



SCOUTMASTER DENNY

Denny Pebblepot is a disgraced Green Teen scoutmaster who was fired after losing his scouts in the swamp. He is ill-fit for knighthood, but has a knack for self-preservation. Denny is currently retired at age 19 and living in Moonstone. He still acts as a tour-guide from time to time, but only if another adult is present.

Craven. Denny can use a Dash Action as a Reaction if another creature moves within 10 feet of him.

Not Well Liked. Scoutmaster Denny has disadvantage on Persuasion checks.

Rich Dad. Denny carries 100 platinum in an emerald encrusted coin purse.

Touch Hands. As an action, you can touch a creature and pull from your pool of healing power to restore hit points to them. You can restore up to 15 hit points per day and your pool resets after a long rest.

Armor Class: 19
(scale mail, shield, defensive style)

Hit Points: 27

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	8 (-1)	12 (+1)

Skills: Nature +4, Religion +4, History +4, Acrobatics +5, Stealth +5

Senses: Passive Perception 9

Languages: Common, Halfling

Challenge: 1 (200 XP)

ACTIONS

Masterwork Longsword.

Melee Weapon Attack:

+4 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage or 6 (1d10+1) slashing damage if used with two hands.

SPELLCASTING

Scoutmaster Denny is a 3rd-level Green Teen. His spell-casting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Denny has the following Green Teen spells prepared:

1st level (3 slots): *cure wounds*, *speak with animals*