

PENGUINS OF MADAGASCAR

OPERATION: SMILE AND WAVE



The One-Shot Adventure "Operation: Smile and Wave"

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CHAPTER 1: SETTING

- normal morning
- zoo is open
- NO guests though (weird)
- animals don't think further of it
- small problem:
 - no guests = no zoo keepers therefore no FOOD

SEARCH FOR FOOD

- Start: Penguin or Lemur Habitat
- Goal: Find Food in storage behind souvenir shop (or around the zoo)

③ MONKEY HABITAT

- possibility to decipher written stuff (like newspaper) (DC 20 Persuasion Check or give the monkeys the hot coffee)

④ FLAMINGO HABITAT

- nothing

⑤ OTTER HABITAT

- nothing

⑥ MAIN GATE

- if searched one can find a sandwich (**2 rations**) and a hippo plushy (DC 10 Investigation Check)
- if searched further one can find a "Shot against Brown Spots" (DC 15 Investigation Check)

⑦ POLAR BEAR HABITAT

- it is very cold -> Lemurs have to succeed DC 10 Constitution Check every minute or take 1d4 cold damage
- in the habitat there are spots of powdered snow
- The Polar Bear is not inherently hostile but can be easily agitated
- He will help characters that are stuck in the powdered snow, but only in exchange for food
- The food is not instantly required, however failing to deliver might have some unforeseen consequences
- a DC 15 Investigation Check in the habitat reveals 5 Arrows of Frost

TED (POLAR BEAR)

Large Beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Snow Hide. While the polar bear is in a snowy environment it gets a +2 to AC.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claw.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

⑧ SOUVENIR SHOP AND RESTAURANT

- successful DC 5 Investigation Check in seating area in front of Cafe & souvenir shop will lead to finding a newspaper (content tbd) and a hot coffee (DC 10 Investigation Check) (**2 rations**)
- lollipop (**1 ration**) can be found within the Cafe & Souvenir Shop (DC 15 Investigation Check), if eaten by any character DC 15 Constitution Saving Throw or the character is poisoned for 1 hour (not possible to give other animals for ration)
- Storage is locked and can be either opened with the key or **one try** critical success Sleight of Hand lock picking
- storage is plenty of food rations

⑨ LION HABITAT

- Alex thinks everything is a Steak and only calm down after he gets one -> Will attack anyone on sight (Can be reasoned with if you have fish or steak)

ALEX (LION)

Large Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 52 (8d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the lion moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 ft..

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 ($1d8 + 3$) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 ($1d6 + 3$) slashing damage.

⑩ GIRAFFE HABITAT

- will give characters 2 Potions of Healing for the hippo plushy
- will give the characters 3 Potions of Greater Healing in exchange for a "Shot against Brown Spots"

⑪ HIPPOPOTAMUS HABITAT

- nothing

⑫ ZEBRA HABITAT

- with Marty after both Marty and the characters had food, one can train to run faster increasing their speed by 5ft (10ft critical success) on a successful DC 10 Constitution Check

⑬ CROCODILE HABITAT

- only entrance to the reptile house
- Corcodile (Mario) only let's characters through if he gets something to eat

⑭ REPTILE HOUSE

- Poison Dart Frog will give characters 6 Poison Vials in exchange for food

⑮ RHINOCEROS HABITAT

- Within the rhinoceros habitat the characters can find a useful item for a later point in time (DC 5 Investigation Check)
- characters need to be stealthy or the rhinoceros (Roy) will attack on sight
- When defeating the rhinoceros the characters get the key to the storage room

ROY (RHINOCEROS)

Large Beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 150 ($20d10 + 40$)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +1

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 ($2d8$) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Rampage (Recharge 5-6). The rhinoceros charges forward in a straight line, bashing everything and everyone in its path. Each creature in a 60-foot line must make a DC 15 Dexterity Saving Throw, taking 18 ($3d8 + 5$) bludgeoning damage and being knocked prone on a failed save. On a successful save the creature takes half damage and is not knocked prone.

ACTIONS

Multiaattack. The rhinoceros can make two Gore attacks each round.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 ($2d8 + 5$) piercing damage.

⑯ CAMEL HABITAT

- nothing

⑰ OSTRICH HABITAT

- is infatuated with Rico
- wants the others to perform for a nice date with Rico
 - DC 15 Performance Check
 - everyone that takes part in the performance need to roll
 - if more than half of all participants are successful the whole performance is successful
 - otherwise it is failed
- There is a hidden entrance to the arsenal
- Is only accessible after the ostrich rammed her head into the ground opening an entrance to the hidden corridor to the arsenal
- ostrich will only put her head into the ground if a performance check of the group is failed
- if the performance is well received, the ostrich eats with Rico (Rico is saturated)

⑱ ARSENAL

- main entrance is closed by a portcullis (cannot be opened)
- only accessible by hidden corridor from within the ostrich habitat
- once inside the characters can find a key to the food storage and some weapons for the group (tbd)

⑲ ELEPHANT HABITAT

- DC 15 Intimidation or Persuasion Check gets enough peanuts for 6 characters (advantage if Mort is in "Buffed-Up" State at that moment) (**6 rations**)

- Elephant can be attacked. When defeated peanut rations for 8 characters can be found (**8 rations**)

BURT (ELEPHANT)

Huge Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone target. Hit: 22 (3d10 + 6) bludgeoning damage.

DARK CYCLONE

After 30-40 Minutes RL-Time:

CHAPTER 2: MAGICAL ITEMS

ARROW OF FROST

This enchanted arrow features a jagged arrowhead crafted from a semitransparent pale blue material, evocative of ice. When drawn and activated, it emanates a faint, icy glow, signifying its potent magical properties.

As a bonus action, the wielder can focus on the arrow, infusing it with chilling evocation magic. Once charged, the next ranged weapon attack made with this arrow before the start of the wielder's next turn deals magical cold damage instead of its usual type.

Upon striking a creature, the target must succeed on a DC 13 Constitution saving throw or become encased in frost, effectively petrified, until the end of its next turn. However, creatures with resistance or immunity to cold damage automatically succeed on this saving throw. Additionally, should the frozen target suffer any fire damage while petrified, the icy imprisonment immediately dissipates.

Once the Arrow of Frost strikes its target, its magical properties are expended, reverting it to a mundane arrow.

CHAPTER 3: HAZARDS

POWDERED SNOW

Powdered Snow is an amalgamation of ice crystals and fine, granular snow particles. It forms when the temperature drops to frigid levels, causing the snow to become powdery and light, almost like sand. This snowy terrain is particularly hazardous as it conceals the icy permafrost beneath its surface.

Unlike wet snow or slush, Powdered Snow lacks the cohesion to support weight evenly. When a creature steps onto the surface, the loose grains of snow and ice quickly give way, causing the unwary traveller to sink into the icy depths below.

In essence, falling into Powdered Snow is akin to stumbling into a hidden trap of freezing cold rather than merely sinking into fluffy snow. Seasoned adventurers learn to recognize the subtle signs of this lurking danger in their travels across icy landscapes.

Characters moving at their normal speed can notice Powdered Snow with a successful DC 10 Wisdom (Survival) check or with a passive Wisdom (Perception) of 10 or higher. However, those travelling faster than their normal speed might barrel right into the Powdered Snow, sinking into its chilling embrace.

When a creature steps on a Powdered Snow area it sinks 2 feet into the freezing depths and suffers 2 (1d4) cold damage, as the bitter cold seeps into their flesh. At the beginning of each turn after sinking into the Powdered Snow the creature takes 2 (1d4) cold damage. Provided the creature is not completely submerged, they can attempt to extricate themselves from the Powdered Snow with a successful DC 12 Strength check. If another creature is assisting the sinking creature, the base DC for the Strength check is reduced to 7.

CHAPTER 4: CHARACTERS

KOWALSKI



DUNGEONS & DRAGONS®

Kowalski

CHARACTER NAME

Artificer 3

CLASS & LEVEL

SpecOp Penguin

RACE

Guild Artisan

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME _____

EXPERIENCE _____

STRENGTH	9
	-1

INSPIRATION	+2 PROFICIENCY BONUS
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DEXTERITY	15
	+2

CONSTITUTION	12
	+1

INTELLIGENCE	17
	+3

WISDOM	7
	-2

CHARISMA	5
	-3

SAVING THROWS	O -1 Strength
	O +2 Dexterity
	● +3 Constitution
	● +5 Intelligence
	O -2 Wisdom
	O -3 Charisma
SKILLS	O +2 Acrobatics (Dex)
	O -2 Animal Handling (Wis)
	● +5 Arcana (Int)
	O -1 Athletics (Str)
	O -3 Deception (Cha)
	O +3 History (Int)
	● 0 Insight (Wis)
	O -3 Intimidation (Cha)
	● +5 Investigation (Int)
	O -2 Medicine (Wis)
	O +3 Nature (Int)
	O -2 Perception (Wis)
	O -3 Performance (Cha)
	● -1 Persuasion (Cha)
	O +3 Religion (Int)
	O +2 Sleight of Hand (Dex)
	● +4 Stealth (Dex)
	O -2 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)	8
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Languages:

Common, Dwarvish

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons

Tools:

Thieves' Tools, Tinker's Tools, Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS	14
INITIATIVE	+2
SPEED	20
Hit Point Maximum	
19	
CURRENT HIT POINTS	
TEMPORARY HIT POINTS	
Total	3d8
HIT DICE	3d8
SUCCESES	○○○
FAILURES	○○○
DEATH SAVES	○○○

NAME	ATK BONUS	DAMAGE/TYPE
Screwdriver	+1	1d6 p
Screwdriver	+1	1d8 p (v)
Unarmed Strike	+1	0 b

Screwdriver
Hide Armor
Shield (Clipboard)

ATTACKS & SPELLCASTING**SpecOp Penguin Traits**

- Arctic Native
- Creature of the Sea
- Penguin Nimbleness
- Penguin Strike

**Guild Artisan
Artificer Traits**

- Magical Tinkering
- Infuse Item
- Enhanced Arcane Focus
- Homunculus Servant
- Resistant Armor
- Replicate Magic Item (3)
- Artillerist
 - Artillerist Spells
 - Eldritch Cannon
- The Right Tool for the Job

FEATURES & TRAITS

FEATURES, MAGIC ITEMS AND SPELLS

SPECOP PENGUIN TRAITS

ARCTIC NATIVE

You have resistance to cold damage. You are immune to the effects of both cold weather and Extreme Cold as described in the Dungeon Master's Guide (page 110). Furthermore, you do not treat shallow water, snow, or ice as difficult terrain.

CREATURE OF THE SEA

You can breathe air and water, and you have resistance to cold damage. Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

PENGUIN NIMBLENESS

You can move through the space of any creature that is of a size larger than yours. Your base walking speed is 20 feet but you can use your bonus action to "belly slide"; increasing your walking speed by 20 feet. While "belly sliding" you cannot use the Attack Action and also cannot cast spells or use objects. As an action you can stop belly sliding and stand up. You also have a swim speed of 50 feet.

PENGUIN STRIKE

If you have advantage on the attack roll and you are hidden from the target, you can make an unarmed strike stunning the target until the end of its next turn. The target must make a Constitution saving throw against your attack roll DC (the DC can be set at 10 + your Strength or Dexterity modifier, depending on your character build) or is stunned for 1 additional round. If the target's hit points are equal to or lower than half of their maximum hit points and they fail the save, they are knocked unconscious for 1 minute or until they take damage. You can use this attack equal to half your player level rounded down per long rest.

ARTIFICER TRAITS

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

Artificers use a variety of tools to channel their arcane power. To cast a spell, an artificer might use alchemist's

supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

MAGICAL TINKERING

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

(Usages: 3)

INFUSE ITEM

6 Known

3 Infused Items at a time

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item

requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

KNOWN INFUSIONS

Enhanced Arcane Focus.

Item: A rod, staff or wand (requires attunement)

While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

Homunculus Servant.

Item: A gem or crystal worth at least 100 gp

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space.

HOMUNCULUS SERVANT

Tiny Construct

Armor Class 13 (Natural Armor)

Hit Points 7 (3d4)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +0 + PB (+2)

Skills Perception +0 + 2 x PB (+2), Stealth +2 + PB (+2)

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 10 + (2 x PB (+2))

Languages understands the languages you speak

Challenge 1 (200 XP)

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

ACTIONS

Force Strike. Ranged Weapon Attack: +5 to hit, range 30 ft., one target you can see. Hit: 2 (1d4) + PB (+2) force damage.

REACTIONS

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

Replicate Magic Item (2).

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the Dungeon Master's Guide for more information about it, including the type of object required for its making.

Chosen Magic Items:

- Rope of Climbing
- Smoke Grenade

Kowalski's Flaw: The newly recreated magical items have a 25 percent chance to explode within the next hour but also have a 5 percent chance to gain a beneficial attribute. The explosion range is 20 feet and all creatures within range must make a DC 15 Dexterity Saving Throw or take 7 (2d6) force damage. The beneficial attributes are at the DM's discretion.

Cloak of Elvenkind. While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you

have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Rope of Climbing. This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Smoke Grenade. As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

At the end of the turn after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

ARTILLERIST

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield. This destructive power is valued by armies in the wars on many different worlds. And when war passes, some members of this specialization seek to build a more peaceful world by using their powers to fight the resurgence of strife. The world-hopping gnome artificer Vi has been especially vocal about making things right: "It's about time we fixed things instead of blowing them all to hell."

ARTILLERIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ARTILLERIST SPELLS

Artificer Level	Spells
3rd	Shield, Thunderwave
5th	Scorching Ray, Shatter
9th	Fireball, Wind Wall
13th	Ice Storm, Wall of Fire
17th	Cone of Cold, Wall of Force

EDLIRITCH CANNON

Also at 3rd level, you've learned how to create a magical cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand. Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.

The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the cannon, you determine its appearance and whether it has legs. You also decide which type it is, choosing from the options on the Eldritch Cannons table. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.

Kowalski's Flaw. The Eldritch Cannon has a 20 percent chance to explode when using its action. Each creature within 20 feet must make a DC 15 Dexterity Saving Throw or take 7 (2d6) force damage. It has also a 10 percent chance to get the following benefits (determined when the cannon is created):

- **Flamethrower** The fire attack has a range of 25 feet.
- **Force Ballista** The Force Ballista's attack is considered a crit on a 19 or 20 roll.
- **Protector** The positive energy heals $2d8 + \text{your Intelligence modifier}$ (minimum of +1) of health points.

ELDRITCH CANNON

Cannon	Activation
Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

THE RIGHT TOOL FOR THE JOB

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

SPELLS

CANTRIPS

FIRE BOLT

Evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At Higher Levels. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MENDING

Transmutation cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (two lodestones)

DURATION: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Kowalski's Flaw: There is a 10 percent chance that the mended object explodes within the next hour after the spell was cast. Each creature within 15 feet must make a DC 15 Dexterity Saving Throw or take 7 (2d6) force damage.

LEVEL 1

SHIELD

1st-Level Abjuration

Casting Time: 1 Reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 Round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

THUNDERWAVE

1st-Level Evocation

Casting Time: 1 Action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ABSORB MAGIC

1st-Level Abjuration

Casting Time: 1 Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 Round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

CURE WOUNDS

1st-Level Evocation

Casting Time: 1 Action

Range: A creature you touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

DETECT MAGIC

1st-Level Divination (Ritual)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 Minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

EXPEDITIOUS RETREAT

1st-Level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 Minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

IDENTIFY

1st-Level Divination (Ritual)

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Screwdriver (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Screwdriver (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 5

Current Max (two-handed): 7

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 0

PRIVATE



DUNGEONS & DRAGONS®

Private

CHARACTER NAME

Warlock 3

CLASS & LEVEL

Courtier

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE

STRENGTH	8
	-1

INSPIRATION	+2 PROFICIENCY BONUS

DEXTERITY	15
	+2

CONSTITUTION	12
	+1

INTELLIGENCE	7
	-2

WISDOM	7
	-2

CHARISMA	17
	+3

INSPIRATION

+2 PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

8

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Sylvan, Draconic

Armor:

Light Armor, Medium Armor

Weapons:

Simple Weapons, Martial Weapons

Tools:

None

OTHER PROFICIENCIES & LANGUAGES

13 ARMOR CLASS	+2 INITIATIVE	20 SPEED
Hit Point Maximum 23		

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8	SUCCESES O=O
HIT DICE	FAILURES O=O

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Screwdriver	+1	1d6 p
Screwdriver	+1	1d8 p (v)
Unarmed Strike	+1	0 b
Light Crossbow	+4	1d8 p
Unarmed Strike	+1	0 b

Light Crossbow (80/320)

Leather Armor

ATTACKS & SPELLCASTING



Private is very adorable and charismatic. He tries to make friends and always sees the good in others.

PERSONALITY TRAITS

Private values kindness and compassion, striving to do what is right and help those in need.

IDEALS

Private has a strong bond with his fellow adventurers and especially a deep connection to Skipper, the leader.

BONDS

Private is very naive and easy to convince which is often exploited by others. He is also easily frightened and sometimes hesitant to engage in dangerous situations.

FLAWS

SpecOp Penguin Traits

- Arctic Native
- Creature of the Sea
- Penguin Nimbleness
- Penguin Strike

Courtier

- Court Functionary

Spell Sniper

Warlock Traits

- Otherworldly Patron
- Eldritch Invocations
- Agonizing Blast
- Investment of the Chain Master
- Pact Boon

FEATURES & TRAITS



Warlock

SPELLCASTING CLASS

CHA

13

+5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

 Eldritch Blast (V, S) Mage Hand (V, S) Ray of Frost (V, S)

3

6

4

8

FEATURES, MAGIC ITEMS AND SPELLS

SPECOP PENGUIN TRAITS

ARCTIC NATIVE

You have resistance to cold damage. You are immune to the effects of both cold weather and Extreme Cold as described in the Dungeon Master's Guide (page 110). Furthermore, you do not treat shallow water, snow, or ice as difficult terrain.

CREATURE OF THE SEA

You can breathe air and water, and you have resistance to cold damage. Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

PENGUIN NIMBLENESS

You can move through the space of any creature that is of a size larger than yours. Your base walking speed is 20 feet but you can use your bonus action to "belly slide"; increasing your walking speed by 20 feet. While "belly sliding" you cannot use the Attack Action and also cannot cast spells or use objects. As an action you can stop belly sliding and stand up. You also have a swim speed of 50 feet.

PENGUIN STRIKE

If you have advantage on the attack roll and you are hidden from the target, you can make an unarmed strike stunning the target until the end of its next turn. The target must make a Constitution saving throw against your attack roll DC (the DC can be set at 10 + your Strength or Dexterity modifier, depending on your character build) or is stunned for 1 additional round. If the target's hit points are equal to or lower than half of their maximum hit points and they fail the save, they are knocked unconscious for 1 minute or until they take damage. You can use this attack equal to half your player level rounded down per long rest.

COURTIER

In your earlier days, you were a personage of some significance in a noble court or a bureaucratic organization. You might or might not come from an upper-class family; your talents, rather than the circumstances of your birth, could have secured you this position.

You might have been one of the many functionaries, attendants, and other hangers-on in the Court of

Silverymoon, or perhaps you traveled in Waterdeep's baroque and sometimes cutthroat conglomeration of guilds, nobles, adventurers, and secret societies. You might have been one of the behind-the-scenes law-keepers or functionaries in Baldur's Gate or Neverwinter, or you might have grown up in and around the castle of Daggerford.

Even if you are no longer a full-fledged member of the group that gave you your start in life, your relationships with your former fellows can be an advantage for you and your adventuring comrades. You might undertake missions with your new companions that further the interest of the organization that gave you your start in life. In any event, the abilities that you honed while serving as a courtier will stand you in good stead as an adventurer.

COURT FUNCTIONARY

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

SPELL SNIPER

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, and warlock; Wisdom for cleric or druid; or Intelligence for wizard.

WARLOCK TRAITS

OTHERWORDLY PATRON (THE HEXBLADE)

EXPANDED SPELL LIST

The Hexblade lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LAW DOMAIN SPELLS

Spell Level	Spells
1st	Shield, Wrathful Smite
2nd	Blur, Branding Smite
3rd	Blink, Elemental Weapon
4th	Phantasmal Killer, Staggering Smite
5th	Banishing Smite, Cone of Cold

HEXBLADE'S CURSE

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

HEX WARRIOR

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

KNOWN INVOCATIONS

Agonizing Blast.

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Investment of the Chain Master.

When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.

- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

PACT BOON (PACT OF THE CHAIN)

- You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.
- When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.
- Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

SPELLS

CANTRIPS

ELDRITCH BLAST

Evocation Cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

At Higher Levels. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

MAGE HAND

Conjuration Cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 Minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

RAY OF FROST

Evocation Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

LEVEL 1

ARMOR OF AGATHYS

1st-Level Abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a cup of water)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

HEX

1st-Level Enchantment

Casting Time: 1 Bonus Action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A Remove Curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

LEVEL 2

DARKNESS

2nd-Level Evocation

Casting Time: 1 Action

Range: 60 feet

Components: V, M (Bat fur and a drop of pitch or piece of coal)

Duration: Concentration, up to 10 Minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

INVISIBILITY

2nd-Level Illusion

Casting Time: 1 Action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

RANGED WEAPONS

Attack Roll.

Light Crossbow:

$1d20 + \text{DEX-Modifier} + \text{Proficiency Modifier}$

Current Max: 24

Damage Roll.

Light Crossbow:

$1d8 + \text{DEX-Modifier}$

Current Max: 10

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

$1d20 + \text{STR-Modifier} + \text{Proficiency Modifier}$

Current Max: 21

Damage Roll.

Unarmed Strike:

$1 + \text{STR-Modifier}$

Current Max: 0

OPTIONAL: PRIVATE MYSTERY

PRIVATE'S CHARACTER DEVELOPMENT (IDEAS)

- **Hexblade Curse**

When Private misses an attack on a creature within 30ft of him, he will curse at the target that he missed, using some even for him unknown language. When the creature dies he will feel invigorated as he gains HP (level + Charisma Modifier - minimum of 1). Therefore, Private realizes that he can curse his target.

- **Hex Warrior**

When Private uses a martial or simple weapon that does not have the two-handed property and does damage to any creature, he realizes that it does much more damage than it usually would.

- **Investment of the Chain Master**

- **Pact of the Chain**

- **Spell Sniper**

- **Spells** As a Warlock Private can cast different spells. However, as he is not aware of those he will realize, most often just by chance, that he can use those, either by certain circumstances or by different opportunities in the game world.

- **Mage Hand**

- **Armor of Agathys (Glacial Wall)**

When Private is stuck in the powdered snow in the polar bear habitat for more than one turn, and successfully frees himself from this predicament he realizes that some snow particles are floating around him, forming a kind of shield or aura. This effect gives Private 5 Temporary HP and each creature that attacks him with a melee attack takes 5 cold damage. After this situation Private gains the ability to cast "Glacial Wall", which is indifferent from the effect of "Armor of Agathys".

- **Hex (Weakening)**

When one creature is successful on three ability saving throw checks within one round of combat, Private lashes out with unknown incantations, cursing the target. With this he successfully casts Hex with the targeted ability to be the last ability save that the creature was able to resolve.

A creature under the influence of this spell also takes additional 1d6 necrotic damage whenever it is hit by an attack made by Private.

When the target dies the curse can be switched to another creature within range as

a Bonus Action.

- **Find Familiar**

After the random encounter "Find the Ducklings" was successfully solved, Private will befriend with one of the ducklings realizing that he can cast the "Find Familiar" spell. The duckling will become his familiar immediately after the side quest.

- **Darkness**

- **Invisibility**

RICO

SKIPPER

KING JULIEN

MAURICE