suit of armor standing in the left corner of the room nearest to the party
- A painting just to the left of the entrance depicting Elminster's tower
- A large porcelain vase just to the right of the entrance with a handful of staffs stuffed in it. Appears to be a staff holder
- A large, worn chest in the furthest left corner
- The far wall is covered with filled bookcases
- An old rug covers most of the floor in the middle of the room
- A large fish tank sits against the right wall
- Two wingback chairs rest on either side of the fish tank, angled toward each other
- A large chandelier hangs from the center of the ceiling

The players may investigate any or all of these. If they do so, refer to the basic descriptions below and have them make an investigate check for each area or item they want to learn more about. Other skills

may apply as well. If a check with a different skill makes sense to you, feel free to add it along with additional details for the items strewn about the study.

Detect Magic

If a character casts detect magic in or near the study, they will notice several things. Those are captured in the individual entries below, but we've gathered them here for easy access:

- Jade Chicken –conjuration
- Drawmij's First Wand – very weak evocation
- Message Bird – transmutation
- Elminster's Two Wands – evocation
- Soul Gem – very strong necromancy
- Suit of Armor – transmutation
- Beyond the walls of the study – conjuration (the small elementals that are summoned if things break)

1. The Bookshelves

The bookshelves are filled with various books such as old school spellbooks, an introduction to card tricks, comic books and the art of duel wielding wands. Some of the shelves also have a few display items; most notably there is a set of painted clay souvenir tokens from all the major cities of the Sword Coast, a collection of small jade figurines, and a porcelain wand on a wood pedestal protected by a glass cover. There doesn't seem to be any order to where the books are stuffed or where the items are placed.

While searching the books on the shelves a **DC 12 Intelligence (Investigation)**, or possibly just actively shaking out all the books, causes a slip of paper to fall out of a leather-bound tome titled "Advanced Studies in Necromancy" with some text on the inside cover stating that the book is meant for use at Myrjala's School for Aspiring Wizards. The slip of paper is a magically-etched image of two wizards.

The etching is clearly of a much younger Elminster and Pathos. They look to be fellow apprentices at a school for wizards. Elminster is seen holding up a trophy naming him "#1 BEST AT MAGIC" while Pathos seems to skulk in the background.

Players who turn the photo over will see the inscription: "Me and Roger 65"

The etching depicts the man the players know as Pathos as an incredibly skinny individual. This will be a clue to the observant that he is not all he seems

5. The Body

Elminster's body is 100% for real dead. Resurrection will not work because his soul is trapped in the gem and so cannot willingly return to his body. Have the party describe how they investigate Elminster's body. If they sit him up in the chair read this text aloud:

You lift Elminster's body and sit him upright in his chair, revealing a beautifully carved gemstone on the desk. It's about the size of a fist and almost entirely black except for a faint purple glow that originates deep inside the stone.

A **DC 16 Intelligence (Arcana)** reveals that this gem is a necromantic magical item made to trap and hold a person's soul. The purple glow means that there is currently a soul trapped inside. You may allow an **Intelligence (Investigation)** check or another kind of check to learn more of the gem. For example, maybe there is a famous soul-stealing gem in older stories, so perhaps an **Intelligence (History)** check would be appropriate.

What's with this gem?

The Soul Gem is a powerful item that shares some basic qualities with the *Magic Jar* spell. If it's empty, it removes and stores the soul of the first person who touches it. Once that's done, it leaves the body dead.

If another person touches the stone, the soul may be able to reach out and temporarily control the person. For the purposes of this adventure, this only happens briefly during the combat, as explained later.

If someone uses detect magic on the gem, they sense strong necromancy.

Dispel magic has no effect on the gem, but if it enters an antimagic field, all of its abilities are completely suppressed, though the soul remains trapped inside. No amount of damage seems to be able to destroy the gem, though any damage done to the gem causes the soul inside to cry out in pain, sharing that pain psychically with the closest creature.

Restoring the soul to a body requires that a soulless body be fully intact, having suffered no decay, such as through the use of a *Gentle Repose* spell. Assuming that a soulless body is acquired, there is no obvious way to return the soul. The next step is researching and performing a new ritual to return the soul to the body.

As the DM, you may want to use this as a hook for your next adventure, sending the party out to uncover necromantic rituals and rare components.

If the characters go through Elminster's pouches and pockets, they find a few more items:

- A deck of cards. (**DC 15 Intelligence (Investigation)** reveals these to be trick cards and marked)
- 2 doves, one up each sleeve
- A single old, worn tarokka card (The Traitor) stuffed in his front right pocket
- Various spell components in belt pouches
- Two wands in hip holsters

6. Other Items in the Room

There are several other items in the room. Below are just a few of them, but feel free to add your own items and descriptions.

- A **DC 15 Intelligence (History)** reveals the rug is an antique from Sakhara
- A **DC 15 Intelligence (Investigation)** or **Intelligence (History)** reveals that the vase is a priceless antique from Thay
- A **DC 12 Intelligence (Investigation)** of the suit of armor in the corner near Elminster's Desk reveals that the joints appear to be fused. Detect magic reveals transmutation magic on the armor.
- A **DC 12 Intelligence (Investigation)** of the huge portrait of Elminster reveals hidden hinges. Pulling the picture away from the wall on those hinges reveals another portrait on the wall beneath it. This portrait is a boudoir portrait of the Simbul.
- A **DC 12 Intelligence (Investigation)** of the old trunk reveals that it is trapped in some way. Using thieves' tools, a **DC 18 Dexterity** check disables the trap. If the check is failed by 5 or more or if they open the chest without disabling the trap it goes off. The trap is a Dove Trap, releasing 15 doves into the room. No damage or real effect other than scattered feathers and the inevitable dove poop.
- The fish tank has several exotic fish inside. A **DC 12 Intelligence (Investigation)** check reveals that the stand the tank rests on is very rickety, and a good thump would cause it all to come crashing down.
- A **DC 10 Intelligence (Investigation)**, or someone hanging from the chandelier, reveals it has been bolted in place and cannot be moved or swung from.

Interrogating the Guests

The players may choose to question the guests as well as investigate the room. If they succeed on a **DC 12 Charisma (Persuasion) or Charisma (Intimidate)**, they can learn the following details from the guests, except for Pathos, who will only reveal himself as the killer if directly accused and pushed with incriminating details from the crime scene.

Diz

If questioned Diz folds. He admits he was supposed to be the pretend murderer for the party. He will even show players a bottle with a skull and crossbones on it. This he says was the fake poison you were to discover on his person revealing him to be the killer. Smelling it reveals a somewhat sweet odor. Tasting it reveals that it is simply sugar water.

Kira

Kira is shocked at Elminster's death and assumes it is a party member acting as an agent of Khelben Blackstaff. She explains that Elminster was always talking about how jealous Khelben was of him. She will remain suspicious of the party members until the real killer is revealed. She is combative and mean if pressed but will not start a fight.

Mrs. Owlbear

The poor old lady has fainted. A **DC 12 Wisdom (Medicine)** will wake her. She is not guilty of anything other than being an old woman confronted with the dead body of her godson.

Pathos

Pathos appears to be aloof and unconcerned, even going so far as to say that Elminster is probably faking this and will reveal himself soon. If the party succeeds on a **DC 16 Wisdom (Insight)**, they believe Pathos is hiding something.

If the adventurers accuse him of being involved, he will react differently depending on what information the players confront him with. If the players have no proof (the school book/etching/recording/stone) Pathos is incredulous and insulted. He claims he is being singled out because he is a Necromancer. If pressed, he becomes disgusted with the party's abhorrent behavior and demands to take his leave. If confronted, he will fight.

If the players confront Pathos with his real name, school book, and/or the stone he will attempt to divert with claims of prejudice based on his

necromancy. After this, persistent players can goad Pathos into confessing/bragging about his crime with a successful **DC 14 Charisma (Persuasion), Charisma (Intimidation), or Charisma (Deception)**.

Regardless of how the players get there, read this text once Pathos is revealed as the murderer:

That sham artist Elminster wouldn't be anyone if it weren't for me! When we were apprentices together he copied my notes and I'm pretty sure he even stole my spell books. His fame has always been unearned and it was time he paid the price! Killing's too good for him--and too easily remedied by a quick trip to the nearest temple--so yes, I trapped Elminster's soul with the very spell that he was never able to properly learn. And I would have gotten away with it too, had it not been for you meddling adventurers!

Part 3. The Villain Revealed

If the party forces Pathos to admit his guilt, he reaches beneath his robes and reveals several bones that he scatters about the room. As he lunges for the gem, the bones animate into skeletons, starting the fight.

If it's taking the party too long or if they haven't uncovered the clues, Pathos will attempt to either steal the gem or just take it and try to run, likely starting the fight if the players confront him.

The Soul Gem

Once the fight starts, whoever is holding the gem with Elminster's soul trapped in it can hear him whispering, though they can't make out the words. The DM is encouraged to find a suitable prop for the gem, and have the players physically pass the gem around the table as it changes hands. The gem has the following effects while being held:

- A player may use a bonus action to attack with Elminster's Fire Bolt as the mage temporarily possesses the character (this is a fun opportunity to have them yell out something that Elminster would say during the fight). The firebolt is +6 to attack and 2d10 points of damage if it hits. If the player rolls a 1 on the attack, the spell not only fails but they are forced to drop the gem.
- All attacks from undead have advantage against a person holding the Gem.

- A person holding the gem has disadvantage on all saves against necromancy spells. Pathos is immune to this effect.
- If Pathos is holding the Gem at the end of his turn, he regains 10 hit points.
- The gem seems to be constantly fighting to be free. If a person holding the gem takes damage (including Pathos) they must make a **DC 15 Constitution Save**. If they fail, they drop the gem.

The Fight

As soon as Pathos has his hands on the gem, he'll try to teleport away. It becomes clear that whatever he's doing has failed and he grumbles "screw you Elminster." At this point Diz will exclaim overenthusiastically from behind the party:

"HA! Elminster locked this dimension so that you have to have this key to teleport out or leave through... the... front... oops" He holds up a key chained around his neck.

Now Pathos needs to get the Gem and the key from around Diz's neck. If there's ever a turn where he has the gem and the key, he will teleport away at the end of his turn as an action.

Once the fight breaks out Kira will attack one of the characters (choose which one she's been contracted to kill – totally up to you). She'll attempt to use the confusion and surprise of Pathos's attack to get a sneak attack on the first round, and will continue using the skeletons as allies/distractions for future sneak attacks. If reduced to one third her hit points or less, she attempts to flee back through the main entrance (requiring the key around Diz's neck).

If Pathos is reduced to less than one third his hit points, he gives up on getting the gem and just tries to get the key from Diz so he can get away.

Look at all those breakable objects!

There are many breakable items in the room, and it should be made clear that Elminster will be very upset if he wakes up to have his stuff destroyed. That said, it's a fight, and lots of the things in the room are likely to end up on the wrong side of a spell or attack. The DM should play up the destruction as the combat goes on, including the fish tank breaking and flooding water everywhere, things catching on fire from magic attacks, and the furniture and priceless objects being destroyed.

As the room becomes cluttered with debris, the suit of armor in the corner animates, and reaches to draw its sword. The sword however is actually a broom that the armor uses

to try to clean up the room. This causes an extra level of distraction and disturbance as it moves around the room and gets in people's way during the fight.

If a fire starts, small sized water elementals appear in the room and try to put it out, also getting in the way of Pathos and the adventurers.

The End

Pathos dies screaming for revenge on the floor of Elminster's study, or knocked unconscious for incarceration if that's what the players decide. Now that the party has the gem, it's a matter of finding a wizard powerful enough to move Elminster back into his flesh. That's probably not going to be cheap.

Appendix. NPC/Monster Statistics

Pathos

Medium humanoid (human), neutral evil

Armor Class 14 (11 if mage armor is dispelled)

Hit Points 33 (27 if false life is dispelled)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	12 (+1)	8 (-1)

Skills Arcana +7, History +7

Senses passive Perception 11

Languages common

Challenge 2 (450 XP)

Touch of Death. As a reaction to an undead ally successfully hitting with an attack, Pathos can expend a spell slot to cause the attack to magically deal an extra 10 (3d6) necrotic damage to the target. If Pathos expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Reanimator: As a bonus action, Pathos can reanimate a skeleton, bringing it back at half its hit points. Each skeleton can only be reanimated once this way.

Spellcasting: Pathos is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Pathos has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *ray of frost*, *minor illusion*

1st level (4 slots): *Ray of sickness*, *False Life**, *Mage Armor**

2nd level (3 slots): *Blindness/Deafness*, *Shatter*

3rd level (2 slots): *Counterspell*, *Vampiric Touch*

*Pathos has these spells cast on him before combat.

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Kira

Medium humanoid (high elf), neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +6, Insight +5, Investigation +5, Perception +6, Persuasion +6, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven, Dwarven

Challenge 2 (450 XP)

Cunning Action. On each of her turns, Kira can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, Kira deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Kira doesn't have disadvantage on the attack roll.

Actions

Multiattack. Kira makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

