



Art: Ollie Mulkerrens

BWIAN

Bwian has traits typical of his people, a stumpy appearance, standing only 2 ft tall. Despite his disproportionate frame, he is dextrous and agile.

FAEKIN FELLOWS

Like other Faekin of his kind, Bwian was born and created through the magical elements in the Greenwolds; the home to Elves, Pixies, Sprites and many more. Unlike his siblings, Bwian's slender frame carries a lean, prepared build.

As Star Island is laced with magics entangled with the very essence of the Greenwolds, it took little effort for a gifted Druid to bridge the barriers between planes and bring back with him a small cluster of curious creatures such as Bwian.

GARDEN GUARDIANS

For years now, Bwian and his siblings have remained within the garden. They guard a powerful relic, tricked into believing that the relic must be incredibly sacred. For his people feel the essences in the world, and the book has drawn them in.

FEARFUL FREEDOM

Unlike his siblings however, Bwian has grown disillusioned with the notion that the book they guard is actually as holy as they were first informed. He seeks the world beyond the shambling green peaks of the shrubbed garden walls. Whilst nothing is

physically stopping Bwian from taking the brave step out into the world, a chilling fear of the unknown keeps him trapped.

HELPFUL HANDOUTS

Should the party find Bwian and his siblings, they will happily offer what little supplies they have in exchange for the party leaving behind something of value. They can also warn the party of any dangers they may encounter.

TRAINEE TRAVELLER

Bwian himself will offer to travel through the garden, helping the party on their journey and providing hints on monsters encountered. He'll also identify the ghosts' pathing to help avoid them if the party loses track of time.

In exchange, he will ask that the party take him with them away from the garden, so that he can see what else the world has to offer.

LANTERN'S LIGHT

During his time in the garden, Bwian has found an old lantern used by the gardener to work in the dark. This lantern can emit daylight for up to 1 hour, recharging each day at dawn.

BWIAN

Small humanoid, chaotic good

Armour Class 15 (leather armour)

Hit Points 14 (2d10 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	12 (+1)	15 (+2)	9 (-1)

Skills Nature +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Halfling.

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Brave. Bwian has advantage on saving throws against being frightened.

Halfling Nimbleness. Bwian can move through the space of any creature that is of a size larger than his.

Faekin Magic. Bwian has access to the *Dancing lights* cantrip and he can cast the *Mirror Image* spell once per long rest. Wisdom is Bwian's spellcasting ability for these spells.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +8 to hit, reach 80/320 ft., one target. *Hit:* 8 (1d6 + 4)