

ANNA OF THE MILKWARD SONS

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 15 (studded leather)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

Initiative: +3 (15)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+3	DEX	16	+3	+5	CON	16	+3	+5
INT	10	+0	+0	WIS	14	+2	+4	CHA	12	+1	+1

Skills Stealth +5, Survival +4, Intimidation +3, Perception +4

Senses Passive Perception 14

Languages Common, understands Ratfolk (pretends not to)

Challenge 4 (1,100 XP)

Proficiency Bonus +2

TRAITS

Zeal of the Sons. Anna has advantage on saving throws against being frightened while within 30 ft. of another Milkward Son.

Ruthless Opportunist. When an ally within 30 ft. drops to 0 hit points, Anna can immediately make a ranged attack as a reaction.

Spellcasting. Anna is a 4th-level spellcaster (spell save DC 12, +4 to hit with spell attacks). She has the following ranger/cult-flavored spells prepared:

- 1st level (4 slots): HUNTER'S MARK, BLESSING OF THE CURDLED FAITH
- 2nd level (2 slots): CURDLING ARROW, MISTY STEP

ACTIONS

Multiattack. Anna makes two attacks with her longbow or shortsword.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

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

