

MYLES TAPPER, INNKEEPER OF THE JOLLY ANGLER INN

"COME IN, COME IN! YOU LOOK LIKE YOU COULD USE A WARM MEAL AND A COLD DRINK."

MEDIUM HUMANOID (HUMAN), NEUTRAL GOOD

Armor Class 10

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	12 (+1)	14 (+2)	16 (+3)

Skills Persuasion +5, Insight +4, History +3

Senses Passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Innkeeper's Charm Myles can use his natural charisma to calm tensions. As an action, he can make a Persuasion check (DC 12) to reduce hostility in a tense situation.

Community Connection Myles knows the names, jobs, and recent news of most Greenbranch locals and travelers who stay at his inn. He has advantage on checks to gather information in the area.

Well-Stocked Cellar Once per day, Myles can provide adventurers with rations or a special brew that grants temporary hit points equal to 1d4 + his Charisma modifier (1d4 + 3).

ACTIONS

Club (Improvised) *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

