
Rather than attack, Elvish Presley dropped to his knees beside Sir Larpsalot. “There must be something in the Bottomless Bag to keep him alive. There *must!*”

— From *The Lost Tale of Sir Larpsalot*

Elvish Presley

ELF MINSTREL

Some call him the Minstrel King because of his noble birth, but Elvish Presley is content to let Sir Larpsalot lead, offering sage advice as needed. Clad in a blue-suede cloak and carrying the party’s Bottomless Bag, he’s always ready to support Good Company with an uplifting ditty or timely curative.

Elvish Presley serves as Sir Larpsalot’s mentor and confidant, and he is more often amused than annoyed by Brutus’s unruly behavior and Tom Foolery’s pranks. He is also one of the few people in Mezzo-Earth who can—occasionally—convince Master Prospero he is wrong.

Flamboyant, funny, and fair—he knows when a joke is needed to ease tension within the group and when to let sleeping minotaurs lie.

At the Start of the Adventure (Level 3)

Background: Noble

Virtues: Compassion and Creativity

Flaw: Indecisiveness

Proficiency: +2

Initiative: +3

Equipment: arrows (20), backpack, bedroll, *Bottomless Bag*, candle, clothes (costume), clothes (fine), disguise kit, flute, leather armor, lute, *Lemon Thistle* (+1 dagger), rations (1 day), short bow, signet ring, waterskin, money (25 gp)

ELF TRAITS

Cantrip: You know one cantrip from the magus spell list (*Conjure Campfire*). Charisma is your spellcasting ability for it.

Darkvision: You can see in darkness (shades of gray) up to 60 ft.

Elf Weapon Training: You have proficiency in the longsword, shortsword, shortbow, and longbow.

Languages: You can speak, read, and write Common, Elvish, and one extra language (Dwarvish).

Fey Ancestry: You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance: You don't need to sleep, but meditate semiconsciously for 4 hours a day. After resting in this way, you gain the same benefits that a human does from 8 hours of sleep.

MINSTREL FEATURES

Extra Language: You can also speak, read, and write Minotaur.

Expertise: Your proficiency bonus is doubled for any ability check that uses History or Performance.

Tool Proficiencies: Drum, flute, lute, playing card set

Skill Proficiencies: Acrobatics, Animal Handling, Nature, Perception, Stealth, Survival

Melodic Inspiration: You can perform Melodic Inspiration 2 times per long rest.

Spellcasting: You can cast known minstrel spells using a musical instrument (flute or lute) as a spellcasting focus.

ELVISH PRESLEY

Medium humanoid (elf), neutral good

Armor Class: 13

Hit Points: 27 (3d8 + 3)

Speed: 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws: Str +0, Dex +4, Con +1, Int +2, Wis +1, Cha +4

Skills: Acrobatics +4, Animal Handling +3, Arcana +3, Athletics +1, Deception +3, History +6, Insight +2, Intimidation +3, Investigation +3, Medicine +2, Nature +4, Perception +3, Performance +6, Persuasion +4, Religion +3, Sleight of Hand +3, Stealth +4, Survival +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Dwarvish, Elvish, Minotaur

Spellcasting: You can cast prepared minstrel spells using CHA as your spellcasting modifier (Spell DC 12, +4 to hit with spell attacks). You have the following spells prepared:

- Cantrips (at will): *Befriend, Create Campfire, Telling Strike*
- 1st Level (4 slots): *Focus Pocus, Good Guise, Opti Mist, Shake Rattle Reroll, Viva Lost Vigor*
- 2nd Level (2 slots): *Unhappy Feet*

ACTIONS

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

Shortbow: *Ranged Weapon Attack:* +4 to hit, reach 80 ft. (320 ft.), one target. *Hit:* 5 (1d6 + 2) piercing damage.

Melodic Inspiration: As a bonus action, a creature other than you within 60 ft. that can hear you gains an inspiration die (1d6 + 1). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. You can use this feature twice and regain any expended uses when you finish a long rest.

Here's a little secret about Elvish Presley's backstory: he's actually a prince who ran away because he wanted to travel the world instead of preparing to become Gracelund's next king. Ever cheerful, Elvish Presley tries to be Good Company's peacekeeper. He's quick with a joke, including ones at his own expense. Anything to keep the party working as a team. If you like using your words more than weapons, Elvish Presley can be a lot of fun to play!

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At Level 4

- Your maximum hit points increase by 7 (or 1d8 + 3).
- Your Charisma ability score increases by 2 points for a total of 16 (+3).
- Your Spell DC increases to 13, and your spell attack increases to +5.
- The capacity of Melodic Inspiration increases by 1 for a total of 3 uses per long rest.
- You gain 1 additional 2nd-level spell slot for a total of 3.
- You learn the following spell: *Pana Seeya*.

- You gain the following traits:

Hunk o' Luck: You can add +1 to any ability check you make.

Songs and S'mores: You can use soothing music and sweet snacks to help revitalize your wounded allies. You and any friendly creatures who can hear your performance regain 4 hit points at the end of the short rest.

At Level 5

- Your maximum hit points increase by 7 (or $1d8 + 3$).
- Your Spell DC increases to 14, and your spell attack increases to +6.
- Your proficiency bonus increases to +3.
- You gain 2 new 3rd-level spell slots.
- You learn the following spell: *Return to Slumber*.
- You gain the following trait and action:

Inspiration Strikes: You regain an expended use of Melodic Inspiration every 2 hours.

Potion Roulette: You can use your action to pull a random potion out of the *Bottomless Bag*. Roll a d20 and consult the Potion Roulette Effects chart to determine which potion appears. If you choose, you can then use the potion on yourself or a willing creature within 5 ft. of you as a bonus action. This feature can't be used again until after a long rest.

POTION ROULETTE EFFECTS

d10	Potion	Effect
1	Stank Water	It has no color but smells awful. A creature that consumes even a drop of it vomits and takes 1 point of poison damage.
5–10	Grandberry Juice	A creature that consumes this potion regains 1 hit point. Strangely, it tastes like chicken.
10–15	Stamina Elixir	This bubbly, bright green concoction tastes unnaturally sweet. A creature that consumes this potion regains 7 ($1d6 + 4$) hit points.
16–19	Super Stamina Elixir	This bubbly, bright green concoction is almost too sweet to drink. A creature that consumes this potion regains 13 ($2d6 + 6$) hit points.
20	Elvish Punch	It has no color but smells faintly of nature. A creature that consumes this potion regains 13 ($2d6 + 6$) hit points, has all negative conditions removed, and gains advantage on all melee attacks for the next 1 minute.
