You have sworn to bring terrible violence is your answer to almost any challenge. Fury and resentment lie always just below the surface of your gleaming armor. For each wrong done you, you have sworn vengeance against those who would bring misery to the helpless. You are used to traveling on your own, meting out punishment on your terms wherever you find injustice. But recently you discovered others much like yourself, wanderers who fight monsters and defeat evil doers. True, they seem to be in it mostly for the money, but you welcome the companionship—for however long it lasts.

**Background (Outlander)**
You are an exile, unwelcome in both civilized society and the savage tribes of your parentage. Born after an orc raid, you were abandoned at a nearby temple and raised by the acolytes within. Despite the peaceful nature of their worship, your innate anger and resentment led you to the path of the war god.

**Wanderer.** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Faction.** You are a member of the Order of the Gauntlet, an organization dedicated to smiting evil wherever it lurks and without hesitation.

**Personality Trait.** You feel far more comfortable around animals than people.

**Ideal.** You are driven to earn glory in battle.

**Bond.** You have sworn to bring terrible wrath down on evildoers.

**Flaw.** Violence is your answer to almost any challenge.

**Half-Orc Traits**

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Relentless Endurance (Recharges after a Long Rest).** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

**Paladin Features**

**Divine Sense (4; Recharges after a Long Rest).** As an action, you can open your awareness to sense strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

**Channel Divinity (Recharges after a Short or Long Rest).** You can use one of the following options.

**Abjure Enemy.** As an action, you present your holy symbol and speak a prayer of denunciation. Choose one creature within 60 feet of you that you can see. That creature must make a DC 14 Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature’s speed is 0, and it can’t benefit from any bonus to its speed.

On a successful save, the creature’s speed is halved for 1 minute or until the creature takes any damage.

**Vow of Enmity.** As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. The creature’s speed is 0, and it can’t benefit from any bonus to its speed.

**Divine Smite.** When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead...
Mastiff
Medium beast, unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

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<td>13 (+1)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
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Skills Perception +3
Senses passive Perception 13
Languages —

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions
Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Brown Bear (Mount)
Large fey, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

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<td>19 (+4)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
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<td>13 (+1)</td>
<td>7 (−2)</td>
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Skills Perception +3
Senses passive Perception 13
Languages understands Common

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions
Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 4) piercing damage.
Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Equipment
Halberd, spear, maul, staff, splint armor, explorer’s pack, hunting trap, flute crafted from an orc’s shinbone, holy symbol (serves as a spellcasting focus), traveler’s clothes, military saddle, mastiff (see below), chunk of meat (5), belt pouch.