

Gil Vargas

Slum Shepherd

A festering sore in the capital's underbelly, Gil Vargas is a petty tyrant to some, a survivor to others, and a name muttered with equal parts fear and grudging respect. In the shadows of Covrada, the proud capital of the Kingdom of Bolatine, he runs a tight operation that preys on the desperate and discarded. His so-called Gil's Gamin—street orphans and lost children—serve as pickpockets, lookouts, and laborers in a machine that never stops grinding.

From a decaying fishery down in the docks, Gil oversees a small circle of enforcers who keep the children obedient and the law looking the other way. He's cruel, clever, and far more cautious than he lets on. Plenty have tried to carve a legacy in Covrada's criminal world. Few have survived long enough to enjoy it.

Gil Vargas. Gil is not a relic of better days, but a criminal who lasted, an impressive feat for his occupation. In his prime, he navigated the court of the Rat King, rubbed elbows with smugglers and killers alike, and left plenty of dead rivals in his wake. In his older years he's focused on reinforcing his domain carved from Covrada's underbelly, running an unseen, yet efficient, operation of orphans, the Gil's Gamins. The Gamins who perform well earn moldy bread; those who fail earn lashes or worse, a visit to Gobblegut, his personal alligator. With a small yet firm seat of power established in Covrada's central harbor, Gamin enjoys his semi-retirement, surrounded by the many trophies of his past exploits.

Yog Balco. Balco, Gil's senior enforcer, serves as his fixer and apothecary, not only providing him medical services that have become all-too necessary at Gil's age, but also providing poisons and intoxicants for the gamin's to deliver and distribute. Balco has no love for Gil, yet years of service under him made it clear that under Gil a comfortable and easy life is secured. As for the gamins, he loathes the change in Gil's operation and openly displays his detest towards them any chance he gets. While he does not lash out physically against the kids, he is prone to outbursts and endless tirades against even the tiniest of blunders.

Giggles. Giggles is a cruel orc with a carved grin and sadistic eyes. Acting as enforcer, he patrols the fishery with laughter devoid of genuine joy, his many-tailed whip lined with shark teeth always at hand. Upon his approach the Gamin scatter in fear, knowing fully well that this burte needs little excuse to swing his whip for his own twisted amusement.

Mister Hookshanks. Hookshanks is a short, bitter halfling with a need to feel tall. He oversees the children's schedules, routines, and punishments, barking orders with vile glee, all while insisting the Gamin shall only address him as "Mister" Hookshanks.

Bloo. Bloo is Gil's mean mutt. This mangy beast is as foul tempered as he is old, but he still snarls like he did when he was young. Bloo has followed Vargas for decades, snapping and snarling, and never once failed to bite when ordered. The Gamin believe Bloo is clinging to live purely out of hatred. None of the kids remember a time before Bloo and are sure this foul thing will outlast them all.

Gobblegut. Gobblegut is a massive alligator Gil keeps in the waterlogged pit under his hideout. Gil claims this beast to be his vanity "pet," but everyone knows Gobblegut's maw is the final destination for those who disappoint one too many times. Bloated from decades worth of meat and refuse, this beast is always eagerly awaiting its next meal.

Gil's Gamin. The Gamin are the shaky foundation of Gil's vaning empire: a chaotic collection of terrified street urchins used as tools and thrown away the moment they wear out. Some were orphaned, some sold, others simply taken. Gil finds them, breaks them, and puts them to use under his service.

The older ones run pickpocket operations, hawk stolen wares, or intimidate newcomers. Younger ones are delegated to menial work such as sorting rotten fish, cleaning, or serving as bait or distractions for Gil's many schemes. Most are too afraid to run and too hardened to cry. Few of them still believe they can escape this life, but must are far too broken to believe in a better tomorrow. To the people of Covrada, they are either invisible or nuisances. To Gil, they are assets, given a new purpose in a world that has dismissed them.

GIL'S GAMIN

Small Humanoid, neutral

Armor Class 12 (rags)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (0)	7 (-2)	7 (-2)	11 (0)

Skills Acrobatics +3, Perception +2, Sleight of Hands +3, Stealth +3

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency +2

Just Kids. The Gil's Gamin has disadvantage on saving throws against effects that frighten them. Additionally, creatures of Medium Size or larger have advantage on Intimidation checks targeting the Gamin.

ACTIONS

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

Unwieldy Pitchfork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage. This attack always has disadvantage on its attack roll.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

REACTIONS

Duck and Cover. The Gamin is missed with an attack or succeeds a Dexterity saving throw, they can move up half of their speed without provoking opportunity attacks. If the triggering Dexterity saving throw would deal damage on a successful saving throw, the Gamin takes no damage instead.

GIGGLES

Medium Humanoid (Orc), neutral evil

Armor Class 15 (reinforced garment)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	11 (0)	9 (-1)

Skills Athletics +5, Intimidation +5, Perception +2

Senses passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Proficiency +2

ACTIONS

Multiattack. Giggles makes 2 brutal whipping attacks. Giggles can replace one of these attacks with an intimate action.

Brutal Whipping. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 1) bludgeoning damage.

Intimidate. A creature within 10 feet of Giggles that was hit with a melee weapon attack since the beginning of his current turn must succeed a DC 13 Wisdom saving throw or be frightened until the end of Giggles's next turn.

Cackling Lashes (Recharge 5-6). Giggles releases a barrage of wild whip lashes and makes a brutal whipping attack against up to 3 creatures in 10 feet of himself. Each creature hit must succeed a DC 13 Wisdom saving throw or be frightened until the end of Giggles's next turn.

MISTER HOOKSHANK

Small Humanoid (Halfling), chaotic evil

Armor Class 14 (studded leather)

Hit Points 44 (8d6+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	11 (0)	8 (-1)	12 (+1)

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages Common, Halfling

Challenge 3 (700 XP)

Proficiency +2

Nimble. Mister Hookshank can move through spaces of creatures that are one or more Sizes larger than himself.

Sneak Attack. Mister Hookshank deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Hookshank that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Mister Hookshank makes 2 weapon attacks; one with his shortsword and one with his dagger.

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

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

Thrown Dagger. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Short Fuse. If Mister Hookshank is hit with a weapon attack or is taunted for his short size, he moves up to half of his speed towards the triggering creature and makes a weapon attack if possible. After using this reaction Mister Hookshank can't disengage or willingly move away from the triggering creature until the end of his next turn. To use this reaction Mister Hookshank must be able to see the triggering creature.

BALCO

Medium Humanoid (Human), lawful evil

Armor Class 14 (studded leather)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	11 (0)	14 (+2)	10 (0)	13 (+1)

Skills Arcana +4, Deception +3, Persuasion +3

Senses passive Perception 10

Languages Common, Elven, Infernal

Challenge 2 (450 XP)

Proficiency +2

BONUS ACTION

Quick Toss (Recharge 5-6). Balco throws an alchemical flask.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Acid Wand. Up to 2 creatures in a 5-foot-radius centered on a point within 60 feet of Balco must succeed a DC 12 Dexterity saving throw or take 5 (2d4) acid damage.

Alchemical Flask. Balco throws an alchemical flask, making one of the following attacks:

Acid. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) acid damage.

Molotov. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) fire damage and the target is on fire for 1 minute. A creature on fire takes 7 (2d6) at the end of its turn. A burning creature or another creature within 5 feet of it can take an action to extinguish it.

Tangleweb. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* The creature is restrained by a sticky adhesive. A restrained creature makes a DC 12 Strength saving throw at the beginning of its turn, ending the effect on a success. Additionally, a creature can repeat the saving throw as an action, also ending the effect on a success.

BLOO

Small beast, bad boy

Armor Class 12

Hit Points 18 (4d6 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/2 (100 XP)

Proficiency +2

Keen Senses. Bloo has advantage on Wisdom (Perception) checks taht rely on smell..

Grab and Shake. Bloo has advantage on bite attacks against a creature he has grappled.

ACTIONS

Frenzied Bites. Bloo makes one bite attack, if the attack hits he can grapple the target (escape DC 11), or make another bite attack against the same target.

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

GOBBLE GUT

Large Beast, neutral

Armor Class 14

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 3 (700 XP)

Proficiency +2

Hold Breath. Gobble Gut can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and he target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and Gobble Gut can't bite another target.

Death Roll. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature it has grappled in its jaws. *Hit:* 17 (2d12 + 4) and the creature is no longer grappled.

REACTIONS

Delectable Lure. When Gil Vargas hits a creature with his Chum Projectile within 60 feet of Gobble Gut, it can move up to its speed towards the hit creature.

GIL VARGAS, SLUM SHEPHERD

Medium Humanoid (Human), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throw Str + 4, Dex +6, Wis +4

Skills Deception +5, Insight +4, Intimidation +5, Perception +4, Stealth +6

Senses passive Perception 14

Languages Common, Goblin, Infernal

Challenge 3 (700 XP)

Proficiency +3

Sneak Attack. Gil Vargas deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Gil that isn't incapacitated and he doesn't have disadvantage on the attack roll.

BONUS ACTION

Dirty Trick. A creature within 10 ft. of Gil that can see or hear him must succeed on a DC 13 Wisdom saving throw. On a failed check Gil's next attack against that creature has advantage and the creature can't use reactions until the end of Gil's turn.

ACTIONS

Multiattack. Gil makes two melee attacks or he makes one attack with his light crossbow and kicks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage and the target is pushed back 5 feet away from Gil.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Chum Projectile (4-6). Gil loads his crossbow with a chum projectile and fires it. He makes a Light Crossbow attack and on a hit the target takes an additional 4 (1d8) poison damage and is marked with bait until the creature removes it as an action. Gobble Gut has advantage on all attack rolls targeting a creature that is marked by this attack and has advantage on Perception checks to find the creature.

REACTIONS

Parry and Kick. Gil adds 3 to its AC against one melee attack that would hit him. To do so, Gil must see the attacker and be wielding a melee weapon.