

D&D Overview

Before the Game - Intro the concept and basic rules (ask who has played any version before)

Role playing usually implies acting out a role. You might choose to play a character that is very different than your normal personality and that is really cool. You get a chance to step outside how you normally see the world.

You make decisions on behalf of your character. If they require some sort of challenge the outcome of that action will be determined with a dice roll, usually the d20. You'll add or subtract various bonuses to that roll depending on what your character is good at. A bulky strong fighter usually isn't the most acrobatic person in the world, while they might be incredibly athletic. A spellcaster will typically lack brute strength but might excel in knowing the history of a place or information about the people you are speaking to.

Combat is a key part of the game, but not every situation requires combat. Sometimes you can talk your way out of something. Maybe you offer a bribe or try and scare your attacker away. That said there are times when you will have to fight.

There are (about) 10 character sheets in front of you. We'll play each group with 5 adventurers. Typically one of the best things to do in a new campaign is to create your character. Obviously you'll be more attached to the one you create than one that I hand you, however given the time constraints of playing a single night at a conference I'm asking everyone to go with pre-mades, but you can pick from this pack. You'll have to try and avoid grabbing the same sheet as someone else. If anyone wants to talk about character creation later or tomorrow I'm happy to do so.

My job is storyteller and referee. D&D has a pretty extensive rule set and in as many situations as possible we'll play by the rules. Sometimes there will be ambiguity and sometimes we just won't remember exactly what the right rule is. In a real game we'd look it up but today I might opt to just make a judgement call so that we can keep the action going. I'd say decisions are final but this is a RPG... you can, in a way, play the DM just like you play everything else. If I decide against you think about what you might be able to do to turn things around for your character.

Checks

Most non-combat actions are determined by a skill check. When that happens I'll say something like "roll an athletics check". You roll a d20 and add the bonus listed next to athletics on your character sheet. It is possible for that bonus to be negative. That is compared against the difficulty class that I determine. An easy action requires a low roll, a harder action a larger roll. I'll tell you if you pass or fail and if you fail if there's any

negative outcome of your failure.

You can try again, but some actions carry risk. Climbing a steep cliff has a chance that you'll fall and hurt yourself. Trying to convince a rough looking orc that you're his friend, and failing, might get you attacked.

Combat

At the start of combat I'll ask everyone to roll initiative. In combat everyone takes turns including the enemies and initiative determines the order of turns. If two combatants tie an initiative roll I'll have you roll a d20 to break the tie. You have an initiative modifier you add to the original initiative roll but not the tie breaker.

When it's your turn you decide what to do. You can attack, cast a spell, run away or try and do something more creative. If you attack you'll roll an attack check to see if you hit, then you'll roll damage. We'll figure that out during the first time.

- Spells are weird. Some roll attack like a melee attack, some automatically happen but have some other condition. We'll take it case by case.
- Everything else we'll figure out as we go.

So that's the basics. Lets get started and we'll address questions as we move on.

Adventure

Each party member awakens, groggy unaware of their surroundings. It is dark, very dark. They are lying down, on what feels like a hard stone surface. It feels cramped and moving arms and legs makes them aware of the fact that they are in a box of some sort.

A few party members see a thin ring of light about a foot above their head. The light is a single line on each side. It is a gap in the cover of the container, making it apparent that the box may not be sealed.

DM NOTES

Players start in individual sarcophaguses. The players who see a ring of light are in an unsealed sarcophagus.

- *Attempt to push up on the cover:*
 - o *Unsealed Lid - DC 5 ATH,*
 - o *Sealed Lid - DC 10 ATH*
- *Pound on the case or call out for help.*
 - o *Player Roll 1d20 to determine how far their voice travels.*
 - *1-10 and it's audible to another player outside of a coffin*
 - *11-20 and its audible to players still trapped.*

Each party member is on a separate pedestal arranged in a half circle around a central stone landing. Along the back and sides of the pedestal is a seemingly endless drop. To the front of each pedestal there is a 10' drop to water. The water trickles of the edges in between the pedestals falling into the abyss.

Each pedestal features the markings of a rope bridge connected to the central landing. Several of the bridges have deteriorated and are no longer present. A few remain connecting the players to the landing.

DM NOTES

Trap 1/2 bridges based on player count. Once stepped on, unless done so acrobatically, the bridge collapses and the player falls into the water.

- *1d4 DMG barring a successful acrobatics/athletics check at player's discretion.*
- *DC for checks = 10*

Each player must find a way to the central pedestal. 1-2 should do so unencumbered.

The central pedestal features around alter-like pylon. On the pylon are N(number of player) markings bearing a symbol reflective of each characters class. The pylon is wrapped tightly in a sturdy rope that seems to have been dirtied with years of grime and what looks like blood. The rope is of the same make as the solid rope bridges, and appears to be whole. In the center of the pedestal is a claw shaped metal hook with a

loop. Ornamentally it resembles a dragon claw but is removable.

At the northern end of the central pedestal is a sheer drop into the abyss below. Again water trickles over the sides. There's no apparent source of the water yet it continues to fall as if magically refilled.

The ceiling is jagged featuring numerous stalactites. In several places the rocky outcroppings form a horizontal figure.

DM NOTES

The idea is to encourage the players to assist the rest of the party who aren't able to reach the central pillar. Several of those players may still be stuck in the coffins if they failed multiple attempts to lift the lid.

The players must all reach the central pedestal and place their hands on their classes corresponding symbols in order to continue. Once they do so a stone bridge raises out of the darkness and connects them to a door on the northern wall.

Some action should occur if a player touches a symbol that does not match their class. An action matching the class happens when a player, not of that class, touches a symbol. Some are good, some bad. For example, touching the cleric symbol heals the player 1d4 damage. Bard might play a song of inspiration granting that player inspiration on their next ability check. Fighter however propels the player back to their coffin as if forced to begin again. Effects deteriorate and you may opt to give each symbol a glow that fades as they are used up.

*If a player drops into the water they take no damage, as it is a controlled fall. If they fall into the water they take 1d4 damage. They can climb back up either the pedestal or central pillar **DC10 acro/ath/survival** If they fall into the abyss they are magically returned to their coffin and awake, again, as if this whole scenario started over. It only starts over for that player though.*

If a player aids another in opening a coffin, adjust the DC accordingly.

*If a player attempts to use the hook with the rope to swing across it's **DC 10 Acro/Slight of Hand** to hook and a free swing across.*

Players may also athletically or acrobatically jump across. Set appropriate DC

Once the players activate the central pillar a voice bellows within their mind. There is no echo though, which indicates that the sound is inaudible.

Cult Leader: "Welcome to our chamber of trials. You have trespassed upon our realm and now must face our test. Today we put forth of your strength and resolve. Reach the end and we will allow you to live, and carry on your pitiful existence. Should you fail, your soul belongs to our lord. Impress us and we may count you amongst of strongest allies.

Fare well adventurers, I'll return to assess your progress at the end of your trial."

There a stone bridge raises up from the abyss and a door at the far wall opens. Once they proceed through the door a portcullis slams shut locking them into the next room.

FIRST CHAMBER / GUARD ROOM

The opening chamber is a large stone room with a high ledge along the east wall. The walls are made of smooth rock, but not necessarily all flush. The rock looks slippery as if it has been worn down from years of water or sand. It is uneven though and could potentially be climbed, although to do so would be treacherous.

Along the lower lip of the east wall there is a tiny opening. It's not discernible from the doorway but once inspected closer it appears to be a keyhole.

Along the north wall in the west corner there is a wooden door. The door has a windowed opening with a metal cross bar over the window.

DM Notes

Depending on the level noise the players would have made during the previous room this next encounter either begins automatically as soon as the south door slams shut or they players are given time to prepare.

If it happens automatically.

As the portcullis slams closed locking off the southern room a burly human, wearing green dyed clothing stand before our adventurers. His tabbard bears a green dragon perched on a tower. He has a disfiguring scar along his right eye. He carries conventional guards weapons, a longsword and a pair of handaxes. Hanging from his belt is a keyring with a single key.

The elder guard yells to our party "Welcome to our home allow us to show you the strength of our lord."

When he yells the wooden door behind him slams open revealing N (based on party size) additional guards.

Roll initiative.

If the party enters relatively quietly. Allow the party to look around, find the keyhole. A particularly perceptive member might notice that the floor is cut, in line with the keyhole. and that the stonework is the perfect shape of stairs.

The party may attempt to climb the walls. DC should be high, 18 or more ATH/ACRO. If they reach the top they will find a treasure chest containing XXXXXXXX and another

wooden door. This door will not open.

There is also a lever although it is impossible to pull with a single person. Multiple players could pull the lever. DC18 for 2, DC 13 for 3. All players must pass the check. If the lever is pulled the stairs raise and the party avoids the combat. Unless they open the wooden door in the north wall. The east door also unlocks when the lever is pulled.

If they open the wooden door in the north wall the same guards described above are there, awake, playing cards. Roll initiative, surprise round.

The guard room contains N bunks (1 for each guard) with a chest at the foot. The chests mostly contain trash. Common clothing, broken and bent weaponry, some ranged supplies. The wooden door locks and bars from the inside.

The party can opt to bar the door and take a short rest. If they choose a short rest there should be no random encounters. If they try and take a full rest then a full squad of guards will arrive and break down the door. Basically repeat the last encounter. They do not complete their rest (although may get the benefit of a short rest).

The main guard drops the needed key, inserting it into the keyhole will raise the stairs and unlock the east door.

ALCHEMIST & GAMEWARDEN

DM Notes

Players can do both Alchemist and Gamewarden rooms or one or the other. They can also opt to split up. In the event of combat, scale it accordingly if the party is split. It should be more challenging separately but not deadly. Maybe lower HP for attackers on the fly.

Once again as the party enters the next room the door behind them is sealed shut. This next room is a long hallway that end in a dead-end stone wall. On the north and south side are wooden doors.

North Door

Entering the north door the party smells a dank chemical funk. The room is dimly lit but there appears to be a burning cauldron along the west wall. The northern wall is lined with unlabeled indiscernible potions of various color and consistency. bookshelf ring the NE and E wall. A cot sits behind a bookshelf in the NE corner but it is unoccupied. There is a gap in the bookshelves along the east wall for no apparent reason, although upon inspection there are footsteps leading up to that gap in the wall. A particularly perceptive player will notice that the footsteps end about a foot shy of the wall itself.

DM Notes

The gap in the wall is not a hidden door and no amount of checking will find a door there. The intent is to get the players to create a portal, which will take them into the next room.

In the north west corner of the room is a perch on which a raven sits. Once approached the raven croaks.

Raven: "AWK! POTIONS... POTIONS... AWK"

When engaged the raven will continue.

Raven: "AWK! POWER... POWER.... AWK"

Raven: "AWK! EXIT! EXIT!... AWK"

At this point the raven repeats its previous statements.

DM Note

A player might attempt animal handling, persuasion or intimidation on the raven. If successful (DC10 for first, DC15 for subsequent)

First: Raven: "AWK! POTIONS... POWER... EXIT... AWK!"

Second: Raven: "AWK! COLORS... HEAT.... PRETTY... AWK"

Third: Raven: "AWK! BOOK... COLORS... PORTAL! AWK!"

At this point repeat.

On the desk of the room is a number of brightly colored potions. There are also some loose papers. The papers contain blobs of color but only one color each... Most colors are reflected in the potions but some of the colors on the paper do not match.

The players will find loose sheets with

red, green, yellow, purple

DM Note

Going for color mixing here. Each combination will do something different.

Red + Blue = Purple

Red + Green = Brown

Red + Yellow = Orange

Blue + Yellow = Green

The players must pour three of those mixes into the cauldron. As each one is pulled in a shimmer appears on the east wall. Once all three are poured the wall pops open into a portal through which the players can see the darkness of the next room and hear a

chanting.

If they ruin the potion, or mix anything else provide some effect. Positive or negative at DMs discretion. Could be comical as well, face turns blue... you hover over the ground 1", temporarily encumbered, etc.

If the players do an arcana check they notice a book, glowing on the shelf. In that book are explicit instructions about the color mixing.

If they players destroy the potions and do not open the portal, the alchemist opens and closes the portal, discovering the party and starts an attack round.

Roll Initiative

South Door

The south room smells like an animal cage. The Distinct odor of wet dog or dung. In the SW corner are 3 wolves chained to the wall. They are all sleeping but one stirs when the door opens and begins sniffing at the air in his sleep. They rest on rough beds, that appear to have been arranged by someone who cares deeply for the animals but lacks the resources to give them the home they deserve. There are two feed troughs just out of reach of the wolves. In the NE corner of the room is a cot that looks recently slept in.

The SE corner of the room has a wooden door. It is closed but not barred on this side. It is locked.

DM Note

Tick time 1 min Game per 30sec Real time. If the players take more than ~ 5 mins to take some action then the first dog wakes up and starts growling and pulling at his chain. roughly a min later the other two wake up. Roughly 10 mins into the room the gamewarden walks through the door in the SE wall and Roll Initiative. The door locks behind the warden

The gamewarden's first move is to unlock the animals. This takes the effect of a surprise round but at the end of the surprise round the animals are unlocked. The warden does not attack in the first round.

If the players bar the door the gamewarden does not join the fight but the wolves come free @ the 10 min mark, pulling their chains out.

A player may attempt to animal handle one of the wolves. DC 15 if successful the other two wolves wake but remain calm. The warden still enters unless the door is barred.

Once the encounter is resolved the players discover a thin silver key hanging from the packleader's neck. It fits into a slot in the SE door and allows the players through.

DM Note

The players could again attempt a short rest. If they bar the door they no random encounters. If they do not bar the door roll 3d20 for 1 hour rest. If any are ≥ 18 random encounter with 1-2 cultists.

RITUAL CHAMBER

Regardless of how the party enters, through the portal or through the door, all exits seal. The room is massive and cavernous. The floor is stone but clearly man made, with carefully smoothed surfaces. The walls retain a cave like consistency similar to that of the walls from the original guard chamber. The ceiling is far above eye sight and the players cannot see what is above them, even with darkvision. There is however a small spec of light in the center of the room that beams down directly on an altar. (which the players cannot initially see)

Entering the room the players hear a faint chanting. A ritual of some sort is underway, but all they can see from the entry point is the shadow of a figure or figures in the middle of the room. The room is neat with nothing along the walls but torch braziers. Along the southern wall there are a few boxes but even they are neatly stacked.

Sound travels in this room and any attempt to open a box, throw an item or otherwise act loudly will trigger combat.

DM Note

Roll against player conversations. Discussions have a chance to trigger combat, 18 or higher on a periodic d20 will trigger combat.

There do not appear to be any exits from this room besides the way the party came in, which is now sealed.

In the center of the room are N cultists, chanting around a central pedestal. The pedestal is adorned with the image of a great green dragon, with jade inlays for his scales and onyx eyes. The center of the pedestal contains a bowl of a viscous green liquid with gold pieces surrounding it. The liquid is steaming and bubbling. The bowl cannot be lifted from the pedestal. Along the edge of the pedestal is the name "Venomfang - lord of the green dragon's defenders, in draconic"

DM Note

The bowl contains a poisonous acid. If a player tries to ingest or touch they are poisoned and take 1 damage each combat turn or each 30 mins out of combat until healed. The cultists will drop an antidote to the poison.

If they choose to drop the gold into the poison then the next even triggers but only once

the cultists are dealt with (as they will prevent the destruction of the gold).

Once the players get close enough the cultists all turn toward them simultaneously and say

CULTIST: "Infidel, you will not join us, we will protect our lord."

Roll Initiative

Once defeated the last cultist cries out

CULTIST: "I'm sorry my lord we have failed you"

The cultists ignite in a green flame, the heat of which pushes clear any of the adventurers close enough to have been harmed. The smoke from their corpses rises into the air giving us a greenish hue that lights the space around it. It curls up to the ceiling and approaches the small dot of light in the distance. Moments later the sound of flapping wings arises in the distance. A wind picks up in the chamber, not strong enough to knock anyone over but it rustles the clothing and brings a chill. Down from the ceiling enters the visage of Venomfang. He appears in an ethereal form with a human riding on his back. He lands... and addresses the adventurers.

DM Note: *If the part is beat to hell impose a time freeze or some other cheese mechanic. Allow them to spend hit dice to recover.*

VENOMFANG: "You've done well adventurers, I have but a final test of your strength. To escape with your lives you must defeat my underlord. "

A slender, tall man descends from venomfangs back as if climbing from an elephant. He approaches the adventurers with a sword in one hand a staff in the other. As he approaches venomfang spits an ethereal poison in an arc in front of his face. It coats the adventurers but does nothing, as it didn't really exist. He vanishes as part of the same action.

Roll Initiative.

DM Note

The players cannot attack Venomfang. If they try their strikes carry through his ethereal body. They could pre-emptively attack the underlord. They could also attempt to negotiate with the dragon although it's unlikely to succeed. The party CAN die during this fight. If they all die then skip to the end of the story w/o the "join the cult" option.

Following the fight the underlord's body dissolves back into the ethereal form of venomfang.

VENOMFANG: "Well done adventurers - you have succeeded in my trials while many

before you have fallen. We would welcome you into the Green Dragon's defenders. Come, serve my will and we shall conquer the lands of man and dragon in kind. Deny me and you must leave this land or I shall claim your soul."

The bowl on the pedestal lowers and as it vanishes the gold pieces transform into N golden rings with an emerald jewel.

South of the pedestal a portal opens. Through it appears a small town. Venomfang vanishes and the room erupts into light. The adventurers can now clearly see the empty room making it obvious they have only two choices.

Take the Ring

As you slip the ring around your finger you feel stronger but the room gets brighter. White light erupts and engulfs you. You awaken in bed, in an inn. You recall having traveled to this inn in the town of Phandalin. You came to aid Gundren Rockseeker in his quest to destroy the Black Spider. As you rise from your bed you look to your hand, where you wear a golden ring, with a green gem. You awake refreshed and yet vengeful. You will find Gundren and destroy the black spider.

Leave through the Portal

As you enter the portal the world goes dark. You awaken on the side of the road north of Phandalin. You recall your quest to aid Gundren Rockseeker. You're injured but capable of continuing on to town. The last thing you remember was the goblin raiding party that attacked you as you made your way to town. You quickly look around, hoping to retrieve your missing gear. You discover the goblins have run off with most of your gold but reaching into your pocket you discover a single gold coin, bearing a great green dragon with onyx eyes.

YOUR ADVENTURE CONTINUES IN "Lost Mine of Phandelver"

ENEMIES

Guard Leader (Based on Berserker)

AC: 13 (studded leather)

HP: 22 (4d8)

Speed: 30'

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

Senses: Passive perception 10

Languages: Common

Challenge: 1 (XXX XP)

Reckless: At start of turn Guard leader can gain advantage on melee weapon attack rolls during that turn but attack rolls against it have advantage until next turn

Actions:

Rusted Greataxe, Melee weapon attack: +5 hit, reach 5' 1 target. Hit: 1d8 slashing

Guard

AC: 14 (chain shirt)

HP: 7, 5, 11, 10, 6 (each number is used with each subsequent guard)

Speed: 30'

STR - 13 (+1) DEX - 12 (+1) CON - 12 (+1) INT - 10 (+0) WIS - 11 (+0) CHA - 10 (+0)

Skills: Perception + 2

Senses: Perception 12

Language: Common

XP: 25/per

Actions:

Rusted Spear: Melee or Ranged - +3 hit, reach 5' or range 20/60' - one target. Hit 3 dmg

Alchemist (modified cult fanatic)

AC: 13 (leather armor)

HP: 17 (3d8+6)

Speed: 30'

STR - 11 (+0) DEX - 14 (+2) CON - 12 (+1) INT - 13 (+1) WIS - 10 (+0) CHA - 14 (+2)

Skills: Deception +4, Persuasion +4, Arcane +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened
Spellcasting: 1st level spellcaster. It's ability it intelligence. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): fire bolt, light, mage hand
1st level (2 slots): magic missile, shield

Actions:

Multiattack: makes 2 melee attacks

Rusted Dagger: Melee or range weapon attack, +4 to hit, 5' or 20/60 range. Hit: 3 dmg

Wolf Pets (based on wolf)

AC: 13

HP: 7, 10, 11

Speed: 40'

STR - 12 (+1) DEX - 15 (+2) CON - 12 (+1) INT - 3 (-4) WIS - 12 (+1) CHA - 6 (-2)

Skills: Perception +3, Stealth +4

Senses: passive perception 13

Language: -----

Keen Hearing and smell: advantage on wis (perception) checks that rely on hearing or smell

Pack Tactics: advantage on attack rolls if an ally is within 5' and not incapacitated

Bite: +4hit, 5' 4 dmg (2d4). If target is a creature it must succeed on DC 11 str save or be knocked prone.

Gamewarden (Based on Druid)

AC: 11

HP: 15 (3d8+5)

Speed: 30'

STR - 10 (+0) DEX - 12 (+1) CON - 13 (+1) INT - 12 (+1) WIS - 15 (+2) CHA - 11 (+0)

Skills: Medicine +4, Nature +3, Animal Handling +4

Senses: passive perception 10

Language: Common

Spellcasting: 1st level spellcaster. It's ability it intelligence. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): shillelagh, druidcraft
1st level (2 slots): thunderwave, entangle

Quarterstaff. Melee weapon attack +2 hit (+4 with shillelagh), 5' 3dmg bludgeoning or 4 if shillelagh

Cultist

AC: 12
HP: 9
Speed: 30'

STR - 11 (+0) DEX - 12 (+1) CON - 10 (+1) INT - 10 (+1) WIS - 11 (+2) CHA - 10 (+0)

Skills: Deception +2, Religion +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened

Rusted Schimitar. Melee weapon attack +3 hit, 5' 3 dmg

Cult Underlord

AC: 13 (leather armor)
HP: 25 (3d8+6)
Speed: 30'

STR - 11 (+0) DEX - 14 (+2) CON - 12 (+1) INT - 10 (+0) WIS - 13 (+1) CHA - 14 (+2)

Skills: Deception +4, Persuasion +4, Religion +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened

Spellcasting: 1st level spellcaster. It's ability is wisdom. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): sacred flame, light, thaumaturgy
1st level (2 slots): inflict wounds, command

Actions:

Multiattack: makes 2 melee attacks

Rusted Dagger: Melee or range weapon attack, +4 to hit, 5' or 20/60 range. Hit: 3 dmg

Warlock Old One 1

Guild Artisan - Alchemist

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

0

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

-1

9

WISDOM

+3

15+1

CHARISMA

+3

15+1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☒ +5 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Guild Business - Alchemists and Apothecaries
Trait - I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Everyone should be free to pursue his or her own livelihood.

IDEALS

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

BONDS

I'll do anything to get my hands on something rare or priceless.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

E. Blast

+5

1d10Force

W. Bolt

+5

1d12Light

Eldritch Blast - 120' 1 target ranged spell attack for 1d10 Force damage

Witch Bolt - 30' 1 target ranged spell attack for 1d12 Lightning damage, concentration to apply 1d12 per round up to 9 additional rounds as an action, any action besides, enemy out of range or behind cover ends the spell.

ATTACKS & SPELLCASTING

---Racial---

Race - Human

*Ability Score - Charisma +1 and Wisdom +1

*Size - Medium

*Skill - Perception(Wis)

*Feat - Elemental Adept(Lightning)

*Languages - Common and Draconic

---Background---

Background - Guild Artisan

*Skills - Insight(Wis) and Persuasion(Cha)

*Tool - Alchemist's Supplies

*Language - Deep Speech

---Class---

Class - Warlock

*Hit Dice - 1d8

*Armor - Light

*Weapons - Simple

*Saving Throws - Wisdom and Charisma

*Skills - Intimidation(Cha) and Deception(Cha)

*Starting Wealth - 160GP(4d4x10)

---Archetype---

Archetype - Great Old One

*Pact Magic - spell slots are of the same level and refresh after a short rest.

*Awakened Mind - you may communicate telepathically with any visible creature within 30' of you that can understand at least one language.

---Special---

Feats

*Elemental Adept(Lightning) - spells you cast ignore Resistance to Lightning and you can treat 1's rolled for damage as 2's.

15

PASSIVE WISDOM (PERCEPTION)

Languages - Common, Undercommon and Deep Speech
Tools - Alchemist's Supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

8

107

Body - Studded Leather (AC 12 + Dexterity Modifier)

RH - Quarterstaff

LH - Arcane Focus(Crystal)

Misc - Alchemist's Supplies

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL


ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - A set of artisan's tools (Alchemist's Supplies), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch
Warlock Starting Equipment - Studded Leather(45GP), Arcane Focus (Crystal - 10GP), Quarterstaff(2SP) and Dungeoneer's Pack(12GP)



Warlock

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast

Minor Illusion

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

1

PREPARED

SPELL NAME

Witch Bolt

Unseen Servant

2

3

4

5

6

7

8

9

SPELLS KNOWN

CHARACTER NAME

1 Bard

CLASS & LEVEL

Entertainer / Singer

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

17

+3

INSPIRATION

2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 10

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I love a good insult, even one directed at me.

I'll settle for nothing less than perfection.

PERSONALITY TRAITS

Beauty - When I perform, I make the world better than it was.

IDEALS

I want to be famous, whatever it takes.

BONDS

I'll do anything to win fame and renown.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2

Dagger

+4

1d4+2

Rapier, 2lb, Piercing, Finesse

Dagger, 1 lb, Finesse, Light, 20/60

Leather Armor, 11+Dex Mod, 10 lbs.

ATTACKS & SPELLCASTING

Lvl 1, Bardic Inspiration, Bonus Action, You can cast this on another creature and it has to use it within 10 minutes. That player can add an additional 1d6 to an attack, save or skill check roll. Once this is used the player loses it. The bard can use this feature the amount of times to the Bard's Cha modifier. Long Rest to recover.
(5th 1d8), (10 1d10), (15 1d12)

11

PASSIVE WISDOM (PERCEPTION)

Common, Elven, Halfling
Light Armor
Simple Weapons
Hand Crossbows, Longsword, Rapiers, Shortswords
Instrument Proficiencies, Lute, bagpipe, flute, cowbell

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Disguise Kit
Backpack
Bedroll
2 x Costumes
5 x Candles
5 x Rations
Waterskin
Disguise Kit

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

37

AGE

5'9

HEIGHT

143 lb.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Half Elf Racial Features

Ability Score Increases - Charisma +2, and two others +1

Speed - Medium, 30 Feet

Darkvision - 60 feet vision. You can see in dim like it is light out and in dark you can see as if it was dim out.

Fey Ancestry - You have advantage on saving throws against being charmed. Magic CANNOT put you to sleep also.

Skill Versatility - You gain proficiency in two skills of your choice.

ADDITIONAL FEATURES & TRAITS

Love letter from an old acquaintance.

CHARACTER BACKSTORY

TREASURE

CHARACTER NAME

Druid Circle of the Moon 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

14+2

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+3

15+1

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +5 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +5 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Defining Event - I saved people during a natural disaster.
Trait - If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

People deserve to be treated with dignity and respect.

IDEALS

I protect those who cannot protect themselves.

BONDS

Secretly, I believe things would be better if I were a tyrant ruling over the land.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+5

1d6+3Pier

P.Spray

C13

1d12Poiso

P.Flame

+5

1d8Fire

Poison Spray - 10' 1 target takes 1d12 Poison damage or makes a Constitution save to negate.

Produce Flame - 30' 1 target ranged spell attack for 1d8 Fire damage.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

PP

Body - Leather Armor (AC11 + Dexterity Modifier)

RH - Scimitar

LH - Wooden Shield (+2 AC)

Misc - Druidic Focus

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

---Racial---

Race - Elf

*Ability Score - Dexterity +2

*Size - Medium

*Darkvision 60' - Dim=Bright, Dark=Dim(no color in Dark)

*Keen Senses - Perception(Wis)

*Fey Ancestry - Advantage vs. Charm Effects and Immunity vs. Sleep

*Trance - 4 hours = 8 hours rest

*Languages - Common and Elvish

Subrace - Wood Elf

*Ability Score - Wisdom +1

*Elf Weapon Training - Longsword, Shortsword, Longbow and Shortbow

*Fleet of Foot - Speed = 35'

*Mask of the Wild - you may attempt to Hide when lightly obscured by foliage or other natural phenomena (ex. snow, rain, etc).

---Background---

Background - Folk Hero

*Skills - Animal Handling(Wis) and Survival(Wis)

*Tools - Alchemist's Supplies and Vehicles(land)

---Class---

Class - Druid

*Hit Dice - 1d8

*Armor - Light, Medium and Shields(Druids will not wear armor or shields made of metal)

*Weapons - Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings and Spears

*Tools - Herbalism Kit

*Saving Throws - Intelligence and Wisdom

*Prepared Spells(4)

*Ritual Casting - you may cast any Prepared Spell with the "Ritual" tag as a Ritual without expending a Spell Slot, an additional 10 minutes are required to do so.

---Archetype---



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - Alchemist's Supplies, a shovel, an iron pot, a set of common clothes, and a belt pouch
Druid Starting Equipment - Wooden Shield, Scimitar, Leather Armor, Explorer's Pack, Club(1SP) and Druidic Focus

CHARACTER NAME

1 Paladin

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

0

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

18

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 12

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and examples.
I quote sacred texts and proverbs.

PERSONALITY TRAITS

Tradition, The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+5

1d8+3

Javelins

+5

1d6+3

Battleaxe, slashing, Versatile, 4 lbs.

5 x Javelin, Piercing, 30 / 120, 10 lbs.

Chainmail, AC 16, 55 lbs.

Shield, +2 AC, 6 lbs.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Dwarvish
All Armor
Shields
Simple & Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Holy Symbol
5 x Sticks Insense
Prayer Book & Vestments
Common Clothed
Backpack
Blanket
10 x Candles
Tinderbox
Alms Box
2 x Blocks Insense
Waterskin
2 x Rations

EQUIPMENT

FEATURES & TRAITS



80

AGE

4'7

HEIGHT

125 lb.

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Hill Dwarf Traits

Con +2, Str +2

Dwarven Armor Training = Proficiency with light and medium armor.

Darkvision = 60 Feet

Dwarf Resilience = Advantage on Poison Saves, Resistance vs Poison

Dwarf Combat Training = Proficiency with battleaxe, handaxe, throwing hammer and warhammer.

Tool Proficiency = Gain proficiency with Smith's, Brewer's & Mason tools.

Stonecunning = When you make a stonework type of History check, you add proficiency and if you have proficiency, you double it.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELL ATTACK BONUS

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Noble

BACKGROUND

PLAYER NAME

Human

RACE

Lawful neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- -1 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- +2 Charisma

SAVING THROWS

- -1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +0 Religion (Int)
- -1 Sleight of Hand (Dex)
- -1* Stealth (Dex)
- +1 Survival (Wis)

*See your equipment.

SKILLS

17

ARMOR CLASS

-1

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

1d12 + 3 slashing

Javelin*

+5

1d6 + 3 piercing

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards
Languages. Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

FEATURES & TRAITS

HUMAN

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

FIGHTER

Fighters are the most diverse class of characters in the worlds of DUNGEONS & DRAGONS. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

BACKGROUND

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents were the count and countess of Corlinn Hill, a large estate located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill from the map. Instead of growing up on an estate, you were raised in a small but comfortable town house in Waterdeep. As an adult, you stand to inherit a meaningless title and little else.

Personal Goal: Civilize Phandalin. You were meant for more than being a ruler of nothing at all. Rebuilding Corlinn Hill is impractical, thanks to the volcano. But in the last three or four years, hardy settlers have been rebuilding another ruin near the city: the old town of Phandalin, which orcs sacked five centuries ago. Clearly, what Phandalin needs now is a civilizing influence—someone to take the reins and bring law and order. Someone like you.

You're not the only one with such ideas. A knight named Sildar Hallwinter recently set out for Phandalin in the company of a dwarf named Gundren Rockseeker. They plan to reclaim an ancient mine and restore Phandalin to a civilized center of wealth and prosperity. Since your goals align, Hallwinter should be willing to assist you.

Alignment: Lawful Neutral. It's essential to establish law and order, even if it takes an iron fist to do it. The nobility are bound by honor and tradition to protect their people from both external and internal threats to stability. An organized society leaves no room for evil and chaos to take root.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 2 to your hit point maximum.

2ND LEVEL: 300 XP

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3RD LEVEL: 900 XP

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Strength increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your greataxe and javelin, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

5TH LEVEL: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Hill dwarf

RACE

Soldier

BACKGROUND

Neutral good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +3 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1* Stealth (Dex)
- ☐ +3 Survival (Wis)

*See your equipment.
SKILLS

18

ARMOR
CLASS

-1

INITIATIVE

25 feet

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

Languages. Common, Dwarvish

Stonemasonry. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

FEATURES & TRAITS

DWARF

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

In the Forgotten Realms, your people are called gold dwarves. They have remote kingdoms in the south and typically keep their distance from human affairs. Their brethren are the shield dwarves of the north, who are strong, hardy, and accustomed to a difficult life in rugged terrain. Years ago, you moved to that northern realm.

Male Dwarf Names: Adrik, Baern, Brottor, Dain, Darrak, Eberk, Einkil, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rurik, Taklinn, Thoradin, Tordek, Traubon, Travok, Veit, Vondal

Female Dwarf Names: Amber, Artin, Bardryn, Dagnal, Diesa, Eldeth, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Lifrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra

Dwarf Clan Names: Battlehammer, Brawnnavil, Dankil, Frostbeard, Gorunn, Ironfist, Loderr, Strakeln, Torunn, Ungart

CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Your god, Marthammor Duin, is the dwarf god of wanderers, travelers, and outcasts—those who move among strange lands and foreign peoples. Dwarves who honor him wear his holy symbol, a boot overlaid by an upright mace, on a necklace often made of silver and iron.

BACKGROUND

Trained as a soldier on the island of Mintarn, you traveled to Neverwinter as part of a mercenary company that serves as both army and city watch. You grew disillusioned with your fellow soldiers, who seem to enjoy their authority at the expense of the people they're supposed to protect. Everything came to a head recently, when you disobeyed an order and followed your conscience. You were suspended from active duty, though you kept your rank and your connection to the mercenaries. Since then, you have devoted yourself to your deity.

Personal Goal: Teach the Redbrands a Lesson. You've heard that Daran Edermath in the town of Phandalin is looking for people of courage and principle to teach some bullies a lesson. These thugs, the Redbrands, have been throwing their weight around in Phandalin, much as your compatriots did in Neverwinter. Putting a stop to their villainy is a worthy goal.

Alignment: Neutral Good. Your conscience, not law and authority, will guide you to do the right thing. Power is meant to be used for the benefit of all, not to oppress the weak.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 3 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

—SPELL SLOTS PER SPELL LEVEL—				
LEVEL	PREPARED SPELLS	1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

2ND LEVEL: 300 XP

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you to use an action and present your holy symbol. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

3RD LEVEL: 900 XP

Spells. You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *lesser restoration* and *spiritual weapon*.

4TH LEVEL: 2,700 XP

Spells. You learn one more cleric cantrip of your choice.

Ability Score Improvement. Your Wisdom increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

Rogue 1

CLASS & LEVEL

Lightfoot halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +0 Survival (Wis)

*See your equipment.
SKILLS

14

ARMOR
CLASS

+3

INITIATIVE

25 feet

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6 + 3 piercing

Shortbow*

+5

1d6 + 3 piercing

*You can shoot your shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword or shortbow) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

10

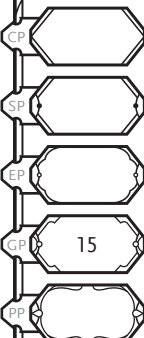
PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools

Languages. Common, Halfling

Expertise. When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES



Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Lucky. When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

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

Naturally Stealthy. You can attempt to hide when you are obscured by a creature that is at least one size larger than you.

Criminal Contact. You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

FEATURES & TRAITS

HALFLING

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; and fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an old dirt road.

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They're concerned with basic needs and simple pleasures and have little use for ostentation.

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship, as well as the comforts of hearth and home, harboring few dreams of glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity.

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

Male Names: Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby

Female Names: Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna

Family Names: Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tossobble, Underbough

ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

BACKGROUND

The town of Phandalin is built on the ruins of an older settlement, vacant for five centuries until some hardy settlers set about rebuilding it some years back. Drawn by stories of gold and platinum in the nearby foothills, you came to Phandalin as well, not to earn a living, but to prey on those who struck it rich. You joined a gang calling itself the Redbrands and made some decent coin as a burglar, enforcer, or fence.

But you must have made an enemy among your fellow Redbrands. Someone set you up. On that person's word, the head of the Redbrands—a wizard called Glasstaff—tried to have you killed. You escaped, barely alive and thanking Tymora, the goddess of good fortune, for your luck. You fled Phandalin, almost penniless and with only the tools of your trade to your name.

Personal Goal: Get Your Revenge. Someone in the Redbrands nearly got you killed, and you sure would like to know who it was. And then you'd like to take your revenge—on that person, on Glasstaff, maybe on all the Redbrands. And you just got a tip that might help you: someone named Halia Thornton also has it out for the Redbrands. She lives in Phandalin, which means showing your face to the Redbrands who still want you dead.

Alignment: Neutral. You tend to do whatever seems best at the time. Sure, you've done some things you're not proud of, and you're not personally committed to making the world a better place. But you have no interest in causing suffering or making things worse than they already are.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 1 to your hit point maximum.

2ND LEVEL: 300 XP

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

3RD LEVEL: 900 XP

Second-Story Work. You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

Sneak Attack. You deal 2d6 damage with your Sneak Attack feature, instead of 1d6.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5TH LEVEL: 6,500 XP

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1. Your Expertise feature means your bonus for Stealth and the use of thieves' tools instead each increase by 2.

Sneak Attack. You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

Uncanny Dodge. When an attacker you can see hits you with an attack roll, you can use your reaction to halve the attack's damage against you.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

CHARACTER NAME

Wizard 1

CLASS & LEVEL

High elf

RACE

Acolyte

BACKGROUND

Chaotic good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

*See your equipment.

SKILLS

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Daggers, darts, light crossbows, longbows, longswords, quarterstaves, shortbows, shortswords, slings

Languages. Common, Elvish, Draconic, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30 feet

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+4

1d6 + 2 piercing

Cantrips. You know *mage hand*, *prestidigitation*, *ray of frost*, and *shocking grasp*, and can cast them at will.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these 1st-level spells: *burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, and *sleep*. Descriptions are in the rulebook.

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

5

Shortsword, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch

EQUIPMENT

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge.

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Shelter of the Faithful. As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

ELF

Elves are a people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

In the Forgotten Realms, your people are named sun elves. Also called gold elves or sunrise elves, sun elves have bronze skin and hair of copper, black, or golden blond, and their eyes are golden, silver, or black. They are more reclusive than the other branch of high elves, the moon elves, but Oghma has called you to live among other peoples, rather than in the sanctuaries of your kin.

Elves are considered children until they declare themselves adults, sometime after the hundredth birthday. Before this period, they are called by child names. On declaring adulthood, an elf selects an adult name. Every elf also bears a family name, typically a combination of Elvish words. Some elves traveling among other races translate their family names into Common.

Child Names: Ara, Bryn, Del, Innil, Lael, Mella, Naeris, Phann, Rael, Rinn, Syllin, Vall

Male Adult Names: Adran, Berrian, Carric, Erevan, Galinndan, Hadarai, Immeral, Paelias, Quarion, Riardon, Sovelliss, Theren, Varis

Female Adult Names: Althaea, Bethrynna, Caelynn, Ielenia, Leshanna, Meriele, Naivara, Quillathe, Silaqui, Thia, Vадania, Valanthe, Xanaphia

Family Names (Common Translations): Amastacia (Starflower), Galanodel (Moonwhisper), Liadon (Silverfrond), Meliamne (Oakenheel), Siannodel (Moonbrook), Ilphelkiir (Gemblossom)

WIZARD

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

BACKGROUND

You have spent your life dedicated to Oghma, all-seeing god of knowledge, and spent years learning the lore of the multiverse.

Personal Goal: Reconsecrate the Defiled Altar. Through visions delivered in your trances, your god has called you to a new mission. A goblin tribe has made its lair in an ancient ruin now called Cragmaw Castle, where they have defiled a shrine once sacred to Oghma. Now dedicated to the vile goblin god Maglubiyet, the altar is an offense to Oghma that must not stand.

You're sure Oghma has greater things in store for you if you can complete this quest. In the meantime, your visions suggest that Sister Garaele—a priest of Tymora, the goddess of luck—can aid you in the town of Phandalin.

Alignment: Chaotic Good. The pursuit and acquisition of knowledge is for the benefit of all. Kingdoms and laws are useful so far as they allow knowledge to flourish. Tyrants who seek to suppress and control it are the worst villains. You share your knowledge freely, and use what you have learned to help where you can.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d6 + 2$ to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

LEVEL	PREPARED SPELLS	—SPELL SLOTS PER SPELL LEVEL—		
		1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2ND LEVEL: 300 XP

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

3RD LEVEL: 900 XP

Spells. You can now prepare and cast 2nd-level spells.

4TH LEVEL: 2,700 XP

Spells. You learn one more wizard cantrip of your choice.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can prepare and cast 3rd-level spells.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Fighter 1

CLASS & LEVEL

Folk hero

BACKGROUND

PLAYER NAME

Human

RACE

Lawful good

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +2 History (Int)
- ☐ +1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +3 Survival (Wis)

*See your equipment.

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity. It's no good pretending to be something I'm not.

IDEALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+4

2d6 + 2 slashing

Longbow*

+7

1d8 + 3 piercing

*You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, carpenter's tools, vehicles (land)

Languages. Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

EQUIPMENT

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Archery). You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they are unwilling to risk their lives for you.

FEATURES & TRAITS

HUMAN

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

FIGHTER

Fighters are the most diverse class of characters in the worlds of DUNGEONS & DRAGONS. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

BACKGROUND

Your parents lived in the prosperous village of Thundertree, east of the city of Neverwinter and at the edge of the Neverwinter Wood. But when nearby Mount Hotenow erupted thirty years ago, your parents fled, carrying you in your infancy. Your family drifted from village to village around the region, finding work as servants or laborers where they could.

You've spent the last few years in Neverwinter as a porter and laborer at the city's bustling docks. But it's clear to you and everyone around you that you are destined for much more. You stood up to an abusive ship captain once, so other dockworkers look up to you. Someday, you'll come into your own. You'll be a hero.

Personal Goal: Drive Off the Dragon. The ruins of Thundertree call to you. Your family and their friends once lived in prosperity there, and now they're reduced to menial labor. The ruins are haunted by ash zombies, and rumor has it a dragon has made its lair in the Old Tower, but those are problems a hero can solve. Slay the dragon, or drive it off, and you'll prove—to yourself and everyone else—you're a real hero, destined for greatness.

Alignment: Lawful Good. A hero stands up to evil and never lets bullies have their way. A hero fights for law and order, so that everyone can live in prosperity and happiness. A hero slays monsters, clears ruins, and protects the innocent. You strive to be such a hero.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d10 + 2$ to your hit point maximum.

2ND LEVEL: 300 XP

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3RD LEVEL: 900 XP

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your longbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5TH LEVEL: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.