

DELANNA MIREWHISPER, SWAMP SURVIVALIST

"IF YOU'RE NOT CAREFUL OUT THERE, THE SWAMP'LL SWALLOW YOU WHOLE. BEST TO KEEP MOVING AND KEEP QUIET."

MEDIUM HUMANOID (HUMAN), NEUTRAL

Armor Class 15 (leather armor)

Hit Points 45

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +5, Wis +4

Skills Survival +6, Nature +4, Perception +4, Stealth +5

Tools Herbalism kit, Navigator's tools

Senses Passive Perception 14

Languages Common

Challenge 2 (450 XP)

Swamp Survivalist. Delanna can move through difficult terrain caused by mud or water without expending extra movement. She has advantage on Survival checks made to navigate or track in swampy environments.

Quick Reflexes. Delanna can take the Dodge action as a bonus action when she's in difficult terrain.

Herbalist's Knowledge Delanna can identify most natural poisons and plants in swampy terrain and has a 50% chance to brew an antidote for basic poisons (DM's discretion).

ACTIONS

Reinforced Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage.

Throwing Dagger. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit* 6 (1d6 + 3) piercing damage.

REACTIONS

Watch Your Step. When a creature Delanna can see steps into quicksand or other hazardous terrain within 30 feet, she can shout a warning, granting that creature advantage on its saving throw or ability check to avoid the hazard.

