

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

Multiattack. 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

Guild Artisan

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE

| | |
|----------------------------|------------------------------------|
| STRENGTH | INSPIRATION |
| 9 | +2 PROFICIENCY BONUS |
| -1 | |
| DEXTERITY | |
| 15 | |
| +2 | |
| O -1 Strength | |
| O +2 Dexterity | |
| ● +3 Constitution | |
| ● +5 Intelligence | |
| O -2 Wisdom | |
| O -3 Charisma | |
| CONSTITUTION | SAVING THROWS |
| 12 | |
| +1 | |
| 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) | |
| INTELLIGENCE | SKILLS |
| 17 | |
| +3 | |
| WISDOM | |
| 7 | |
| -2 | |
| CHARISMA | |
| 5 | |
| -3 | |
| 8 | PASSIVE WISDOM (PERCEPTION) |

| | | | | |
|-----------------------------------|-----------------------------------|--------------------|--|--|
| 14 ARMOR CLASS | +2 INITIATIVE | 20 SPEED | | |
| Hit Point Maximum | 19 | | | |
| CURRENT HIT POINTS | | | | |
| TEMPORARY HIT POINTS | | | | |
| Total 3d8 | SUCCESSES O O O FAILURES O O O | | | |
| 3d8 HIT DICE | DEATH SAVES | | | |
| ATTACKS & SPELLCASTING | | | | |

**Languages:**

Common, Dwarvish

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons

Tools:

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

OTHER PROFICIENCIES & LANGUAGES**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



Artificer

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0**CANTRIPS***Fire Bolt (V, S)**Mending (V, S, M)***3**

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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 |

EDLITCH 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

SCREWDRIVER

Attack Roll.

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

Current Max: 21

Damage Roll.

$1d6 (\text{1d8 two-handed}) + \text{STR-Modifier}$

Current Max (one-handed): 5

Current Max (two-handed): 7

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 |
| DEXTERITY 15 +2 | +2 PROFICIENCY BONUS |
| O -1 Strength O +2 Dexterity O +1 Constitution O -2 Intelligence ● 0 Wisdom ● +5 Charisma | |
| CONSTITUTION 12 +1 | 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) | |
| INTELLIGENCE 7 -2 | |
| WISDOM 7 -2 | |
| CHARISMA 17 +3 | |
| | SKILLS |

| 13 ARMOR CLASS | +2 INITIATIVE | 20 SPEED | | | | | | | | | | | | | | | |
|---|----------------------|-----------------|------|-----------|-------------|-------------|----|-------|-------------|----|-----------|-------|----|----------------|----------|--|--|
| Hit Point Maximum | 23 | | | | | | | | | | | | | | | | |
| CURRENT HIT POINTS | | | | | | | | | | | | | | | | | |
| TEMPORARY HIT POINTS | | | | | | | | | | | | | | | | | |
| Total 3d8 | SUCCESES ○○○ | FAILURES ○○○ | | | | | | | | | | | | | | | |
| 3d8 HIT DICE | DEATH SAVES | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE/TYPE</th> </tr> </thead> <tbody> <tr> <td>Screwdriver</td> <td>+1</td> <td>1d6 p</td> </tr> <tr> <td>Screwdriver</td> <td>+1</td> <td>1d8 p (v)</td> </tr> <tr> <td>Light</td> <td>+4</td> <td>1d8 p (80/320)</td> </tr> <tr> <td>Crossbow</td> <td></td> <td></td> </tr> </tbody> </table> | | | NAME | ATK BONUS | DAMAGE/TYPE | Screwdriver | +1 | 1d6 p | Screwdriver | +1 | 1d8 p (v) | Light | +4 | 1d8 p (80/320) | Crossbow | | |
| NAME | ATK BONUS | DAMAGE/TYPE | | | | | | | | | | | | | | | |
| Screwdriver | +1 | 1d6 p | | | | | | | | | | | | | | | |
| Screwdriver | +1 | 1d8 p (v) | | | | | | | | | | | | | | | |
| Light | +4 | 1d8 p (80/320) | | | | | | | | | | | | | | | |
| Crossbow | | | | | | | | | | | | | | | | | |
| ATTACKS & SPELLCASTING | | | | | | | | | | | | | | | | | |

**Languages:**

Common, Sylvan, Draconic

Armor:

Light Armor, Medium Armor

Weapons:

Simple Weapons, Martial Weapons

Tools:

None

OTHER PROFICIENCIES & LANGUAGES**FEATURES & TRAITS****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, 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

LIGHT CROSSBOW

Attack Roll.

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

Current Max: 24

Damage Roll.

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

Current Max (Normal): 10

ANY HEX WARRIOR WEAPON

Attack Roll.

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

Current Max: 25

Damage Roll.

Weapon Damage + CHA-Modifier

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



DUNGEONS & DRAGONS®

Private

CHARACTER NAME

3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE

| | |
|----------|----|
| STRENGTH | 8 |
| | -1 |

| | |
|----------------------|--|
| INSPIRATION | |
| +2 PROFICIENCY BONUS | |

| | |
|-----------|----|
| DEXTERITY | 15 |
| | +2 |

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

| | |
|--------------|----|
| CONSTITUTION | 12 |
| | +1 |

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

| | |
|--------------|----|
| INTELLIGENCE | 7 |
| | -2 |

| | |
|--------|----|
| WISDOM | 7 |
| | -2 |

| | |
|----------|----|
| CHARISMA | 17 |
| | +3 |

| | |
|----------------------------|--|
| SKILLS | |
| O -2 Sleight of Hand (Dex) | |
| O +4 Stealth (Dex) | |
| O -2 Survival (Wis) | |

| | |
|-----------------------------|---|
| PASSIVE WISDOM (PERCEPTION) | 8 |
|-----------------------------|---|

Languages:
Common
Armor:
Light Armor
Weapons:
Simple Weapons
Tools:

OTHER PROFICIENCIES & LANGUAGES

| | |
|-------------|----|
| ARMOR CLASS | 13 |
| INITIATIVE | +2 |
| SPEED | 20 |

| | |
|--------------------|----|
| HIT POINT MAXIMUM | 23 |
| CURRENT HIT POINTS | |

| | |
|----------------------|-----|
| TEMPORARY HIT POINTS | |
| Total | 3d8 |
| HIT DICE | 3d8 |

| NAME | ATK BONUS | DAMAGE/TYPE |
|-------------|-----------|----------------|
| Screwdriver | +1 | 1d6 p |
| Screwdriver | +1 | 1d8 p (v) |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |

Light Crossbow
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

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.

SPELLS

CANTRIPS

HYPER ADORABLENESS

Evocation Cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

The target subjected to the Hyper-Adorableness of Private takes 8 ($1d8 + 1d4 + 1$) ? damage.

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 ($4d8$).

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

LIGHT CROSSBOW

Attack Roll.

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

Current Max: 24

Damage Roll.

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

Current Max (Normal): 10

RICO



DUNGEONS & DRAGONS®

Rico

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

Primitive Tribe

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Chaotic Neutral

ALIGNMENT

EXPERIENCE

| | |
|---------------------------------|---|
| STRENGTH 17 +3 | INSPIRATION |
| DEXTERITY 13 +1 | PROFICIENCY BONUS ● +5 Strength ○ +1 Dexterity ● +4 Constitution ○ -2 Intelligence ○ -2 Wisdom ○ -3 Charisma |
| CONSTITUTION 15 +2 | SAVING THROWS |
| INTELLIGENCE 7 -2 | ○ +1 Acrobatics (Dex) ○ -2 Animal Handling (Wis) ○ -2 Arcana (Int) ● +5 Athletics (Str) ○ -3 Deception (Cha) ○ -2 History (Int) ○ -2 Insight (Wis) ● -1 Intimidation (Cha) ○ -2 Investigation (Int) ○ -2 Medicine (Wis) ● 0 Nature (Int) ○ -2 Perception (Wis) ○ -3 Performance (Cha) ○ -3 Persuasion (Cha) ○ -2 Religion (Int) ○ +1 Sleight of Hand (Dex) ● +3 Stealth (Dex) ● 0 Survival (Wis) |
| WISDOM 7 -2 | |
| CHARISMA 5 -3 | |
| | SKILLS |

| | | | | |
|-----------------------------|-------------------------|--------------------|--|--|
| 13 ARMOR CLASS | +1 INITIATIVE | 30 SPEED | | |
| Hit Point Maximum | 28 | | | |
| CURRENT HIT POINTS | | | | |
| TEMPORARY HIT POINTS | | | | |
| Total 3d12 | SUCCESES ○○○ | FAILURES ○○○ | | |
| 3d12 HIT DICE | DEATH SAVES | | | |

| NAME | ATK BONUS | DAMAGE/TYPE |
|-------------|-----------|----------------|
| Screwdriver | +1 | 1d6 p |
| Screwdriver | +1 | 1d8 p (v) |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |
| Warhammer | +5 | 1d8 b |

Warhammer**ATTACKS & SPELLCASTING****Languages:**

Illiterate, Unintelligible Language

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Knapping Tools

OTHER PROFICIENCIES & LANGUAGES**SpecOp Penguin Traits**

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

Primitive Tribe Barbarian Traits

- Rage
- Unarmored Defense
- Reckless Attack
- Danger Sense
- Primal Path

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.

PRIMITIVE TRIBE

You come from a primitive tribe that has had no interaction with 'modern' civilization. Nearly everything is new to you. Things that everyone else takes for granted are fascinating to you at least at first. You ask dumb questions though sometimes these questions are actually very smart because you ask about things that no one else questions. You generally do things the wrong way (for example putting on armor) until someone shows you how to do them. However you are

also attuned to things of nature that other people don't notice.

TENSION SENSE

You are attuned to the sounds of the creatures in the natural environment around you. You can tell when there is danger, or something unnatural going on, because you can sense the tension in the environment around you.

- Tension sense does not work in a city, castle, town, dungeon, or open ocean (but it does work in a village or isolated tower).

BARBARIAN TRAITS

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH (WILD MAGIC)

Many places in the multiverse abound with beauty, intense emotion, and rampant magic; the Feywild, the Upper Planes, and other realms of supernatural power radiate with such forces and can profoundly influence people. As folk of deep feeling, barbarians are especially susceptible to these wild influences, with some barbarians being transformed by the magic. These magic-suffused barbarians walk the Path of Wild Magic. Elf, tiefling, aasimar, and genasi barbarians often seek this path, eager to manifest the otherworldly magic of their ancestors.

MAGIC AWARENESS

When you choose this path at 3rd level, as an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

WILD SURGE

Also at 3rd level, the magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Wild Magic

d8 Effect

- | | |
|---|--|
| 1 | each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain temporary hit points equal to 1d12 plus your barbarian level. |
| 2 | You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action. |
| 3 | An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action. |
| 4 | Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn. |
| 5 | Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution. |
| 6 | Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus. |
| 7 | Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies. |
| 8 | A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action. |

MISCELLANEOUS ATTACK AND DAMAGE ROLLS

WARHAMMER

Attack Roll.

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

Current Max: 25

Damage Roll.

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

Current Max: 11

SKIPPER



DUNGEONS & DRAGONS®

Skipper

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Soldier

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Lawful Good

ALIGNMENT

EXPERIENCE

| | |
|---------------------------------|--|
| STRENGTH 16 +3 | INSPIRATION |
| DEXTERITY 15 +2 | +2 PROFICIENCY BONUS |
| | <ul style="list-style-type: none"> ● +5 Strength ○ +2 Dexterity ● +3 Constitution ○ -2 Intelligence ○ 0 Wisdom ○ +1 Charisma |
| CONSTITUTION 12 +1 | SAVING THROWS |
| INTELLIGENCE 7 -2 | <ul style="list-style-type: none"> ○ +2 Acrobatics (Dex) ○ 0 Animal Handling (Wis) ○ -2 Arcana (Int) ● +5 Athletics (Str) ○ +1 Deception (Cha) ○ -2 History (Int) ○ 0 Insight (Wis) ● +3 Intimidation (Cha) ○ -2 Investigation (Int) ○ 0 Medicine (Wis) ○ -2 Nature (Int) ● +2 Perception (Wis) ○ +1 Performance (Cha) ○ +1 Persuasion (Cha) ○ -2 Religion (Int) ○ +2 Sleight of Hand (Dex) ● +4 Stealth (Dex) ● +2 Survival (Wis) |
| WISDOM 11 +0 | |
| CHARISMA 13 +1 | SKILLS |

12 PASSIVE WISDOM (PERCEPTION)

Languages:

Common

Armor:

Light Armor, Medium Armor, Heavy Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Woodcarver's Tools

OTHER PROFICIENCIES & LANGUAGES

| 14 ARMOR CLASS | +2 INITIATIVE | 20 SPEED | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------------------|-----------------|------|-----------|-------------|-------------|----|-------|-------------|----|-----------|-------|----|----------------|----------|--|--|-------|----|----------------|----------|--|--|-----------|----|-------|-------------|----|-------|
| Hit Point Maximum | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CURRENT HIT POINTS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TEMPORARY HIT POINTS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Total 3d10 | SUCCESES ○○○ | FAILURES ○○○ | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3d10 | HIT DICE | DEATH SAVES | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE/TYPE</th> </tr> </thead> <tbody> <tr> <td>Screwdriver</td> <td>+1</td> <td>1d6 p</td> </tr> <tr> <td>Screwdriver</td> <td>+1</td> <td>1d8 p (v)</td> </tr> <tr> <td>Light</td> <td>+4</td> <td>1d8 p (80/320)</td> </tr> <tr> <td>Crossbow</td> <td></td> <td></td> </tr> <tr> <td>Light</td> <td>+4</td> <td>1d8 p (80/320)</td> </tr> <tr> <td>Crossbow</td> <td></td> <td></td> </tr> <tr> <td>Warhammer</td> <td>+5</td> <td>1d8 b</td> </tr> <tr> <td>Great Sword</td> <td>+5</td> <td>2d6 s</td> </tr> </tbody> </table> | | | NAME | ATK BONUS | DAMAGE/TYPE | Screwdriver | +1 | 1d6 p | Screwdriver | +1 | 1d8 p (v) | Light | +4 | 1d8 p (80/320) | Crossbow | | | Light | +4 | 1d8 p (80/320) | Crossbow | | | Warhammer | +5 | 1d8 b | Great Sword | +5 | 2d6 s |
| NAME | ATK BONUS | DAMAGE/TYPE | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Screwdriver | +1 | 1d6 p | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Screwdriver | +1 | 1d8 p (v) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Light | +4 | 1d8 p (80/320) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Crossbow | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Light | +4 | 1d8 p (80/320) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Crossbow | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Warhammer | +5 | 1d8 b | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Great Sword | +5 | 2d6 s | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ATTACKS & SPELLCASTING | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Great Sword
Hide Armor**SpecOp Penguin Traits**

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

Soldier**Fighter Traits**

- Fighting Style
 - Blind Fighting
- Second Wind
- Action Surge
- Martial Archetype (Battle Master)
 - Ambush
 - Menacing Attack
 - Riposte

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.

SOLDIER

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part

of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

MILITARY RANK

Officer

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

FIGHTER TRAITS

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to $1d10 + \text{your fighter level}$.

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

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

MARTIAL ARCHETYPE (BATTLE MASTER)

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority

dice.

Maneuvers. You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice (4 d8). You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver Save DC = 13

STUDENT OF WAR

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

KNOWN MANEUVERS

Ambush. When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

GREAT SWORD

Attack Roll.

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

Current Max: 25

Damage Roll.

$2d6 + \text{STR-Modifier}$

Current Max: 15

KING JULIEN



DUNGEONS & DRAGONS®

King Julien

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Lemur o. M.

RACE

Entertainer

BACKGROUND

PLAYER NAME

Chaotic Neutral

ALIGNMENT

EXPERIENCE

| | |
|---------------------------------|---|
| STRENGTH 7 -2 | INSPIRATION |
| DEXTERITY 17 +3 | PROFICIENCY BONUS ● 0 Strength ● +5 Dexterity ○ +1 Constitution ○ -1 Intelligence ○ +2 Wisdom ○ +2 Charisma |
| CONSTITUTION 13 +1 | SAVING THROWS |
| INTELLIGENCE 9 -1 | ● +7 Acrobatics (Dex) ● +4 Animal Handling (Wis) ○ -1 Arcana (Int) ○ -2 Athletics (Str) ○ +2 Deception (Cha) ○ -1 History (Int) ○ +2 Insight (Wis) ○ +2 Intimidation (Cha) ○ -1 Investigation (Int) ○ +2 Medicine (Wis) ○ -1 Nature (Int) ● +4 Perception (Wis) ● +6 Performance (Cha) ○ +2 Persuasion (Cha) ○ -1 Religion (Int) ○ +3 Sleight of Hand (Dex) ○ +3 Stealth (Dex) ● +4 Survival (Wis) |
| WISDOM 14 +2 | |
| CHARISMA 14 +2 | SKILLS |

| | | | | |
|---|-------------------------|--------------------|--|--|
| 14 ARMOR CLASS | +3 INITIATIVE | 30 SPEED | | |
| Hit Point Maximum | 26 | | | |
| CURRENT HIT POINTS | | | | |
| TEMPORARY HIT POINTS | | | | |
| Total 3d10 | SUCCESES ○○○ | FAILURES ○○○ | | |
| 3d10 HIT DICE | DEATH SAVES | | | |
| NAME ATK BONUS DAMAGE/TYPE Screwdriver +1 1d6 p Screwdriver +1 1d8 p (v) Light +4 1d8 p (80/320) Crossbow Light +4 1d8 p (80/320) Crossbow Warhammer +5 1d8 b Great +5 2d6 s Sword Shortbow +7 1d6 p (80/320) Longsword 0 1d8 s Longsword 0 1d10 s (v) | | | | |
| ATTACKS & SPELLCASTING | | | | |

King Julien is known for his eccentric and flamboyant personality, making him stand out in any crowd. He often prioritizes his own needs and desires, believing that he should be the center of attention.

PERSONALITY TRAITS

King Julien values pleasure, indulgence, and living life to the fullest. He often seeks enjoyment and avoids anything that might be unpleasant.

IDEALS

He is constantly seeking the adoration and admiration of others, and has a similar strong desire for recognition.

BONDS

Julien's self-centered nature can lead to narcissism, making him overly concerned with his own appearance and desires.

FLAWS

Lemur of Madagascar Traits

- Like to MOVE IT!
- Stealth Sense
- Arboreal Movement

Entertainer Ranger Traits

- Favored Enemy
- Natural Explorer
- Fighting Style
 - Archery
- Beast Master
 - Primal Companion (Mort)
- Primal Awareness



Languages:

Common

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Lute

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

FEATURES, MAGIC ITEMS AND SPELLS

LEMUR OF MADAGASCAR TRAITS

LIKE TO MOVE IT!

You gain proficiency in the Performance and Acrobatics skills. If you already have proficiency in those skills or gain these proficiency, you will gain expertise in those skills instead. You also gain advantage for Performance Skill rolls if performing in a group of size 3 or larger.

STEALTH SENSE

When well-rested, you are able to sense that someone or something is in stealth but you are unable to pinpoint its' location if you are within 50 feet of it.

ARBOREAL MOVEMENT

You have a climbing speed of 35 feet and roll with advantage on climbing/jumping tasks.

ENTERTAINER

Dancer

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

BY POPULAR DEMAND

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

RANGER TRAITS

FAVORED ENEMY

(Plants)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

(Forest)

Also at 1st level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world.

United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

PRIMAL COMPANION

You magically summon a primal beast, which draws strength from your bond with nature. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes 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. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

King Julien can only have Mort as a Primal Companion and cannot summon another, different primal beast.

The beast will vanish if you die.



Buffed-Up Mort

Medium Beast

Armor Class 14 + PB (+2) (Natural Armor)

Hit Points 15 (3d8) + 12 Temporary

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|---------|
| 16 (+3) | 8 (-1) | 16 (+3) | 6 (-2) | 8 (-1) | 12 (+1) |

Saving Throws STR +3 + PB (+2), CON +3 + PB (+2)

Skills Athletics +3 + PB (+2), Intimidation +1 + (2 x PB (+2))

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities prone

Senses Darkvision 60 ft., Passive Perception 12

Languages understands the languages you speak

Challenge 1 (200 XP)

Charge. If Mort moves at least 20 feet straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 1d8 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) + PB (+2) bludgeoning damage.

Pounce. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) + PB (+2) bludgeoning damage.

REACTIONS

Flash Grapple. If another creature provokes an opportunity attack of Mort, he can instead try to Grapple that creature and has advantage on the attack throw. Mort can not use this reaction if he already grapples another creature.

Mort

Tiny Beast

Armor Class 13 + PB (+2) (Natural Armor)

Hit Points 15 (3d8)

Speed 25 ft., climb 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|--------|---------|
| 6 (-2) | 16 (+3) | 10 (+0) | 8 (-1) | 8 (-1) | 16 (+3) |

Saving Throws Dex +3 + PB (+2)

Skills Stealth +3 + (2 x PB (+2)), Deception +1 + PB (+2)

Senses Darkvision 60 ft., Passive Perception 12

Languages understands the languages you speak

Challenge 1 (200 XP)

Buff-Up. Mort becomes the Buffed-Up version of himself for 1 minute. See the Buffed-Up Mort statblock. Mort can use this Action once per long rest.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

ACTIONS

Pounce. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 0 (1d4 -- 2) + PB (+2) bludgeoning damage.

PRIMAL AWARENESS

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

| Ranger Level | Spells |
|--------------|---------------------|
| • 3rd | Entangle |
| 5th | Beast Sense |
| 9th | Speak with Plants |
| 13th | Locate Creature |
| 17th | Commune with Nature |

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

SPELLS

LEVEL 1

ABSORB ELEMENTS

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.

ENSNARING STRIKE

1st-Level Conjunction

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, Up to 1 Minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

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

ENTANGLE

1st-Level Conjunction

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 Minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

HUNTER'S MARK

1st-Level Divination

Casting Time: 1 Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 Hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it.

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 mark a new creature.

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.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

SHORTBOW

Attack Roll.

$1d20 + \text{DEX-Modifier} + \text{Proficiency Modifier} + 2$ (Fighting Style: Archer)

Current Max: 27

Damage Roll.

$1d6 + \text{DEX-Modifier}$

Current Max (Normal): 9

LONGSWORD

Attack Roll.

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

Current Max (Normal): 20

Damage Roll.

$1d8 (1d10 two-handed) + \text{STR-Modifier}$

Current Max (one-handed): 6

Current Max (two-handed): 8

MAURICE



DUNGEONS & DRAGONS®

Maurice

CHARACTER NAME

Druid 3

CLASS & LEVEL

Lemur o. M.

RACE

Hermit

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE

| | |
|--|-----------------------------|
| STRENGTH 8 -1 | INSPIRATION |
| DEXTERITY 14 +2 | +2 PROFICIENCY BONUS |
| O -1 Strength O +2 Dexterity O +1 Constitution ● +4 Intelligence ● +5 Wisdom O 0 Charisma | |
| CONSTITUTION 12 +1 | SAVING THROWS |
| O +4 Acrobatics (Dex) O +3 Animal Handling (Wis) O +2 Arcana (Int) O -1 Athletics (Str) O 0 Deception (Cha) O +2 History (Int) ● +5 Insight (Wis) O 0 Intimidation (Cha) O +2 Investigation (Int) ● +5 Medicine (Wis) O +2 Nature (Int) ● +5 Perception (Wis) ● +2 Performance (Cha) O 0 Persuasion (Cha) ● +4 Religion (Int) O +2 Sleight of Hand (Dex) O +2 Stealth (Dex) O +3 Survival (Wis) | |
| INTELLIGENCE 14 +2 | |
| WISDOM 16 +3 | |
| CHARISMA 11 +0 | |
| PASSIVE WISDOM (PERCEPTION) 15 | SKILLS |

| | | | | |
|---------------------------------|--------------------------------|---------------------------|--|--|
| 14 ARMOR CLASS | +2 INITIATIVE | 30 SPEED | | |
| Hit Point Maximum | 22 | | | |
| CURRENT HIT POINTS | | | | |
| TEMPORARY HIT POINTS | | | | |
| Total 3d8 | SUCCESES O O O | FAILURES O O O | | |
| 3d8 HIT DICE | DEATH SAVES | | | |

| NAME | ATK BONUS | DAMAGE/TYPE |
|--------------|-----------|----------------|
| Screwdriver | +1 | 1d6 p |
| Screwdriver | +1 | 1d8 p (v) |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |
| Light | +4 | 1d8 p (80/320) |
| Crossbow | | |
| Warhammer | +5 | 1d8 b |
| Great | +5 | 2d6 s |
| Sword | | |
| Shortbow | +7 | 1d6 p (80/320) |
| Longsword | 0 | 1d8 s |
| Longsword | 0 | 1d10 s (v) |
| Quarterstaff | +1 | 1d6 b |
| Quarterstaff | +1 | 1d8 b (v) |

Quarterstaff Hide ARMOR & SPELLCASTING

Languages:

Common, Druidic, Elvish

Armor: Light Armor, Medium Armor, Shields (won't wear armor or use shields made of metal)**Weapons:** Clubs, Daggers, Darts, Javelins, Maces, Quarterstaff, Scimitars, Sickles, Slings, Spears

Tools:

Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS

Maurice is often portrayed as the voice of reason and wisdom among the lemurs, offering thoughtful advice and guidance. He is known for his patience, often trying to calm the impulsive nature of King Julien and the other lemurs.

PERSONALITY TRAITS

Maurice values stability and order, striving to maintain a sense of balance and calm in the chaotic world of the lemurs.

IDEALS

Maurice has a strong bond with King Julien, serving as his right-hand lemur and offering him guidance and support.

BONDS

Maurice's cautious nature can lead to indecision and reluctance to take risks, potentially hindering progress.

FLAWS

Lemur of Madagascar Traits

- Like to MOVE IT!
- Stealth Sense
- Arboreal Movement

Hermit

Metamagic Adept

Druid Traits

- Wild Shape
- Druid Circle
 - Circle of Spores



Druid

SPELLCASTING CLASS

WIS

13

+5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Chill Touch (V, S)

Guidance (V, S)

Shape Water (S)

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SPELLS KNOWN

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SLOTS EXPENDED

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Absorb Elements (S)

Detect Magic (V, S)

Entangle (V, S)

Faerie Fire (V)

Healing Word (V)

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FEATURES, MAGIC ITEMS AND SPELLS

LEMUR OF MADAGASCAR TRAITS

LIKE TO MOVE IT!

You gain proficiency in the Performance and Acrobatics skills. If you already have proficiency in those skills or gain these proficiency, you will gain expertise in those skills instead. You also gain advantage for Performance Skill rolls if performing in a group of size 3 or larger.

STEALTH SENSE

When well-rested, you are able to sense that someone or something is in stealth but you are unable to pinpoint its' location if you are within 50 feet of it.

ARBOREAL MOVEMENT

You have a climbing speed of 35 feet and roll with advantage on climbing/jumping tasks.

DRUID TRAITS

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature, but see themselves as extensions of nature's indomitable will.

WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes

| Level | Max. CR | Limitations | Example |
|-------|---------|-----------------------------|-------------|
| 2nd | 1/4 | No flying or swimming speed | Wolf |
| 4th | 1/2 | No flying speed | Crocodile |
| 8th | 1 | | Giant Eagle |

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *Call Lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

DRUID CIRCLE

At 2nd level, you choose to identify with a circle of druids. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

DRUID OF SPORES

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are parts of a grand cycle, with one leading to the other and then

back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druuids of this circle have a complex relationship with the undead. They see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

CIRCLE SPELLS

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *Chill Touch* cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Spores Spells

| Druid Level | Circle Spells |
|-------------|-----------------------------------|
| ● 2nd | Chill Touch |
| ● 3rd | Blindness/Deafness, Gentle Repose |
| 5th | Animate Dead, Gaseous Form |
| 7th | Blight, Confusion |
| 9th | Cloudkill, Contagion |

HALO OF SPORES

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal $1d4$ necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to $1d6$ at 6th level, $1d8$ at 10th level, and $1d10$ at 14th level.

SYMBIOTIC ENTITY

Also at 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra $1d6$ necrotic damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points or until you use your Wild Shape again.

SPELLS

CANTRIP

CHILL TOUCH

Necromancy Cantrip

Casting Time: 1 Action

Range: 120 foot

Components: V, S

Duration: 1 Round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes $1d8$ necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

GUIDANCE

Divination Cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

SHAPE WATER

Transmutation Cantrip

Casting Time: 1 Action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 Hour

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

LEVEL 1

ABSORB ELEMENTS

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.

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.

ENTANGLE

1st-Level Conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 Minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

FAIRIE FIRE

1st-Level Evocation

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 Minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice).

Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, any creature outlined in light has advantage on its next attack roll.

HEALING WORD

1st-Level Evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to $1d4 +$ 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 $1d4$ for each slot level above 1st.

LEVEL 2

BLINDNESS/DEAFNESS

2nd-Level Necromancy

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: 1 Minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

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.

GENTLE REPOSE

2nd-Level Necromancy (Ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

Duration: 10 Days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

AUGURY

2nd-Level Divination (Ritual)

Casting Time: 1 Minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

CONTINUAL FLAME

2nd-Level Evocation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)

Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

DARKVISION

2nd-Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (either a pinch of dried carrot or an agate)

Duration: 8 Hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

ENHANCE ABILITY

2nd-Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 Hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains the effect until the spell ends.

• **Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

• **Bull's Strength.** The target has advantage on Strength checks, and their carrying capacity doubles.

• **Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

• **Eagle's Splendor.** The target has advantage on Charisma checks.

• **Fox's Cunning.** The target has advantage on Intelligence checks.

• **Owl's Wisdom.** The target has advantage on Wisdom checks.

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.

LESSER RESTORATION

2nd-Level Abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

PASS WITHOUT TRACE

2nd-Level Abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: Concentration, up to 1 Hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

SPIKE GROWTH

2nd-Level Transmutation

Casting Time: 1 Action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, up to 10 Minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When

a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

SUMMON BEAST

2nd-Level Conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (a feather, tuft of fur, and fish tail inside a gilded acorn worth at least 200 gp)

Duration: Concentration, up to 1 Hour

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level where the spell's level appears in the stat block.

ACTIONS

Multiattack. The beast makes a number of attacks equal to half this spell's level (rounded down).

Maul. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 4 (1d8) + 4 + the spell's level piercing damage.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

QUARTERSTAFF

Attack Roll.

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

Current Max: 21

Damage Roll.

$1d6 (1d8 \text{ two-handed}) + \text{STR-Modifier}$

Current Max (one-handed): 5

Current Max (two-handed): 7

Bestial Spirit

Small Beast

Armor Class 11 + the level of the spell (natural armor)

Hit Points 20 (Air only) or 30 (Land and Water only) + 5 for each spell level above 2nd

Speed 30 ft., climb 30 ft. (Land only), fly 60 ft. (Air only), swim 30 ft. (Water only)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 16 (+3) | 4 (-3) | 14 (+2) | 5 (-3) |

Senses Darkvision 60 ft., Passive Perception 12

Languages understands the languages you speak

Challenge 1 (200 XP)

Flyby (Air Only). The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Pack Tactics (Land and Water Only). The beast has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing (Water Only). The beast can breathe only underwater.