

Non-Player Party Members

Zynmar's Pets

A familiar can communicate telepathically and be commanded by its owner within a range of 100' and can be used to deliver touch-range spells and cantrips. It will always obey commands and take no action unless instructed. Familiars cannot make attacks.

Nameless (familiar - hawk)					
AC: 13		HP: 1		PP: 14	
Str	Dex	Con	Int	Wis	Cha
-3	3	-1	-4	+2	-2
Walking speed: 10' (2 squares)			Flying speed: 60' (12 squares)		
Skills: <u>Perception</u> +1					
Keen Sight (advantage on Perception checks that rely on sight).					

Ag's Minions

Undead can be commanded to take Actions and move, or given general commands. If issued no commands, the creature only defends itself against Hostile Creatures. Once given an order, the creature continues to follow it until its task is complete.

Sutha (zombie - former vampire)					
AC: 8		HP: 22		PP: 8	
Str	Dex	Con	Int	Wis	Cha
1	-2	+3	-4	-2	-3
Languages: Understands but can't speak				Speed (walk/swim): 20 (4)	
Immunities: Poison; Poisoned.			Saving Throws: <u>Wis</u> +0.		
Darkvision: 60'					
Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.					
Slam: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.					