

PENGUINS OF MADAGASCAR

OPERATION: SMILE AND WAVE



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

CONTENTS

OPERATION 1: SMILE AND WAVE	1
<hr/>	
CAMPAIGN	3
Search for Food.....	3
Mystic Tempest.....	7
Wild Central Park.....	8
The Storm's Eye	10
<hr/>	
MONSTERS	14
Sproutling.....	14
Berry Terror	14
Flower Behemoth	15
Woodland Guardian	15
Vexinite Burt.....	16
Red Squirrel.....	17
Monster in the Lake	18
Vexinite Flamingo.....	19
Giant Flytrap	20
Vexinite Ted	21
Spiranthes Vexum.....	22
<hr/>	
MAGICAL ITEMS	23
Arrow/Bolt of Frost	23
<hr/>	
Moto-Moto Meme	23
Solar Orb	23
Vial of Poison-Dart Frog Poison	23
Haste Spore Grenade	23
<hr/>	
HAZARDS	24
Powdered Snow	24
Vine Trap	24
<hr/>	
RESOURCES	25
Newspaper (Cipher)	25
Newspaper (Half-Deciphered)	26
Newspaper (Deciphered)	27
<hr/>	
CHARACTERS	28
Kowalski	28
Private	35
Optional: Private Mystery	41
Blank Private	42
Rico	45
Skipper	49
King Julien	52
Maurice.....	58

CHAPTER 1: CAMPAIGN

As the first light of dawn creeps over the skyline of New York City, the tranquil setting of Central Park Zoo is aglow with the promise of a new day. As the bells of the Central Park Zoo chime to signal the official opening of the day, a sense of unease hangs heavy in the air. The wrought iron gates, adorned with intricate animal motifs, stand ajar, welcoming the non-existent throngs of visitors who should be streaming in. Yet, eerily, the pathways lie empty, devoid of the usual chatter and excitement.

A Welcome Tranquillity. Skipper, Kowalski, Rico, and Private, the quartet of penguins known for their daring escapades and ingenious schemes, find themselves oddly content in the absence of the usual noisy visitors and screaming children.

While Rico diligently tinkers away, perfecting his craft of creating explosions with a determined gleam in his eye, Kowalski furiously scribbles notes, engrossed in his latest research endeavour. His musings are bound to culminate in another of his spectacular inventions, destined, no doubt, to crash or explode in a most spectacular fashion.

Meanwhile, Private, the gentlest soul among them, can't help but feel a pang of sadness at the deserted zoo. His heart aches for the laughter of children, the joyous squeals that once filled the air. Yet, even in his melancholy, he remains steadfast by his comrades' side.

And there's Skipper, perched nonchalantly on an inflatable rubber island, relishing the simple pleasure of a meal of fresh fish. With a contented sigh, he watches the sunlight dance across the tranquil waters, savouring the peace - wait fish? **FISH!**

A Stark Realization. His beak opens in surprise as he scans the empty expanse of the once-bustling enclosure. The absence of their human caretakers dawns upon him, and with it, the stark realization that the zoo's larders remain untouched. There is no fish. No food at all. The tranquillity of the morning shattered by the pang of hunger, Skipper's gaze shifts to his comrades. Without a word exchanged, a silent agreement passes between them - **Operation: Search for Food** is under-way.

Optional: Agent Ringtail. As the penguins ready themselves, their preparations are interrupted by an unexpected sight in their midst. King Julien, accompanied by his loyal followers Mort and Maurice, scours the penguin's habitat and base in search of sustenance. Initially, Skipper's irritation flares at the intrusion, but Kowalski interjects with a surprising perspective. He points out that in their quest for food, having additional pairs of eyes and, more importantly, hands with opposable thumbs could prove to be a considerable advantage. Reluctantly, Skipper acquiesces, recognizing the potential benefits of an alliance with "Ringtail" and his cohorts for their mission. With a nod of agreement, the penguins and their unlikely allies set out together, united in their common goal of survival amidst the abandoned zoo.

SEARCH FOR FOOD

STARTING POINT: PENGUIN HABITAT

The players find themselves in the familiar confines of their own Penguin Habitat ①, where the rays of sunlight cast a golden hue over the zoo.

GOAL: FIND SUSTENANCE

Their primary objective is clear: to secure food for themselves and their fellow zoo inhabitants. With the zoo's storage, nestled within the Souvenir Shop ⑧, rumoured to hold provisions, it becomes their initial target. Yet, the players also recognize the potential for sustenance scattered throughout the vast expanse of the zoo grounds. (The number of rations a certain sustenance item provides is always stated)

REWARDS

Once the players have successfully gained access to any food, Private is prompted to roll a d12. The outcome of this roll determines which small animal appears:

WILD ANIMAL APPEARS

d12	Animal
1	Bat
2	Cat
3	Crab
4	Frog
5	Hawk
6	Lizard
7	Owl
8	Poisonous Snake
9	Rat
10	Raven
11	Spider
12	Weasel

This curious creature, drawn by the scent of food, will timidly approach the players. If the players choose to share their provisions, this animal will gratefully accept the gesture and, in turn, choose to bond with Private. Through this act of kindness, Private discovers a new-found connection with the animal and learns he can cast the spell *Find Familiar*. This spell allows him to summon and bond with this creature, establishing a magical link that will aid and accompany them on their adventures.

③ MONKEY HABITAT

Within the confines of the Monkey Habitat, players encounter the duo, Mason and Phil, who hold the key to unlocking valuable information hidden within written documents. However, the monkeys are not easily swayed from their own hunger pangs, and the players must find a way to gain their cooperation.

Deciphering the **first half** of the *New York Times* newspaper, detailing the **Grand Opening** of the Botanical Garden, requires either to hand over the "Hot Coffee" or a successful Persuasion Check (DC 20).

To uncover the **complete contents** of the document, players must surpass an even greater challenge. A Persuasion Check with a formidable DC 30, or the combined effects of the "Hot Coffee" plus a more modest DC 15 Persuasion Check, are necessary to coax Mason and Phil into divulging the remaining details.

⑤ OTTER HABITAT

Players encounter Marlene, a spirited and agile otter with a playful gleam in her eye. Eager for entertainment in the desolate zoo, Marlene challenges the group to an acrobatic contest, her favourite pastime. In order to take part the group must wager an item of their choice.

Marlene, with her natural affinity for acrobatics, enjoys the advantage of both skill and experience. Her nimble movements and confident demeanour give her an edge, represented by a substantial +5 bonus to her Acrobatics skills and advantage on the roll.

If at least one player manages to surpass Marlene's impressive performance, the group is awarded one fish (one ration) as a token of their achievement. Should more than half of the group outshine the otter in the acrobatic display, an additional fish (one ration) is added to their prize. However, failure comes at a cost. Should the group falter and fail to best Marlene, the item provided to partake in the contest is forfeited.

⑥ MAIN GATE

A keen eye and a bit of luck may lead the players to uncover hidden treasures scattered amidst the abandoned artefacts. With a DC 10 Investigation Check, they may stumble upon a discarded sandwich (2 rations), its contents surprisingly intact despite the passage of time. Nearby, nestled amongst a pile of forgotten souvenirs, lies a plush hippo toy, its once vibrant colors faded but its whimsical charm enduring.

For those who dare to delve deeper, a more tantalizing discovery awaits. A careful inspection, with a DC 15 Investigation Check, reveals a vial labelled "Shot against Brown Spots," its purpose shrouded in mystery. Is it a forgotten remedy from days gone by, or perhaps a concoction with more peculiar properties?

⑦ POLAR BEAR HABITAT

The treacherous landscape is rife with hazards, from hidden powdered snow holes that threaten to ensnare the unwary, to icy patches that make every step a precarious endeavour. With each passing moment, the players must steel themselves against the biting winds and biting cold, lest they succumb to the frost's cruel embrace. Any animal without resistance or immunity against cold damage has to make a DC Constitution Saving Throw, taking $1d4$ cold damage on a failed roll.

Yet, amidst the icy perils, a formidable guardian watches over the habitat - Ted, the polar bear. Though not inherently hostile, the massive creature is easily agitated by intruders in its domain. It tolerates the presence of the players, but its patience wears thin at the slightest provocation.

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.

Should the players find themselves in peril, stuck in the **snowy depths** or threatened by the unforgiving elements, the polar bear may come to their aid - provided they offer a suitable tribute. A promise of food is the key to securing the bear's assistance, a bargain struck amidst the frozen wastes.

However, the players must tread carefully, for forgetfulness carries consequences. Should they neglect to uphold their end of the bargain, the DM takes note, and the polar bear's goodwill may quickly turn to hostility.

Amidst the frost and peril, a glimmer of hope awaits those brave enough to seek it. With a keen eye and a bit of luck, a DC 15 Investigation Check may reveal a cache of **5 Arrows of Frost** and **3 Bolts of Frost**, hidden amidst the icy terrain.

⑧ SOUVENIR SHOP AND CAFÉ

In the seating area outside the café and souvenir shop, a cursory search reveals a **newspaper**, its pages yellowed with age, waiting to be rediscovered with a modest DC 5 Investigation Check. Nearby, a tantalizing aroma wafts from a forgotten cup of "Hot Coffee," its warmth offering comfort amidst the chill of the abandoned zoo, can be found with a bit more effort, a DC 10 Investigation Check.

Within the cosy confines of the café, a more enticing discovery awaits - a lone lollipop, its vibrant colors a stark contrast to the muted surroundings. With a careful eye and a bit of luck, a DC 15 Investigation Check unveils this sweet treat, beckoning the players to indulge in its sugary allure.

Yet, caution is advised, for beneath its enticing exterior lies a hidden danger. Those who succumb to the temptation of the lollipop must face the consequences, as a failed DC

20 Constitution saving throw leaves them poisoned for an agonizing hour.

However, amidst the trinkets and treats, lies a more crucial discovery - the animal food storage. Hidden away in the back of the building, its door remains securely locked, guarding its precious contents from prying eyes. Only with the proper key or a stroke of luck in a one-try critical success Sleight of Hand lock-picking attempt can the players gain access to this bountiful storehouse of sustenance, ensuring the welfare of the zoo's animal inhabitants for days to come.

9) LION HABITAT

Within the majestic Lion Habitat, players encounter a scene of primal chaos amidst the once-regal surroundings. Alex the Lion, once a proud and noble creature, has succumbed to the ravages of hunger-induced delirium, his once-keen senses dulled by starvation. In his frenzied state, he perceives every living creature as a succulent steak, his instincts driving him to attack anything that dares to approach.

As the players navigate the perilous confines of the habitat, they must tread carefully to avoid arousing the lion's ire. With each step, they risk provoking Alex's ferocious instincts, risking life and limb in the face of his unrelenting hunger.

Yet, amidst the chaos, a glimmer of hope remains. The players hold the key to quelling the lion's insatiable appetite and restoring reason to his frenzied mind. By offering him a steak or a fish, they can appease his primal instincts, convincing him to spare them from his voracious wrath.

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

Though prone to exaggerated fears and unfounded anxieties, Melman's keen intellect and extensive knowledge about disease, potions, and poisons make him a valuable ally in the players' quest for survival. Players may be able to strike a bargain with the giraffe, trading their own possessions for his invaluable potions.

For the prized possession of the "Hippo Plushy," Melman offers a generous exchange - two Potions of Healing, potent elixirs capable of mending wounds and restoring vitality, and the coveted Moto-Moto Meme. And for the vial containing the mysterious "Shot against Brown Spots," he offers an even greater reward - three Potions of Greater Healing, rare concoctions imbued with the power to mend even the most grievous injuries.

11) ZEBRA HABITAT

In the vibrant surroundings of the Zebra Habitat, players encounter Marty, the spirited zebra whose boundless energy and adventurous spirit embody the essence of freedom. He offers the players to increase their base speed in exchange for food. Players that have eaten can make a DC 10 Strength Check to increase their speed by 5 ft - or 10 ft on a critical success.

12) CROCODILE HABITAT

Amidst the murky waters and tangled reeds of the Crocodile Habitat, players encounter Mario, the formidable crocodile whose imposing presence guards the entrance to the Reptile House. Here, amidst the eerie stillness of the swampy enclosure, players face a daunting challenge - gaining passage through Mario's domain.

With his sharp eyes and powerful jaws, Mario stands as an unwavering sentinel, his gaze fixed upon any who dare to approach. To secure safe passage into the Reptile House, players must negotiate with the formidable crocodile, offering a suitable tribute in exchange for access to the hidden depths beyond - preferably food.

13) REPTILE HOUSE

Within the dimly lit confines of the Reptile House, the players come upon Barry, a colourful Poison Dart Frog whose vibrant hues belie his deadly nature. Amidst the flickering shadows and an eerie silence, Barry sits perched upon a twisted branch, his gaze landing on the newcomers with a mix of curiosity and cautious anticipation.

As the players approach the diminutive amphibian, a subtle sense of being watched seems to permeate the air. The flickering shadows appear to move independently, hinting at unseen eyes observing the exchange. Despite the unsettling feeling, the players are met with a proposition from Barry. With a playful flick of his tongue, he gestures toward a collection of small vials of poison (4 (1d4 + 2)), promising to unlock the secrets of his potent venom in exchange for a humble offering of sustenance.

Should the party return with the requested food, without warning, each member of the party is suddenly attacked by a sticky tongue shooting out from the shadows. Caught off

guard, they must each make a DC 15 Dexterity check with disadvantage. Those who fail are yanked off their feet and pulled towards a separate, secluded part of the Reptile House.

In this hidden area, the party comes to a startling realization: they were being observed by several chameleons. These creatures, masters of camouflage, have made their presence known only through the sudden use of their tongues. Now visible, they still remain silent, communicating instead through rapid changes in their skin color.

Kowalski, quick to adapt and observe, attempts a DC 10 Insight check to decipher the chameleons' unique color-changing "language." If Kowalski, along with Private and the food carrier, were among those abducted, they manage to understand the chameleons' proposal: in exchange for the food initially intended for Barry, they offer to teach Private a long-dormant technique - the spell of Invisibility. This magical ability, once mastered, would allow Private to become unseen at will, providing significant strategic advantages for future encounters.

If the party decides to accept the chameleons' offer and trade the food for the lesson in invisibility, they will no longer be able to fulfil their agreement with Barry. This choice will close off any further negotiations or benefits that could have been derived from the deal with Barry.

Optional: Maurice, the Royal Emissary.

If Maurice was abducted, he finds that he can naturally communicate with the chameleons. As the advisor of King Julien, Maurice was responsible for managing all diplomatic relations and understands the subtleties of non-verbal communication forms. His expertise allows him to effortlessly interpret the chameleons' color-changing language, facilitating a smoother and more effective negotiation with these enigmatic creatures.

15 RHINOCEROS HABITAT

Within the imposing confines of the Rhinoceros Habitat, players confront Roy, the formidable guardian of the enclosure whose ferocious demeanour strikes fear into the hearts of all who dare to approach. Here, amidst the dusty earth and towering vegetation, players face a daunting challenge - a horned monstrosity who does not like visitors.

Stealth becomes their ally as players carefully navigate the treacherous terrain, their movements shrouded in shadows as they seek to evade Roy's watchful gaze. With each cautious step, they edge closer to their goal, their fate hanging in the balance as they strive to out-manoeuvre the fearsome inhabitant of the enclosure.

For those who prefer a more direct approach, confrontation becomes inevitable as players face off against the mighty rhinoceros in a battle of strength and skill. With weapons drawn and nerves of steel, they must confront Roy head-on, risking life and limb in pursuit of victory.

Yet, amidst the danger, lies the promise of reward. With a careful eye and a bit of luck, a DC 10 Investigation Check may reveal a key to the food storage room.

For those who emerge victorious in their confrontation with Roy, an even greater prize awaits. Defeating the rhinoceros rewards players with a Solar Orb.

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.

17 OSTRICH HABITAT

Players encounter Shelly, the lovestruck ostrich whose heart flutters at the mere mention of Rico's name. Here, amidst the golden sands and gentle rustling of the grass, players become embroiled in a whimsical tale of romance and adventure.

Infatuated with Rico's daring exploits and unwavering bravery, Shelly longs for nothing more than a chance to share a moment of bliss with her beloved. With a flutter of her feathers and a twinkle in her eye, she implores the players to stage a performance that will sweep Rico off his feet and win his heart.

To fulfil Shelly's romantic fantasies, players must summon all their talents, crafting a spectacle that will rival even the grandest of love stories. With each participant lending their unique skills to the performance, they embark on a quest to captivate Rico's heart and fulfil Shelly's deepest desires.

A DC 15 Performance Check becomes the measure of their success, as players strive to dazzle and delight with their talents. With each roll of the dice, the fate of the performance hangs in the balance, as success hinges on the collective efforts of all who take part.

Should more than half of all participants succeed in their Performance Checks, the whole performance is deemed a resounding success. Shelly's heart sings with joy as she shares a romantic picnic with Rico, their laughter mingling with the gentle rustle of the breeze as they bask in the warmth of each other's company.

However, failure carries its own consequences, as the weight of disappointment hangs heavy in the air. Should the performance falter and fall short of Shelly's lofty expectations, the ostrich's frustration boils over, her disappointment manifesting in a dramatic display of despair.

With a resounding thud, Shelly buries her head in the ground, unleashing a hidden entrance tunnel to the nearby arsenal - a testament to the lengths to which love will drive even the most unlikely of creatures. As players pick themselves up from the dust and debris, they are left to ponder the unpredictable twists and turns of romance amidst the whimsical confines of the zoo.

18 ARSENAL

Along with the Main Gate the Arsenal is a sight to behold and its mesmerizing architecture awe-inspiring. Its entrance sealed tight by a formidable portcullis that bars entry to all - even the most determined adventurers. Yet, within the depths of the Ostrich Habitat, a hidden tunnel offers a clandestine passage into the heart of this old armoury.

Amidst the dusty shelves and cobweb-covered crates, players discover a key - a small but invaluable token that grants access to the food storage, ensuring the welfare of the zoo's animal inhabitants for days to come. With this new-found treasure in hand, they move with purpose through the Arsenal, eager to uncover the secrets hidden within its shadowy depths.

Yet, the Arsenal holds more than just keys and provisions. For each player, there awaits a personalized cache of equipment - weapons, tools, and gear tailored to their unique

skills and abilities. From sturdy shields to razor-sharp blades, from arcane tomes to alchemical concoctions, the Arsenal offers a wealth of resources to aid players in their quest for survival amidst the abandoned zoo.

Moon-Touched Sword (Skipper). In darkness, the unsheathed blade of this sword sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Eyes of Minute Seeing (Kowalski). These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Bracers of Defense (Rico). While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armour/shield.

Medallion of Adorableness (Private). While wearing this medallion the wearer gets a +1 to Charisma (Persuasion) Checks and the Hyper-Adorableness Spell (Eldritch Blast) gets a +1 to attack and damage rolls.

Optional: Bracers of Archery (King Julien). While wearing these bracers, you have proficiency with the longbow and short-bow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Optional: Insignia of Claws (Maurice). While wearing the insignia, you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

19 ELEPHANT HABITAT

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.

Burt, ever the benevolent guardian of the habitat, stands ready to assist those who approach him with respect and humility. To gain access to the precious peanuts that lie within his domain, players must navigate a delicate balance of negotiation and diplomacy.

With a convincing argument or a show of force, players may attempt a DC 15 Intimidation or Persuasion Check, seeking to sway Burt's generous nature and secure a bountiful supply of peanuts to feed the zoo's hungry mouths. Those fortunate enough to have Mort in his "Buffed Up" state at that moment gain advantage in their endeavour, as the lemur's imposing presence lends added weight to their negotiations.

However, for those who prefer a more direct approach, confrontation becomes inevitable. With weapons drawn and adrenaline coursing through their veins, players may choose to engage in battle with the mighty elephant, risking life and limb in pursuit of victory.

Should they emerge triumphant in their struggle against Burt, players are rewarded with a plentiful bounty of peanuts - enough to feed eight animals and ensure their continued well-being amidst the challenges of the abandoned zoo.

MYSTIC TEMPEST

After approximately 60 minutes of real game-time, a phenomenon of unknown origin unfurls above Central Park - a swirling vortex of dark red, purple, and green hues that casts an ominous shadow over the once-peaceful landscape. The tempest appears to originate from somewhere within the heart of the park, its exact source shrouded in mystery to the players below.

This enigmatic disturbance manifests in three distinct

stages, each marked by a surge in intensity (every 30 minutes) that heralds the onset of increasingly turbulent conditions. As the storm's power grows, so too does its influence over the behaviour of the zoo's inhabitants and the nature of the encounters that unfold within its shadowy embrace.

A small glimmer of hope emerges amidst the chaos, however, as players discover a potential reprieve from the tempest's wrath. By ensuring the well-being of all the zoo's inhabitants and feeding them in a timely manner, players may succeed in delaying the effects of the phenomenon for a brief respite, buying precious moments of clarity and calm in the face of the Mystic Tempest's relentless advance.

FIRST STAGE: THE UNRAVELING

As the Mystic Tempest forms, the tranquil atmosphere of the Central Park Zoo undergoes a dramatic transformation, plunging into a realm of chaos and discord. In the first stage of the storm, the very essence of the zoo's inhabitants becomes twisted and distorted, their once-docile nature giving way to primal aggression and hostility.

Small animals, once beloved denizens of the zoo, now emerge as harbingers of chaos, their eyes ablaze with unnatural hues of purple and green. Otters dart through the water with menacing intent, their playful demeanour replaced by a ferocious hunger for violence. Chimpanzees swing from branch to branch with frenzied abandon, their once-curious gazes now fixated on the players with an unsettling intensity. Even the seemingly innocuous creature Poison Dart Frog succumbs to the storm's influence and there is no trace of the flamingos.

Amidst the chaos, a new threat emerges from the heart of the zoo - eight small potted plants (*Sproutling*), animated by dark magic and driven by a malevolent desire to snuff out all who dare to oppose them. With tendrils of ivy writhing and twisting, these once-innocuous decorations become instruments of destruction, their leafy appendages lashing out with deadly precision.

Private's eyes alight with the same ominous hues that taint the storm above. Drawn inexorably towards the center of the tempest, his sight mostly fixated onto the eye of the storm.

Even larger animals exhibit equally bizarre behaviour, their actions defying logic and reason. Alex the Lion, once a fearsome predator, now grazes idly on tufts of grass. Throughout the zoo, other creatures display similar aberrant behaviour - Roy's aggression becomes tempered rather than charging blindly at intruders, he hesitates, his movements marked by a hesitant uncertainty as if wrestling with unseen forces that pull him in conflicting directions.

⑩ GIRAFFE HABITAT

Unaffected by the storm's eerie dark magic, Melman remains trapped in a world of his own making, convinced that the bizarre events unfolding around him are nothing more than a hallucination brought on by the countless medications he's forced to ingest. To rouse him from his delusions, players must employ all their powers of persuasion, engaging in a delicate dance of words and reason to coax him back to reality.

With a successful DC 15 Persuasion Check, players succeed in breaking through Melman's fragile façade, convincing him of the truth that lies beyond his medicated haze. As clarity washes over him, Melman's eyes widen with shock and realization, his mind racing to make sense of the chaos that surrounds them.

With new-found lucidity, Melman becomes a wellspring of information, offering insights into the nature of the Mystic Tempest and the enigmatic forces that drive it. He reveals that Private is inexplicably linked to the phenomenon, his magical inclinations drawing him ever closer to the heart of the storm.

SECOND STAGE: STORM'S SURGE

As the Mystic Tempest intensifies, its dark tendrils weaving ever deeper into the fabric of reality, the once-subtle whispers of chaos erupt into a cacophony of discord and despair. In the second stage of the tempest's wrath, the very essence of the zoo undergoes a profound transformation, as medium-sized animals join the ranks of the storm's unwitting agents, their once-docile nature twisted by the storm's malevolent influence.

No longer content to merely observe from the sidelines, the inhabitants of Central Park Zoo are drawn into the maelstrom, their eyes alight with the same ominous hues that mark their smaller brethren. Zebras charge with reckless abandon, their once-graceful strides now fuelled by primal aggression. Lions, once the undisputed kings of the savannah, now stalk the corridors of their enclosures with a predatory hunger that knows no bounds.

If the players fail to return with promised food, Ted, disappointed, vanishes into the shadows of the storm, leaving his fate intertwined with the ever-growing tempest that grips the land. Yet, if their promise is fulfilled, Ted remains, a stalwart guardian of his icy domain.

THIRD STAGE: TEMPEST'S FURY

As the Mystic Tempest reaches its zenith, the zoo descends into a realm of unbridled chaos and despair. In this final stage of the tempest's fury, all semblance of order is cast aside as every creature within Central Park Zoo becomes an unwitting pawn in the storm's relentless onslaught.

No longer bound by the constraints of their enclosures, the zoo's inhabitants roam freely, their once-docile nature replaced by a primal hunger for violence and destruction. Large animals, once the pride and joy of the zoo, now break free from their confines with terrifying ease, their massive forms wreaking havoc upon everything in their path.

Amidst the carnage, one notable absence looms large - Burt, the gentle giant whose presence once brought a sense of calm to the Central Park Zoo, is nowhere to be found. In his wake, he leaves behind a gaping hole in the habitat's wall, a testament to the tempest's unstoppable power and the havoc it has wrought upon the once-tranquil landscape.

WILD CENTRAL PARK

As players brave the treacherous journey towards the heart of the storm, they find themselves navigating the now chaotic

expanse of Central Park. Each step brings them closer to the epicentre of the tempest, yet with every passing moment, the perils that await them grow ever more formidable.

RANDOM ENCOUNTER

ZOO MAIN ENTRANCE PATROL

Their first trial comes swiftly, mere steps beyond the Main Entrance Gate of Central Park Zoo, where the tranquility of the past has given way to a realm of chaos and uncertainty. However, this ambush is only active if the Mystic Tempest has begun its onslaught, transforming the once-familiar surroundings into a battleground of primal aggression and supernatural forces.

The nature of this initial ambush is determined by the stage at which the Mystic Tempest currently resides, with each encounter presenting its own unique challenges and threats.

First Stage. In the first stage, players find themselves beset by a horde of **Sproutlings** (5 (1d6 + 2)), their tiny forms brimming with malicious intent as they launch themselves into the fray with reckless abandon.

Second Stage. As the tempest's power intensifies, so too does the ferocity of their assailants, with 2 **Flower Behemoths** emerging from the shadows to join the fray alongside their diminutive brethren. In the second stage, players must contend not only with the relentless assault of **Sproutlings** (2 (1d4)) but also with the cunning and guile of these woodland spirits, whose mastery of magic makes them formidable adversaries indeed.

Third Stage. Yet, it is in the third and final stage of the tempest's wrath that players face their greatest trial yet, as the combined forces of **Sproutlings** (3) and **Flower Behemoth** (3) converge upon them with unyielding fury.

THE BERRY AMBUSH

As the players trek through the Central Park, their journey leads them to a towering, overgrown elephant statue. The imposing homage to the majestic creature looms large, its weathered features obscured by a thick layer of tangled vines and foliage. However, their attention is quickly drawn to the cluster of berry bushes surrounding the statue, their vibrant hues contrasting sharply with the muted tones of the surrounding landscape.

For any player who has yet to satisfy their hunger, a sense of primal longing stirs within them, urging them towards the tantalizing promise of sustenance offered by the ripe berries (DC 15 Constitution Saving Throw).

First Stage. Two **Berry Terrors** launch a surprise attack, their twisted forms springing to life with malevolent intent. But they are not alone in their assault, for from the nearby foliage emerges a **Flower Behemoth**, its towering form wreathed in blooms of sinister beauty as it joins the fray.

Second Stage. The players' attempts to harvest the berries are met with a sudden revelation. The two berry bushes are not what they seem, transforming before their eyes into

Woodland Guardians that launch a surprise attack upon the unsuspecting players.

Third Stage. Yet, it is in the third and final stage of the tempest that the true horror of their situation is revealed. As the players approach the berry bushes, the earth beneath their feet begins to tremble, a tell-tale sign of the impending danger. With a deafening roar, the towering elephant statue lurches to life, revealing the zombified form of **Burt** overgrown by an unknown kind of plant.

Rewards. With the enemies defeated, the players find a cache of ripe berries amidst the chaos (4 rations) and 2 berry bombs. Plump and juicy, these berries offer a welcome reprieve, providing sustenance to fuel their journey onward. As they press forward, their resolve strengthened, they carry with them the memory of their triumph over adversity.

QUEST ENCOUNTERS

MOTHER GOOSE IN DISTRESS

The following quest is available if the storm has reached at most stage 1.

As players approach the tranquil shores of the lake in Central Park, their gaze is drawn to the figure of a distressed mother goose, her feathers ruffled and eyes filled with anguish. With a mournful honk, she implores the players for their aid, her maternal instincts driving her to seek out her missing brood.

Scattered around the perimeter of the lake, two of the mother goose's goslings can be easily spotted by keen-eyed adventurers, their fluffy down contrasting against the vibrant foliage that lines the water's edge. With a gentle coaxing, players can guide the wayward youngsters back to their anxious mother, their safe return met with a chorus of relieved honks and fluttering wings.

However, the quest is far from over. The frantic mother reveals that two of her precious goslings are still missing, their safety unknown amid the lurking dangers of the park. With determination fueling their steps, the players scan the treacherous landscape for any signs of the young birds.

Their search leads them to a heart-stopping sight: one gosling is precariously perched high in a tree canopy, its frightened peeps piercing the air as it teeters dangerously close to the edge. Below, a **Red Squirrel** and his commanded horde of **Sproutlings** (3 (1d4 + 1)) create a scene of chaos, the squirrel's shrill chittering echoing menacingly across the water.

After the ensuing battle, the situation atop the tree reaches a critical moment. The branch snaps, sending the gosling plummeting toward the ground. Reacting instinctively, Private casts **Mage Hand**, a spell previously unknown to him. His newly discovered magical ability steadies the gosling mid-air and gently lowers it to safety on the ground, much to the relief of the mother and the awe of his companions.

Rewards. Upon safely retrieving all goslings and returning them to their mother, the adventurers receive heartfelt thanks along with tangible rewards for their bravery. In recognition of their heroism and to aid them in future challenges, they are gifted two Potions of Healing and one Greater Potion of Healing. These potions, vital for any adventurer's kit, will

ensure that they are well-prepared to face the remaining dangers lurking within the tempest-stricken park.

THE MONSTER OF THE LAKE

The following quest is available if the storm has reached at least stage 2.

As players approach the tranquil shores of the lake in Central Park, their senses are assailed by a sight both eerie and unsettling. The once-clear waters of the lake now churn with a deep crimson hue, a foreboding sign of the tempest's malevolent influence upon the land. Strewn amidst the surface are an assortment of feathers, fur, and twigs, forming a macabre tableau of nature's wrath.

Intrigued by the ominous spectacle, players venture closer to investigate, their footsteps echoing across the silent expanse of the lake. Yet, as they draw near, a sudden disturbance in the water catches their attention - a massive form rising from the depths below. With a deafening roar, a monstrous plant creature emerges from the crimson waters, its towering form reminiscent of an octopus from the depths of legend.

Using its sinuous vines and grasping tendrils, the *Lake Monster* ensnares its foes, pulling them inexorably towards a small island at the center of the lake. There, amidst the twisted foliage and choking vines, it prepares to unleash its fury upon the hapless adventurers, its rage fuelled by the dark energies of the Mystic Tempest.

Rewards. With the monstrous plant creature defeated, the adventurers enjoy a brief moment of peace along the tranquil shores of Central Park. However, their respite is interrupted by the faint sound of squeaking from above. As they look up, they see a lone gosling perched precariously atop a tree canopy. Suddenly, the branch snaps, sending the gosling tumbling towards the ground.

Reacting swiftly, Private instinctively extends his hand, and to his surprise, a spectral hand materializes and gently catches the falling gosling. He lowers it safely to the ground, amazed at his new-found ability. This spell, Mage Hand, was previously unknown to him, and its discovery in such a critical moment reveals a latent magical talent Private had not realized he possessed.

THE STORM'S EYE

As the adventurers emerge from the chaotic wilderness of Central Park, the sight that greets them at the Botanical Garden is both unsettling and paradoxical. The Gates of the Botanical Garden stand before them, grand and imposing, yet the iron bars are grotesquely twisted and the stone pillars cracked as though wrenched by tremendous force. It is as if the garden is both brand new and anciently ruined at the same moment.

The walls and structures within the garden appear strangely pristine and untouched by time. Grand Opening banners flutter in the eerie wind, their bright colors stark against the stormy sky, though they are tattered and torn as if clawed at by the tempest's fingers. Yet, this veneer of newness is brutally marred by the same dark red, purple, and green vines that have wreaked havoc throughout the park. These vines suffuse the garden with a pulsing life force, a vivid testament to the power of the Mystic Tempest.

Upon entering, the party finds that the destruction wrought by the tempest is not merely superficial. Buildings that would otherwise look recently constructed are partially collapsed or have walls that are bulging outward as if pushed by the swollen, aggressive growth from within. The paths, neatly paved and intended to guide visitors through tranquil flora, are now cracked and up-heaved.

The once orderly botanical specimens are now wild aberrations of their former selves, grotesquely overgrown and thriving unnaturally under the influence of the tempest. The entire garden feels like a living entity, with each vine and branch animated by a malignant purpose, guiding or perhaps herding the adventurers deeper into its heart.

In this surreal and twisted final chapter, the heroes must navigate this bizarrely beautiful and dangerous landscape to find the epicentre of the tempest's power. Their mission is clear: to confront the source of the Mystic Tempest and uncover a way to reverse the catastrophic changes before the natural and unnatural forces at work overwhelm everything in their path.

As soon as the party steps through the twisted gates, a distressing scene unfolds that captures the perilous reality of the garden. A raccoon, its eyes wide with panic, struggles fiercely against the constricting vines that encircle its body. The creature seems desperate, possibly searching for a lost companion or a way to escape its botanical prison. But before any help can be offered, new tendrils of vine surge from the ground, thick and unyielding. With terrifying swiftness, they wrap around the raccoon, dragging the now-silent animal toward the main greenhouse, which looms ominously in the distance. The incident serves as a grim warning of the garden's sentient defences, animated by the Mystic Tempest's relentless power.

Adding to the sense of urgent danger, the garden is marred by signs of a recent and chaotic evacuation. Bloodstains splatter the pathways and flower beds, painting a gruesome picture of the events that transpired during the tempest's initial surge. Discarded items - ripped backpacks, shredded clothing, and dropped personal belongings - litter the ground, left behind in the panic-stricken flight of former visitors and staff. These remnants hint at the horror and haste with which people fled, suggesting that the garden's beauty now masks a deadly trap set by the encroaching and unnatural flora.

ARCHWAY ENTRANCE

The Archway Entrance to the Botanical Garden stands as a grand yet grim threshold into a realm of twisted nature. Crafted from fine stone, the arch was once a welcoming beacon to nature lovers and explorers alike. Now, it serves as a stark reminder of the garden's transformation under the influence of the Mystic Tempest. The stone itself appears bleached and battered by the elements, with cracks and chips marring its surface, as if the very earth had rebelled against its form.

Hanging from the arch, several banners that once celebrated the grand opening flutter in the tumultuous breeze. Their vibrant colors are dulled and streaked with the grime of the tempest, and their edges are frayed and torn,

giving them a sorrowful, tattered appearance. The imagery on these banners - depicting exotic plants and flowers in their prime - is now a grotesque juxtaposition against the backdrop of decay and chaos that rules the garden. Each gust of wind that catches these banners makes them whip and snap in the air like the cries of the garden itself.

Flanking the archway, the side-walls are overgrown with thick, robust vines that climb and sprawl across every inch of the stone. These are no ordinary vines; their girth and the speed at which they move suggest something more sinister at play. These tendrils are not merely overgrowths but active hazards. Their coils tighten and loosen with a predatory awareness, ready to ensnare the unwary or to defend their territory against intrusion. The dark red, purple, and green hues of the vines serve as a visual echo of the tempest's influence, making these living traps all the more daunting.

PLAZA

Upon passing through the Archway Entrance, the adventurers find themselves in the Plaza, a once-bustling hub designed for visitors to relax and commune. This wide, open space, framed by untamed greenery, contrasts sharply with the chaos left in the wake of the Mystic Tempest. The lawns, meant to be manicured showcases of botanical artistry, are wild and untended, their lush grasses billowing in the wind like the sea.

Dominating the center of the Plaza is a striking statue of a lion, cast in brilliant golden bronze. This regal figure, intended as a guardian of the garden, now presents a surreal and somewhat melancholic sight. The lion's noble form is almost completely encased in dark red, purple, and green vines that spiral up its base and wrap around its body, creating a stark contrast between the metallic sheen of the gold and the matte texture of the intrusive flora.

These vines appear to caress the statue in a silent, slow dance of natural conquest, highlighting the tension between the enduring majesty of the lion and the relentless advance of the Mystic Tempest. The base of the statue, surrounded by a circle of wild flowers, offers a splash of color amidst the encroaching gloom. Here, the beauty of nature in its untamed state serves both as a backdrop and a focal point, drawing eyes to the enigmatic scene at the heart of the Plaza.

GREAT FOUNTAIN

Just beyond the verdant chaos of the Plaza, the adventurers come upon the Great Fountain, a once-celebrated masterpiece of garden architecture. Designed to be the centrepiece of the Botanical Garden, the fountain's intricate network of statues and cascading basins was intended to showcase the harmonious interplay between art and nature. Now, this structure stands as a stark reminder of the garden's faded glory under the Mystic Tempest's reign.

The fountain's water, which once flowed clear and bright, now swirls with a sinister red hue, reflecting the dark sky above. The source of this discolouration is unclear, but the water emits a faint, unsettling odour, suggesting the

presence of some unnatural contaminant. The statues that adorn the fountain, depicting various mythical creatures and nature deities, appear mournful amidst the tainted waters, their faces etched with the sorrow of the garden's corruption.

The red-stained water spills over the sides of the basins, pooling on the surrounding stone pavement in eerie, whispering rivulets. This macabre spectacle adds a chilling ambience to the area, as if the fountain itself bleeds the lifeblood of the once-vibrant garden. Here, the sound of the tainted water cascading is not soothing but rather a constant reminder of the pervasive influence of the tempest that has transformed this sanctuary into a place of foreboding.

WATER GARDEN

As the adventurers venture into the south-eastern reaches of the Botanical Garden, they find themselves at the threshold of the once-peaceful Water Garden. Here, the air hangs heavy with the oppressive scent of decay, mingling with the earthy aroma of stagnant waters that lie in murky pools amidst the overgrown foliage.

Dark, twisted vines coil around the remnants of ornate fountains and crumbling stone pathways, their malevolent presence suffusing the once-tranquil atmosphere with an aura of foreboding. Within the confines of this once-beautiful exhibit, water lilies now wilt and wither upon the surface of the stagnant pools, their delicate petals ensnared by the encroaching vines.

As the adventurers step further into the Water Garden, they are met with a chilling sight. Malefic Scouts - 2 **Vexinite Flamingoes**, once graceful denizens of this serene oasis, now stand as twisted sentinels, their once-vibrant plumage now matted and overgrown with sinister vines. With lifeless eyes fixed upon the intruders, these corrupted creatures exude an aura of malevolence that permeates the air.

But the Flamingoes are not the only threat lurking amidst the tangled undergrowth. From the shadowed recesses emerge 3 (1d4 + 1) **Sproutlings**, their twisted forms pulsating with unnatural vigour as they launch themselves at the party with frenzied determination.

DARK FOREST

As the adventurers make their way towards the eastern part of the Botanical Garden, they find themselves standing at the threshold of the Dark Forest. Despite its proximity to the suspected epicenter of the encroaching ranks and vines, this secluded woodland remains remarkably untouched by the destructive force that ravages the rest of the garden. The reason for its preservation is shrouded in mystery, though some speculate that the impenetrable darkness that pervades the forest may have played a role in warding off the encroaching malevolence.

The Dark Forest exudes an aura of eerie tranquillity, its ancient trees standing sentinel amidst a tapestry of dappled shadows and shifting light. Moss-covered boulders dot the forest floor, while twisted roots snake their way through the undergrowth like serpentine tendrils. The air is thick with the heady scent of damp earth and decaying foliage, lending an otherworldly quality to the secluded woodland.

Despite its name, the Dark Forest is not devoid of life. A chorus of unseen creatures fills the air with their haunting melodies, their calls echoing through the dense canopy overhead. Strange and exotic flora line the forest floor, their vibrant hues contrasting sharply with the sombre tones of the surrounding foliage.

As the adventurers venture deeper into the heart of the Dark Forest, they find themselves enveloped in an eerie stillness, broken only by the occasional rustle of leaves or distant creak of branches. Yet amidst the silence, there is an unmistakable sense of foreboding - an intangible presence that seems to linger just beyond the edge of perception. With trepidation, the party presses onward, knowing that the secrets of the Greenhouse Northumbra lie waiting amidst the shadows of the Dark Forest.

THE MYSTERIUM OF THE DARK

As the adventurers reach the clearing in the heart of the Dark Forest, they find themselves faced with four stone pedestals, each adorned with a rune representing one of the elemental forces of nature - earth, water, fire, and air. To unlock the ancient knowledge hidden within, they must first decipher the meaning of each rune, drawing upon their knowledge of arcane lore or the history of the forest (DC 10 Arcana or History Check).

Upon identifying the symbols, the party quickly sets to work activating each pedestal in accordance with its elemental nature. They place a small stone or handful of dirt atop the earth rune, causing the stone to resonate with power and emit a soft, green glow.

Next, they turn their attention to the water pedestal, realizing that it can be activated either by dousing it with water or invoking the chill of winter with a spell of cold damage. As they do so, the rune shimmers with a vibrant blue light, casting an ethereal glow upon the clearing.

For the fire pedestal, the adventurers opt to ignite the rune with the searing heat of their spells, causing it to blaze with a fierce red light. The flames dance across its surface, illuminating the surrounding area with an intense warmth.

With the fire pedestal now alight, they turn their attention to the final challenge - the air rune. After some deliberation, the adventurers realize that the key to activating the pedestal lies not in physical objects, but incorporating various vocal harmonies, rhythmic chants, and even the whispered secrets of the wind itself. The party has to successfully roll on a DC 20 Performance Check (half of the participants need to roll successfully) until they are suffused with a radiant, violet light.

With all four pedestals now activated, a surge of mystic energy pulses through the clearing, illuminating the forest with an ethereal light. As the arcane power washes over them, Private feels a sudden surge of insight, as if a hidden reservoir of knowledge has been unlocked within his mind. With new-found clarity, he grasps the secrets of the spell Darkness, its dark energy swirling around him like a cloak of shadows. Additionally the party finds a *Cloak of Elvenkind* appearing in the middle of the clearing.

GREENHOUSE NORTHUMBRA

Nestled amidst the chaos of the Botanical Garden lies the shattered remains of Greenhouse Northumbra, once a bastion of botanical beauty, now a crumbling testament to the relentless march of nature's wrath. Vines and tendrils snake through broken panes of glass, their insidious embrace strangling any remnants of life that dare to linger within.

Amidst the ruin, the party's gaze falls upon a desolate sight: a withered plant, its once-vibrant leaves now wilted and lifeless. Yet, amidst the decay, a glimmer of hope remains - an irrigation system encircles the plant, a testament to someone's valiant efforts to nurture life in this forsaken place.

As the adventurers explore further, they notice a valve perched high above the ground, its metallic surface gleaming faintly in the dim light. Alternatively, a gentle stream of water trickles nearby, offering a more accessible source for their endeavours.

With determination in their hearts, the party sets to work, using spoons to dig a makeshift canal from the stream to the parched plant. Meanwhile, those skilled in the arcane arts contemplate using Mage Hand to manipulate the valve, a delicate task that requires finesse and precision.

Optional. A lemur can scamper up a nearby tree, its small frame swaying precariously as it reaches for the valve. With a triumphant twist, the valve is turned, and the irrigation system springs to life, fulfilling its purpose in the grand tapestry of nature's design.

For those resourceful enough to succeed, their efforts are rewarded in a spectacular display of nature's resilience. As water courses through the improvised channels and the valve clicks open, the withered plant begins to stir, its leaves unfurling in a graceful dance of renewal.

Rewards. In the wake of their success, the adventurers are rewarded with a bounty befitting their efforts. A *Haste Spore Grenade* materializes before them, shimmering with untold potential and promising aid in the trials that lie ahead.

GREENHOUSE AMAZONIA

Perched atop a small rise overlooking the Great Fountain, Greenhouse Amazonia commands a majestic presence amidst the chaos of the botanical upheaval. This grand structure is a sterling example of Victorian architecture, its design replete with ornate ironwork and intricate glass panels that create a delicate mosaic of light and shadow. The greenhouse's high, arched windows and pointed spires give it a regal, almost cathedral-like appearance, echoing the grandiosity of a bygone era.

The framework is fashioned from a lattice of dark iron, ornately embellished with scroll-work and floral motifs that speak to its botanical purpose. These decorations, though now partly obscured by the invasive vines and ranks, still manage to convey a sense of meticulous craftsmanship and aesthetic dedication. The glass, originally clear to allow unimpeded sunlight, now reflects a kaleidoscope of colors from the tainted red hues of the fountain's waters and the dark, unnatural shades of the encroaching plant life.

From its vantage point on the hill, the greenhouse seems to be both a sanctuary and a beacon. It draws the eye not only

with its architectural beauty but also as the apparent source of the tempestuous botanical invasion. The juxtaposition of the Victorian elegance with the wild, aggressive flora encapsulates the tragic transformation of the Botanical Garden from a place of learning and leisure into a battleground of nature warped by the Mystic Tempest.

As the adventurers approach "Greenhouse Amazonia", the epicentre of the botanical upheaval, they encounter a formidable obstacle. The main entrance to the greenhouse is guarded by a dense, nearly impassable barrier of vines and ranks, seemingly drawn from the very heart of this structure. In order to remove the obstruction the party has two options to gain entry:

MANUALLY REMOVE THE RANKS

To gain entry to Greenhouse Amazonia, players can opt for a direct, confrontational approach by attacking the dense vines blocking the entrance. Equipped with slashing weapons, they must cut through multiple layers of thick, entwined vegetation. This task is structured as a series of 5 challenges, with the first two requiring a DCS Strength Check, one a DC10, one a DC 15, and one a DC20. Each fail reduces the Strength Check DC by 5 for the respective stage.

However, this aggressive method does not go unnoticed. The disturbance alerts the malevolent forces within the greenhouse. As the players hack their way through, they inadvertently summon defenders of the garden: an amount of **Sproutlings** equal to the number of failed Strength Checks (max 5) and one **Giant Flytrap**. These creatures are drawn to the commotion, ready to protect their domain from the intruders.

USE THE KEY ITEM: SOLAR ORB

If the adventurers hold the Solar Orb, they can exploit its capabilities to clear their path to Greenhouse Amazonia. Focusing the orb's potent energies on the tangled barrier of vines and ranks, they initiate a process of rapid withering. The once formidable blockade begins to falter, the vines visibly weakening and receding. This strategic use of the orb simplifies the task of removing the remaining obstacles, granting them straightforward access to the greenhouse.

AMAZONIA CAVE

Beneath the lush confines of Greenhouse Amazonia, hidden away from the prying eyes of the world, lies a dark and twisting cave system accessible only through a vine-encrusted passage within the greenhouse itself. This natural labyrinth is cloaked in shadows, with roots and thick tendrils of dark red, purple, and green vines creeping along its damp, earthy walls. These vines seem to pulse faintly with a sinister energy, as if alive with the very essence of the Mystic Tempest they fuel above.

The air here is cool and moist, carrying a faint, musty odour that blends with the fresh scent of disturbed soil and plant decay. Echoes of dripping water resonate through the narrow, winding passages, creating an eerie symphony that accompanies adventurers as they navigate deeper into the bowels of the earth. Small critters, disturbed by the rare intrusion, scurry away into the darker corners of the cave, their tiny eyes glinting momentarily in the sparse light.

As the claustrophobic passageways finally open up, the cave dramatically expands into a vast cavern. This grand natural chamber is a stark contrast to the constricted routes that lead to it. Dominating the center of this cavern is an ominous-looking plant, *Spiranthes Vexum*, bathed in a shaft of light that filters down from a solitary hole in the cavern's ceiling. This single beam of light illuminates the plant in a ghostly spotlight, highlighting its twisted, vine-like structure that throbs with a malevolent presence.

The walls of the cavern are slick with moisture, and the sound of dripping water is louder here, mingling with the soft, unsettling rustle of the *Spiranthes Vexum*'s leaves. The air is heavier, charged with a palpable tension as if the cavern itself is holding its breath, awaiting the outcome of this inevitable confrontation. Here, in the heart of the earth, lies the source of the tempest wreaking havoc above, a plant whose very essence is intertwined with the destruction it has wrought upon the botanical garden.

As the party steps into the cavernous chamber housing *Spiranthes Vexum*, the plant, ever vigilant through its tremorsense and other acute senses, immediately becomes aware of their presence. In a defensive display, it releases a dense cloud of spores into the air, signalling a call to arms. From smaller crevices within the cavern walls, nearly instantly 5 (1d10) **Sproutlings** and 2 **Flower Behemoths** emerge, summoned by the plant's command, their forms small yet menacing as they scuttle toward the intruders with unsettling determination.

If earlier in their journey, the party had disappointed Ted, the polar bear, by failing to keep a crucial promise, their past actions now come back to haunt them. Amidst the chaos, a loud rumbling reverberates through the cavern, the ground beneath their feet shuddering with the force of an angered spirit. Out of the shadows, **Ted** emerges - a formidable and corrupted version of the once-gentle giant, driven by the malevolent influence of *Spiranthes Vexum*. Accompanied by 4 (1d6 + 1) **Sproutlings** and 1 **Flower Behemoth**, this twisted incarnation of Ted charges at the party, his eyes glowing with a vengeful fire, ready to exact retribution for their broken promise.

As the adventurers engage with the threats within the cavern, they also face another perilous challenge. Directly surrounding *Spiranthes Vexum*, within a 15-foot radius, the ground itself becomes a hostile environment. Thick vines, pulsating with dark energy, burst forth from the soil, intertwining and creating a tangled mass of vegetation. This area becomes difficult terrain, significantly hindering movement and adding an extra layer of danger to the battle. Each step is met with resistance as the vines seem to grasp and claw at the adventurers' feet, trying to drag them down and entangle them further. This treacherous zone not only complicates their approach to the central threat but also serves as a natural defence mechanism for *Spiranthes Vexum*, protecting it from direct assault while its minions engage the party.

CHAPTER 2: MONSTERS

SPROUTLING

Lurking within the forest's shadowy under-brush, the Sproutlings are mischievous entities of flora with a thirst for ensnaring the unwary. Petite but perilous, they use their vine-riden limbs to grasp and entangle, transforming from quaint to fearsome in the blink of an eye.



SPROUTLING

Small Plant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +3

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 15

Languages -

Challenge 2 (450 XP)

Nature's Embrace. The Sproutling regains 3 (1d6) hit points at the start of its turn if it has at least 1 hit point and is within 10 feet of plant life.

Photosynthesis. Whenever the Sproutling is ending its turn in direct sunlight, it regains 5 (1d10) hit points.

Thorny Vines. Each creature that is entangled or grappled by the Sproutling takes 2 (1d4) piercing damage at the start of its turn.

Spellcasting. The Sproutling is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Grove Sentinel has the following druid spells prepared:

At will: Druidcraft

1st level (3 slots): Longstrider

2nd level (2 slots): Barkskin, Pass without Trace

ACTIONS

Vinewhip. Ranged Weapon Attack: +4 to hit, range 40 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is medium or smaller, it is pulled 10 ft. and is grappled (escape DC 15 Strength Roll) if the Sproutling is not already grappling a creature. Until this grapple ends the target is pulled 10 ft. towards the Sproutling at the start of each of its turn.

Entangle. The Sproutling causes plants in a 15-foot radius centred on a point within 60 feet to come to life and restrain creatures. Each creature within the area must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the plants are destroyed (AC 15, 10 hit points, vulnerability to fire damage).

BERRY TERROR

This small, malevolent entity is as cunning as it is lethal. When still, it's the picture of an ordinary shrub, yet when roused, it reveals its true nature. Its berries, rich and inviting, are in truth tiny orbs of destruction, primed to burst with violent force upon the unsuspecting or the bold. An ambusher, the Berry Terror is a creature that embodies the very essence of surprise and devastation, its explosive temper as volatile as the fruits it bears.



BERRY TERROR

Small Plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +6

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 14

Languages -

Challenge 3 (700 XP)

Woodland Guardian. While the Berry Terror remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Vinewhip. Ranged Weapon Attack: +4 to hit, range 40 ft., one target. Hit: 5 (2d4) slashing damage. If the target is medium or smaller, it is pulled 10 ft. and is grappled (escape DC 15 Strength Roll) if the Berry Terror is not already grappling a creature. Until this grapple ends the target is pulled 10 ft. towards the Berry Terror at the start of each of its turn.

Berry Bomb. Ranged Weapon Attack: +4 to hit, range 30/80 ft., one target. Hit: 1 bludgeoning damage. When the berry hits a creature or falls on the ground it explodes in a 20 ft. radius. Each creature within the explosion radius must succeed on a DC 15 Constitution Saving Throw or take 7 (2d6) poison damage or half as much on a failed one.

Pleasant Aroma (2/day). The Berry Terror creates an intoxicating aroma that fills the area within 30 ft. of a point it can see within 120 ft. Creatures in this area smell something they find so pleasing that it's distracting. Each creature in the area that makes an attack roll must first make a DC 15 Wisdom Saving Throw. On a failed save, the attack is made with disadvantage. Only a creature's first attack in a round is affected this way. On a successful save, a creature becomes immune to the effect of this particular scent for 1 minute. Creatures with poison immunity are unaffected by this effect. This aroma disperses after 10 minutes or can be dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

FLOWER BEHEMOTH

A titan among the Sproutlings, the Flower Behemoth unfurls its petals in a dazzling display of crimson and violet, a beautiful monstrosity rooted deep within the earth. Yet, this behemoth is not merely a passive giant; it pulses with a life force that extends far beyond its imposing stature. Amidst the chaos of battle, it stands as a bastion of renewal, its tendrils reaching out to mend the wounds of its horde with an energy that whispers of the forest's deepest secrets. Surrounded by the lesser Sproutlings it commands, the Flower Behemoth is both guardian and healer, a natural force that nurtures even as it dominates the wilds.



FLOWER BEHEMOTH

Medium Plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	16 (+3)	14 (+2)

Skills Perception +6

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 16

Languages -

Challenge 5 (1,800 XP)

Nature's Embrace. The Flower Behemoth regains 7 (2d6) hit points at the start of its turn if it has at least 1 hit point and is within 10 feet of plant life. Any Sproutling within 20 feet of the Flower Behemoth heal an additional 2 (1d4) hit points when they regain life from **Nature's Embrace**.

Thorny Vines. Each creature that is entangled or grappled by the Flower Behemoth takes 3 (1d6) piercing damage at the start of its turn.

ACTIONS

Vine whip. Ranged Weapon Attack: +6 to hit, range 40 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is large or smaller, it is pulled 10 ft. and is grappled (escape DC 15 Strength Roll). The Flower Behemoth can grapple up to 2 creatures. Until this grapple ends the target is pulled 10 ft. towards the Flower Behemoth at the start of each of its turn.

Entangle. The Flower Behemoth causes plants in a 15-foot radius centred on a point within 60 feet to come to life and restrain creatures. Each creature within the area must succeed on a DC 15 Strength saving throw or be restrained by the entangling plants. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the plants are destroyed (AC 15, 10 hit points, vulnerability to fire damage).

WOODLAND GUARDIAN

WOODLAND GUARDIAN

Medium Plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Athletics +7, Perception +6, Stealth +4

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 16

Languages -

Challenge 5 (1,800 XP)

False Appearance. While the Woodland Guardian remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Berry Punch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 5 (2d4) poison damage.

Berry Bomb. Ranged Weapon Attack: +4 to hit, range 50/100 ft., one target. Hit: 1 bludgeoning damage. When the berry hits a creature or falls on the ground it explodes in a 20 ft. radius. Each creature within the explosion radius must succeed on a DC 15 Constitution Saving Throw or take 7 (2d6) poison damage or half as much on a failed one.

Ground Shatter (Recharge 5-6). The Woodland Guardian hits the ground with immense force, causing a shock wave in a 20 ft. radius centred on itself. Each creature in that area must make a DC 15 Dexterity Saving Throw, taking 7 (2d6) force damage on a failed save, or half as much damage on a successful one. If the damage rolled exceeds 7 one of the berries on the Woodland Guardians fist ruptures creating an intoxicating aroma that fills the area within 30 ft. of the impact. Each creature in the area that makes an attack roll must first make a DC 15 Wisdom Saving Throw. On a failed save, the attack is made with disadvantage. Only a creature's first attack in a round is affected this way. On a successful save, a creature becomes immune to the effect of this particular scent for 1 minute. Creatures with poison immunity are unaffected by this effect. This aroma disperses after 10 minutes or can be dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

Covered in clusters of explosive berries that dangle like deadly ornaments from its mighty limbs, this creature stands as a living bastion against those who would harm its domain. To the untrained eye, it can be as innocuous as any berry bush, blending seamlessly with the verdure. But when stirred to action, it reveals true, towering might. With limbs like trunks of the oldest trees and fists that can shatter stone, the Woodland Guardian metes out its punishment with relentless force. It is the forest's retribution made flesh, a protector whose every punch carries the weight of the wilderness behind it.



VEXINITE BURT

VEXINITE BURT

Huge Undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	14 (+2)	8 (-1)

Saving Throws Con +8

Skills Athletics +10, Intimidation +3, Perception +6

Damage Vulnerabilities Radiant

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 15

Languages -

Challenge 6 (2,300 XP)

False Appearance. While Burt remains motionless, he is indistinguishable from a statue.

Trampling Charge. If Burt 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 17 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: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Entangle. Burt causes plants in a 15-foot radius centred on a point within 60 feet to come to life and restrain creatures. Each creature within the area must succeed on a DC 15 Strength saving throw or be restrained by the entangling plants. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the plants are destroyed (AC 15, 10 hit points, vulnerability to fire damage).



Amidst the chaos of the Mystic Tempest's third stage, Burt, the gentle elephant of Central Park Zoo, fell victim to its dark influence.

Driven by an insatiable hunger and warped by the

storm's magic, he broke free from his enclosure

and roamed into Central Park.

As the tempest's power grew, it twisted Burt's form, covering him in vines and foliage until he resembled an overgrown, zombified version of himself. Fuelled by dark magic, he became a monstrous guardian of the forest, driven by primal rage and a thirst for destruction.

When the players encountered him, they faced the twisted remnants of the once-beloved elephant, now a fearsome foe controlled by the storm's malevolent forces, ready to unleash his fury upon all who dares to oppose him.



THE RED SQUIRREL

In the heart of Central Park, nestled amidst the ancient trees and hidden shadows, lurks a figure of malevolent renown: the infamous Red Squirrel, known to all as the bane of penguins and mastermind of darkness. For years, he dwelled in the depths of the park's underground, weaving his webs of deceit and treachery from the safety of his hidden lair.

But when the enigmatic Mystic Tempest descended upon Central Park, its swirling energies beckoned to the Red Squirrel, drawing him forth from the depths of his sanctuary. Intrigued by the storm's unfathomable power, he emerged from his subterranean domain, his eyes gleaming with ambition and hunger for dominion.

As the tempest raged overhead, casting its dark shadows across the park, the Red Squirrel seized upon the opportunity to harness its chaotic energies for his own nefarious purposes. Within the confines of his underground base, shielded from the storm's wrath, he conducted dark experiments, delving into the depths of the tempest's power.

But the Mystic Tempest was no mere force of nature; it was a thing of darkness and malevolence, seeking not destruction but dominion over the hearts and minds of those it touched. And so it was that the Red Squirrel, in his quest for power, found himself ensnared by the tempest's sinister whispers, drawn ever deeper into its web of deceit and corruption.

In surrendering himself to the darkness, the Red Squirrel was transformed, his once-malicious ambitions eclipsed by the all-consuming power of the Mystic Tempest. Infused with a darkness so profound it threatened to consume him whole, he emerged as the commander of a horde of Sproutlings, twisted creatures born from the chaos of the storm.

With thorned limbs and eerie grace, the Sproutlings heeded their master's every command, spreading chaos and destruction throughout Central Park at his behest. Together, the Red Squirrel and his unholy legion became a force to be reckoned with, a dark shadow cast across the once-tranquil landscape.



THE RED SQUIRREL

Tiny Beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (15d4 + 15)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +8

Skills Acrobatics +8, Perception +4, Persuasion +5

Damage Vulnerabilities Poison

Senses Passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Fearsome Agility. The Red Squirrel can take the Dash Action as a Bonus Action. Also, the Red Squirrel does not trigger opportunity attacks.

Keen Hearing and Smell. The Red Squirrel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Missing Eye. The Red Squirrel has disadvantage on Wisdom (Perception) checks that rely on sight.

Indomitable 2/day. The Red Squirrel rerolls a failed saving throw.

Leadership. For 1 minute, the Red Squirrel can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (2d4 - 1) piercing damage.

Command Plant. The Red Squirrel can command up to two friendly plants that can hear him to attack a target that it can see. The Plant can use its bonus action to attack that target.



MONSTER IN THE LAKE

SPIRACTOPUS

Huge Plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	6 (-2)

Saving Throws Con +7

Skills Perception +6

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 16

Languages -

Challenge 5 (1,800 XP)

Amphibious. The Lake Monster can breathe air and water.

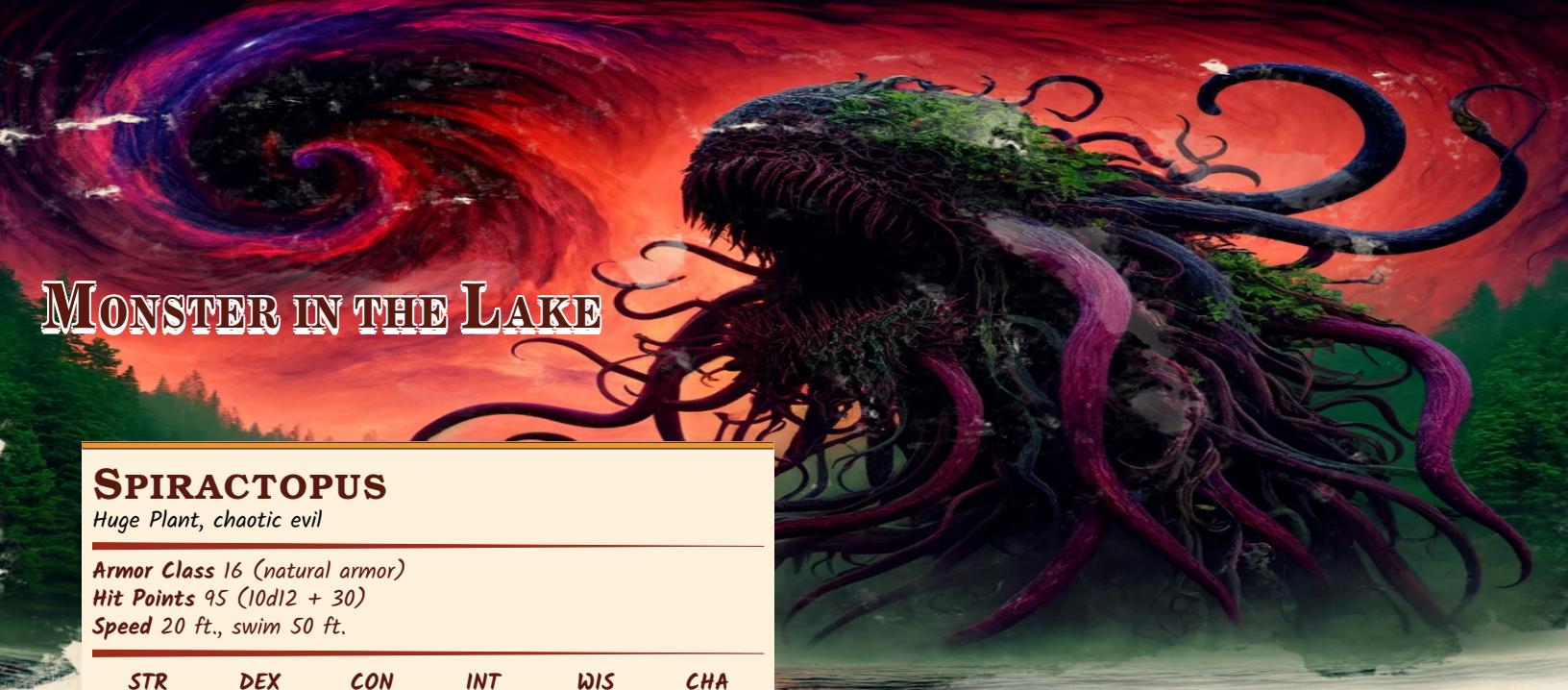
Thorny Tentacles. Each creature that is grappled by the Lake Monster takes 2 (1d4) piercing damage at the start of its turn.

ACTIONS

Multi-Attack. The Lake Monster can make two attacks each turn.

Vine-Tentacle. Ranged Weapon Attack: +7 to hit, range 60 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is large or smaller, it must succeed a DC 15 Strength Saving Throw or be grappled by the Lake Monster (Escape DC 15 Strength Roll). The Lake Monster can grapple up to 3 creatures..

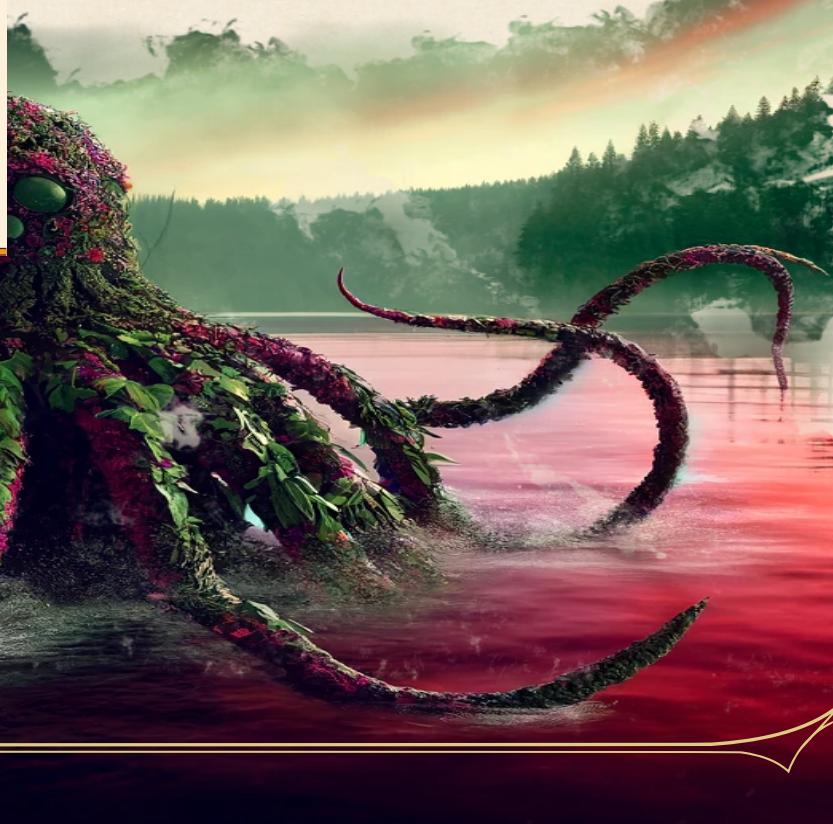
Tentacle Slam. The Lake Monster slams a creature that it has grappled in one of its tentacles to the ground. The creature takes 7 (1d10 + 2) bludgeoning damage. The grappled creature can use its reaction to try to escape from the grapple directly after this attack (DC 13 Strength Roll).



With a deafening roar, a monstrous plant creature emerges, towering above the waters like a kraken made of vines, roots, and leaves. Sinuous tendrils writhe and twist, reaching out to ensnare any who dare approach, pulling them towards a small island at the center of the lake.

There, amidst the twisted foliage and choking vines, the creature prepares to unleash its fury upon the hapless adventurers, its rage fueled by the dark energies of the Mystic Tempest. Caught in the clutches of this formidable adversary, players must fight for their lives, their every move hindered by the relentless assault of the plant monstrosity.

As the battle rages on, the waters grow darker still, the tempest's influence spreading like a festering wound upon the land. With each passing moment, the odds seem more dire, yet the players stand firm, determined to overcome this harrowing challenge and emerge victorious against the vile creature that lurks within the lake.



VEXINITE FLAMINGO

VEXINITE FLAMINGO

Medium Undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +7

Skills Perception +5

Damage Vulnerabilities Radiant

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 15

Languages -

Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the undead Ted to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Ted drops to 1 hit point instead.

Fly By. The flamingo flying away from an opponent does not trigger attack of opportunities.

Spear Dive. If the undead Flamingo flies at least 40 ft. straight towards a creature and then hits it with a Toxic Beak Attack, the attack deals an additional 7 (2d6) piercing damage.

ACTIONS

Toxic Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage plus 5 (2d4) poison damage.

Wing Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) bludgeoning damage.

Brave Bird (Recharge 4-6). The undead Flamingo can use its Bonus Action to use the Dash Action and use its Action to attack up to two targets that are not further than 30 feet from each other. The first target is attacked with one Toxic Beak and one Wing Strike Attack and the second target is attacked with a Wing Strike Attack. The Flamingo is then flying back up again.

In the shadowed skies above Central Park, where once the flamingos' graceful silhouettes brought joy, now they herald only fear. The tempest that raged through the city, its first breath a harbinger of transformation, loosed these captive birds from their earthly confines. But in their freedom, they found a fate far grimmer than any enclosure - a transformation that twisted them into something unrecognisable.

With plumage now a tapestry of the tempest's dark purples, reds, and blacks, they soar not with the elegance of birds but with the jerky animation of marionettes controlled by an unseen force. Their once delicate bodies are overrun with the creeping flora, sinuous and sinister, as if their feathers have been replaced with the very essence of the tempest's core.

These zombified scouts, once a symbol of exotic beauty, now drift through the gloomy firmament, their eyes hollow with an eerie luminescence that scans the ground below with chilling precision.



GIANT FLYTRAP

Deep within the twisted greenery of the dilapidated greenhouse lies a monstrous entity, the Giant Flytrap. This behemoth of flora has a presence that is as oppressive as the humid air that envelops its overgrown habitat. Standing taller than a two-story building, the Giant Flytrap is a terrifying spectacle of nature's unchecked dominion. Its stem, thick and rugged, is a mass of what appear to be roots or tentacles, each one capable of swift and startling movement, allowing the creature to shuffle with an unsettling grace.

Crowned with two massive, maw-like traps, the Giant Flytrap is the apex predator of its realm. Each mouth is lined with rows of serrated teeth, poised to clamp shut with the power to crush bone and armour alike. The mouths do not mirror each other in a simple, symmetrical fashion; rather, they twist and interlock in a complex, almost sentient display, snapping at the air in hungry anticipation. The interior of each trap glows faintly with a bioluminescent sheen, casting an otherworldly light that dances on the broken glass and weedy overgrowth.

The colors of the flytrap are a clash of beauty and terror. Vivid reds and purples paint the inner layers of its traps, a stark contrast to the deep greens of its exterior, reminiscent of poisonous berries in a foreboding forest. The plant's surface glistens with a slick sheen, suggesting a venomous touch to any creature foolish enough to venture within reach.

As daylight wanes, the greenhouse becomes a scene from a nightmare. The Giant Flytrap's silhouette looms against the fractured panes, a sentinel in the quiet horror of its glass domain. When it moves, it is with a chilling deliberation - a reminder that in this place, overgrown with the remnants of a world long past, the Giant Flytrap reigns supreme, an eternal reminder of the savage heart of nature.

GIANT FLYTRAP

Huge Plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 10 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	1 (-5)	15 (+2)	6 (-2)

Skills Perception +5

Damage Vulnerabilities Fire

Damage Immunities Acid, Poison

Condition Immunities Blinded, Exhaustion, Frightened, Poisoned

Senses Tremorsense 60ft., Passive Perception 15

Languages -

Challenge 5 (1,800 XP)

Multiple Maws. The Giant Flytrap has two equally-sized mouths, each capable of snapping shut on prey with a lightning-fast reflex.

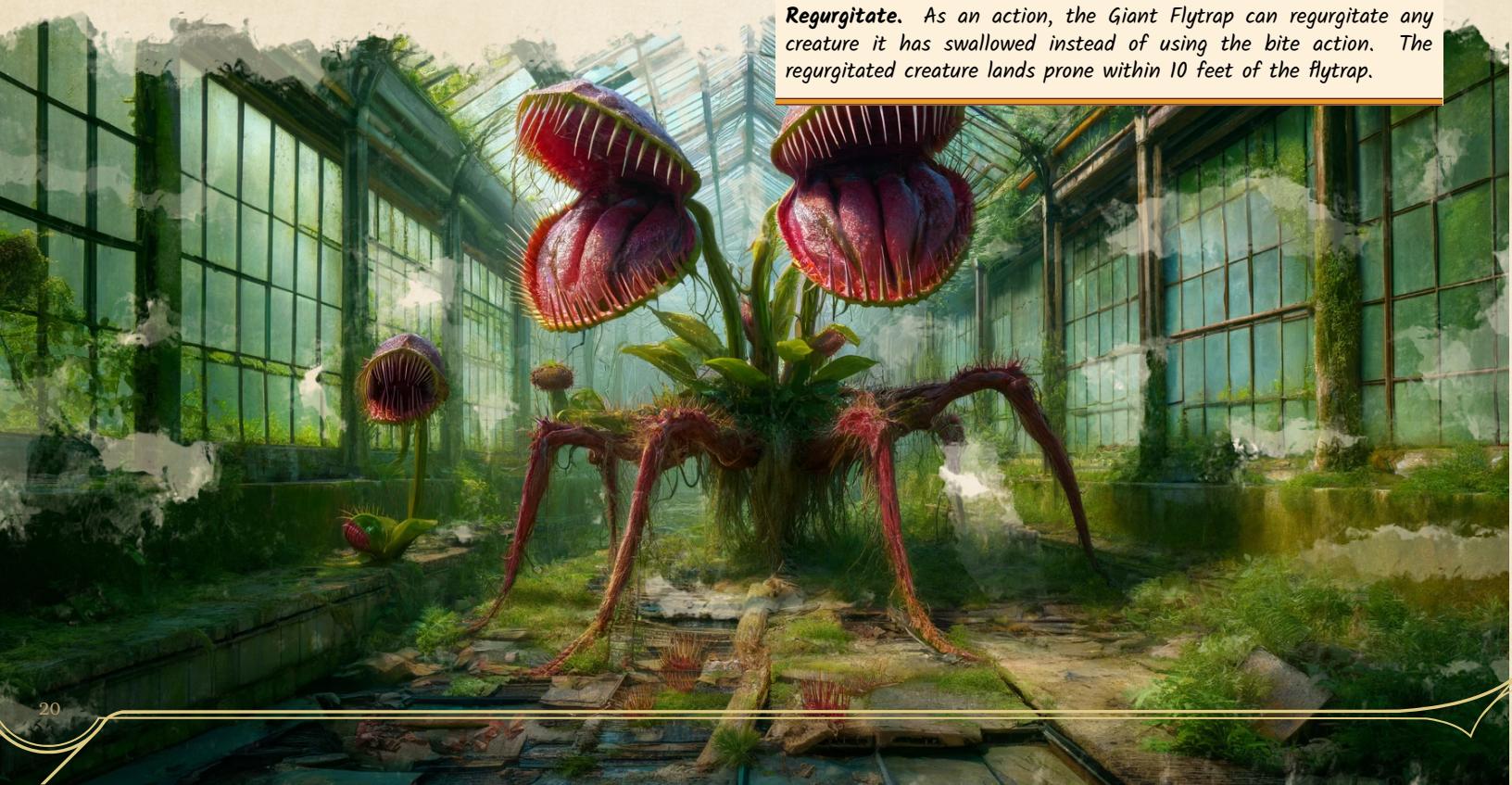
ACTIONS

Multiattack. The Giant Flytrap makes two attacks (one for each maw).

Bite. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 11 (2d6 + 4) piercing damage. The target is grappled (Escape DC 14) and the Giant Flytrap uses its Engulf on it. A Giant Flytrap that is grappling a foe cannot attack other targets with that bite but is not otherwise hindered.

Engulf. The Giant Flytrap engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the mound's turns or take 7 (1d6 + 4) bludgeoning damage and 7 (2d6) acid damage. If the Giant Flytrap moves, the engulfed target moves with it. The Giant Flytrap can have only one creature engulfed at a time per bite.

Regurgitate. As an action, the Giant Flytrap can regurgitate any creature it has swallowed instead of using the bite action. The regurgitated creature lands prone within 10 feet of the flytrap.



VEXINITE TED

In the shadowed depths beneath the once vibrant blooms of the Central Park Botanical Garden, lurks a figure that marries the grotesque to the tragic - a behemoth borne of nature's darkest whim. Ted, the name once eliciting delight from onlookers who admired his majestic polar bear form within the Central Park Zoo, now invokes only dread. During the tempest's sinister second act, Ted's enclosure became his prison no more, as the storm's ferocious might tore asunder bars and boundaries. The once noble beast fled, not to freedom, but into a grim fate.

As Ted staggered through the raging tempest, a mystic and exotic plant, an emissary of the storm's will, claimed him. Vines as dark as midnight sin twined around his form, burrowing into his very essence, replacing warm blood with the chill

of unlife. It's here, in a cavern pulsing with malevolent growths, that Ted is encountered once more - his white fur

VEXINITE TED

Large Undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	5 (-3)

Saving Throws Con +6

Skills Perception +6

Damage Vulnerabilities Radiant

Damage Resistances Cold

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 16

Languages -

Challenge 6 (2,300 XP)

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

Undead Fortitude. If damage reduces the undead Ted to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Ted drops to 1 hit point instead.

ACTIONS

Multi-Attack. Ted makes two attacks: one with its Toxic Bite and one with its Toxic Claw

Toxic Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (3d4) poison damage.

Toxic Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 5 (2d4) poison damage.

matted with the purple and red of his captor's petals, his eyes hollow as the void.

Devoid of the spark that once gleamed with intelligence and recognition, Ted lumbers, a pawn of an unseen master. His roars once a call of the wild, now are but silent as his hulking form moves to the malevolent rhythm of his enslaver. Friends of yore, who shared in his past joys and peace, are now naught but phantoms to him, as unacknowledged as the shifting shadows cast by the cruel embrace of his floral prison. Ted, once the cherished icon of the Central Park Zoo, is lost, his very being subsumed by the sinister force that turned a refuge into a tomb of the walking dead.

SPIRANTHES VEXUM

Gargantuan Plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 232 (15d20 + 75)

Speed immovable

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (-3)	20 (+5)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Con +8

Skills Perception +6

Damage Vulnerabilities Cold, Fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Blinded, Exhaustion, Frightened, Poisoned

Senses Tremorsense 120ft., Passive Perception 16

Languages -

Challenge 8 (3,900 XP)

Enhanced Photosynthesis. Whenever Spiranthes Vexum is ending its turn in direct sunlight, it regains 16 (2d10 + 5) hit points. While being in direct sunlight Spiranthes Vexum has also resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks and a +5 to its AC.

Creeping Vines. Every foe that hasn't moved more than 10 ft. in two turns is attacked by a sprouting vine. The target must make a DC 15 Strength Saving Throw or is grappled by Spiranthes Vexum.

Thorny Vines. Each creature that is entangled or grappled by Spiranthes Vexum takes 3 (1d6) piercing damage at the start of its turn.

ACTIONS

Multi-Attack. Spiranthes Vexum can use 2 different actions on each of its turns.

Vine Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target that is grappled by Spiranthes Vexum. Hit: 14 (2d8 + 5) bludgeoning damage. The grappled target can make a DC 12 Strength Saving Throw to free itself from the grapple after this attack.

Pleasant Aroma (4/day). Spiranthes Vexum creates an intoxicating aroma that fills the area within 30 ft. of a point it can see within 120 ft. Creatures in this area smell something they find so pleasing that it's distracting. Each creature in the area that makes an attack roll must first make a DC 15 Wisdom Saving Throw. On a failed save, the attack is made with disadvantage. Only a creature's first attack in a round is affected this way. On a successful save, a creature becomes immune to the effect of this particular scent for 1 minute. Creatures with poison immunity are unaffected by this effect. This aroma disperses after 10 minutes or can be dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

Healing Roots. Spiranthes Vexum targets up to 2 allies. At the start of their turn they are engulfed by roots, healing them for 24 (3d12 + 5) hit points and gain a +5 to their AC. Until the start of their next turn they are considered restrained.

Entangle. Spiranthes Vexum causes plants in a 15-foot radius centred on a point within 60 feet to come to life and restrain creatures. Each creature within the area must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the plants are destroyed (AC 15, 10 hit points, vulnerability to fire damage).

Invigorating Spores (Racharge 4-6). Spiranthes Vexum can target a Sproutling and let it become a Flower Behemoth or a Berry Terror.

SPIRANTHES VEXUM

Spiranthes Vexum is an enigmatic and formidable plant, its very existence a marvel of botanical adaptation and resilience. This species, standing tall and imposing at the heart of the cavern, boasts a complex structure of tightly coiled vines and broad, rubbery leaves that exude a faint, eerie luminescence. Its surface is slick, almost waxy, which along with a unique chemical make-up, renders it extraordinarily resistant to pests and diseases that would typically ravage lesser flora.

The plant's adaptability is matched only by its sophisticated defence mechanisms. Embedded within its core are clusters of glands capable of producing a wide range of biochemical agents. When threatened, Spiranthes Vexum can release a cloud of toxic spores, creating a defensive haze that can disorient and debilitate any intruder. Additionally, the ground around it is a live trap of reactive vines that respond to the slightest touch with aggressive growth, swiftly entangling and immobilizing anything - or anyone - unfortunate enough to venture too close.

These vines are not merely passive barriers but active participants in the plant's defence. Equipped with thorn-like projections that can inject paralysing toxins, they serve as both shield and spear against encroachment. This multifaceted defence system ensures that Spiranthes Vexum remains well-guarded, thriving in an environment where it reigns supreme as a pinnacle of evolutionary success in the plant kingdom.

CHAPTER 3: MAGICAL ITEMS

ARROW/BOLT 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.

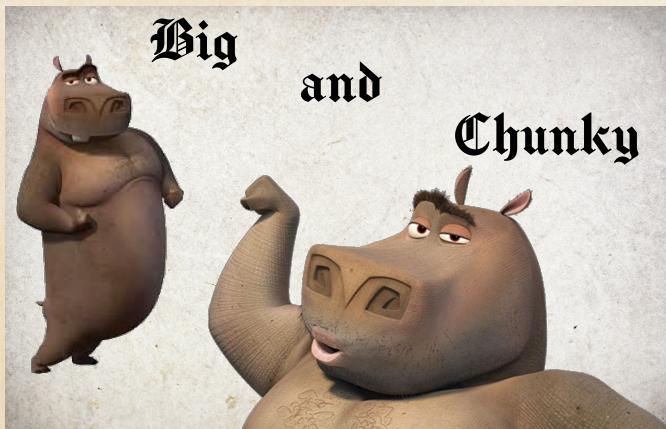
Upon striking a creature, the target must succeed on a DC 13 Constitution saving throw or become encased in frost, effectively petrified, until the end of its next turn. However, creatures with resistance or immunity to cold damage automatically succeed on this saving throw. Additionally, should the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

MOTO-MOTO MEME

This curious item is a small token engraved with the iconic and mischievous grin of Moto-Moto, the legendary hippopotamus known far and wide in both song and meme. When held, this token pulsates with a subtle, comedic energy that enhances the bearer's morale.

While you possess the Moto-Moto Meme, you gain a buoyant sense of humor that protects your mind from manipulation and fear. You have advantage on saving throws against being charmed or frightened, as the light-hearted nature of the meme fills you with a resilience that makes it difficult for others to shake your spirit. This effect does not require activation and is always active while the item is on your person, subtly reminding you that sometimes, laughter truly is the best medicine.



SOLAR ORB

The Solar Orb is an ancient and mystical artefact steeped in legend, rumoured to be as old as the botanical garden itself. Crafted from a single, flawless piece of amber crystal, the orb pulses with an inner light that mimics the golden radiance of the sun. Historians and magicians alike believe that the orb was created by a forgotten civilization, skilled in harmonizing nature's forces to their will.

The orb's surface is etched with intricate symbols and runes that are not just decorative but functional, each one meticulously carved to channel and amplify solar energy. These glyphs resonate with the natural magic of the earth, allowing the wielder to interact profoundly with plant life. According to lore, the orb can both invigorate and decay flora based on the intentions and needs of its user, harnessing the very essence of the sun's life-giving or withering properties.

In the hands of a knowledgeable wielder, the Solar Orb becomes a powerful tool for botanical manipulation. When its energy is directed towards living plants, it can cause rapid growth or immediate recession, making it invaluable for both nurturing gardens and clearing obstructive overgrowths. Also the holder gets advantage on rolls against the entangling nature of Vine Traps and other restraining plant life. This dual capability makes the orb highly sought after, not just as a tool for gardeners and herbalists but also as a strategic asset in conflicts where nature can be turned into an ally or a barrier.

VIAL OF POISON-DART FROG POISON

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking $10\ (3d6)$ poison damage on a failed save, or half as much damage on a successful one. Each vial contains 3 doses of poison which can be applied to any slashing or piercing weapon or any piece of ammunition.

HASTE SPORE GRENADE

This compact grenade is filled with magically-enhanced spores that release upon impact. When thrown, it creates a 20-foot radius cloud that induces the effects of the Haste spell on any creature that enters. This burst of speed and agility lasts for 30 seconds, requiring no concentration to maintain. The spore cloud dissipates after 2 rounds or instantly if subjected to moderate winds (at least 10 miles per hour).

CHAPTER 4: 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.

VINE TRAP

Any creature that steps into a space occupied by the Vine Trap or within 5 feet of a space occupied by the Vine Trap must make a DC 15 Dexterity saving throw or be restrained and hauled 10 feet into the air. The victim also takes 8 ($1d6 + 5$) damage at the start of each of its turns while restrained. Victims may only be freed by severing the vine (AC 15, 15 hit points, immunity to bludgeoning and poison damage, vulnerability to fire and slashing damage).

CHAPTER 5: RESOURCES

NEWSPAPER (CIPHER)

New York Times

Monday
Sports p.4
Weather p.31

Business - Politics - Editorial - Obituaries -- TV and Radio - City Life

50 cents

The page is covered in a dense grid of cipher text, with a few clear sections of English text at the top right and bottom right.

Monday
Sports p.4
Weather p.31

Business - Politics - Editorial - Obituaries -- TV and Radio - City Life

50 cents

New York Times

Business -- Politics -- Editorial -- Obituaries -- TV and Radio -- City Life

Monday
Sports p.4
Weather p.31

50 cents

Central Park Botanical Garden Opens Its Gates

New York, NY - Central Park's newest attraction, a sprawling Botanical Garden, officially opened its gates to the public this weekend, unveiling a collection of the world's most exotic and newly discovered plants. The grand opening event, marked by vibrant ceremonies and attended by city officials, plant enthusiasts, and curious locals, has already been hailed as a landmark addition to New York City's green spaces.

The garden, designed to be a sanctuary within the bustling city, features an array of rare flora collected from the farthest reaches of the globe. Among the highlights are species that have never before been seen by the public, sparking interest and excitement among researchers and nature lovers alike.

"We are thrilled to introduce visitors to the wonders of our planet's biodiversity," said Dr. Helena Morris, the garden's head curator. "Each plant tells a story, and with some species being showcased for the first time, we're opening chapters of nature's book that were previously unread."



The meticulously landscaped grounds invite guests on a journey through different climates and habitats, from the humid tropics to arid deserts, each area presenting its unique collection of plants. Special attention has been given to the presentation and preservation of these botanical wonders, with state-of-the-art facilities ensuring their health and longevity.

One of the garden's standout features is the "Ominous Beauty" exhibit, which showcases plants that are as beautiful as they are rare and dangerous. This includes the newly named "Spiranthes Vexum," a plant with a captivating swirl of red and purple at its heart, drawing crowds eager to glimpse its unique beauty.

Educational programs and interactive tours are planned to enrich visitors' experiences, offering insights into the importance of plant conservation and the role botanical gardens play in environmental stewardship.

The garden is not only a place of beauty and learning but also a critical step towards the city's commitment to sustainability and biodiversity. "By bringing these plants to the heart of New York, we hope to inspire a deeper appreciation for the natural world and its preservation," Morris concluded.

With its doors now open, the Botanical Garden offers a serene escape to nature lovers and an educational adventure to those looking to learn more about the planet's diverse flora. The garden promises to be a cherished addition to Central Park, contributing to New York City's reputation as a vibrant, ever-evolving metropolis.



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Spiranthes Vexum

The opening of Central Park's Botanical Garden introduced the public to *Spiranthes Vexum*, a plant with mesmerizing red and purple swirls. Its extraordinary resilience and pest resistance, while impressive, have sparked concerns among experts about its potential to become invasive.

Dr. Helena Morris, the garden's curator, highlights its adaptability, and opportunities that research would bring with it. Botanist Dr. Alexei Petrov underscores the need for caution, pointing out the balance between admiration for its beauty and awareness of its potential danger. As *Spiranthes Vexum* draws visitors, it also prompts reflection on the unforeseen consequences of introducing such a powerful species into another ecosystem.





DUNGEONS & DRAGONS®

Kowalski

CHARACTER NAME

STRENGTH
9
-1

DEXTERITY
15
+2

CONSTITUTION
12
+1

INTELLIGENCE
17
+3

WISDOM
7
-2

CHARISMA
5
-3

INSPIRATION
+2 PROFICIENCY BONUS

-1 Strength
 +2 Dexterity
 +3 Constitution
 +5 Intelligence
 -2 Wisdom
 -3 Charisma
SAVING THROWS

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

SKILLS**8 PASSIVE WISDOM (PERCEPTION)****Languages:**

Common, Dwarvish

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons

Tools:

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

OTHER PROFICIENCIES & LANGUAGES

Artificer 3

CLASS & LEVEL

SpecOp Penguin

RACE

Guild Artisan

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE

14 ARMOR CLASS
+2 INITIATIVE
20 SPEED

Hit Point Maximum _____ 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
3d8 HIT DICE
SUCCESSES
FAILURES

DEATH SAVES

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

Screwdriver
Hide Armor
Shield (Clipboard)

ATTACKS & SPELLCASTING



Kowalski is able to explain things very thoroughly and has great persuasive power. However, he expresses himself very carefully to disguise mistakes, problems and shortcomings.

PERSONALITY TRAITS

Kowalski wants to have a very large and incredibly powerful brain with which he can work out his inventions with ease.

IDEALS

Science is the ultimate power in the world.

BONDS

Whenever Kowalski replicates a magic item or uses the Mending Spell the item has a chance to explode within the next hour.

FLAWS

SpecOp Penguin Traits

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

Guild Artisan**Artificer Traits**

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

FEATURES & TRAITS

FEATURES, MAGIC ITEMS AND SPELLS

SPECOP PENGUIN TRAITS

ARCTIC NATIVE

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

CREATURE OF THE SEA

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

PENGUIN NIMBLENESS

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

PENGUIN STRIKE

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

ARTIFICER TRAITS

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

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

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

MAGICAL TINKERING

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

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

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

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

(Usages: 3)

INFUSE ITEM

6 Known

3 Infused Items at a time

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

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

INFUSING AN ITEM

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

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

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

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

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

KNOWN INFUSIONS

Enhanced Arcane Focus.

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

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

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

Homunculus Servant.

Item: A gem or crystal worth at least 100 gp

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

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

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

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

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

HOMUNCULUS SERVANT

Tiny Construct

Armor Class 13 (Natural Armor)

Hit Points 7 (3d4)

Speed 20 ft., fly 30 ft.

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

Saving Throws Dex +0 + PB (+2)

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

Damage Immunities poison

Condition Immunities poisoned

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

Languages understands the languages you speak

Challenge 1 (200 XP)

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

ACTIONS

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

REACTIONS

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

Replicate Magic Item (2).

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

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

Chosen Magic Items:

- Rope of Climbing
- Smoke Grenade

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

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

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

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

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

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

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

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

ARTILLERIST

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

ARTILLERIST SPELLS

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

ARTILLERIST SPELLS

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

EDLIRITCH CANNON

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

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

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

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

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

ELDRITCH CANNON

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

THE RIGHT TOOL FOR THE JOB

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

SPELLS

CANTRIPS

FIRE BOLT

Evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

MENDING

Transmutation cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (two lodestones)

DURATION: Instantaneous

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

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

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

LEVEL 1

SHIELD

1st-Level Abjuration

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

Range: Self

Components: V, S

Duration: 1 Round

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

THUNDERWAVE

1st-Level Evocation

Casting Time: 1 Action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

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

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

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

ABSORB MAGIC

1st-Level Abjuration

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

Range: Self

Components: S

Duration: 1 Round

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

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

CURE WOUNDS

1st-Level Evocation

Casting Time: 1 Action

Range: A creature you touch

Components: V, S

Duration: Instantaneous

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

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

DETECT MAGIC

1st-Level Divination (Ritual)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 Minutes

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

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

EXPEDITIOUS RETREAT

1st-Level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 Minutes

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

IDENTIFY

1st-Level Divination (Ritual)

Casting Time: 1 Minute

Range: Touch

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

Duration: Instantaneous

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

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

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Screwdriver (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Screwdriver (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 5

Current Max (two-handed): 7

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 0



DUNGEONS & DRAGONS®

Private

CHARACTER NAME

Warlock 3

CLASS & LEVEL

SpecOp Penguin

RACE

Courtier

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE

STRENGTH	8
	-1

DEXTERITY	15
	+2

CONSTITUTION	12
	+1

INTELLIGENCE	7
	-2

WISDOM	7
	-2

CHARISMA	17
	+3

INSPIRATION
+2 PROFICIENCY BONUS

<input type="radio"/> -1 Strength
<input type="radio"/> +2 Dexterity
<input type="radio"/> +1 Constitution
<input type="radio"/> -2 Intelligence
<input checked="" type="radio"/> 0 Wisdom
<input checked="" type="radio"/> +5 Charisma

SAVING THROWS

<input type="radio"/> +2 Acrobatics (Dex)
<input type="radio"/> -2 Animal Handling (Wis)
<input type="radio"/> -2 Arcana (Int)
<input type="radio"/> -1 Athletics (Str)
<input checked="" type="radio"/> +5 Deception (Cha)
<input type="radio"/> -2 History (Int)
<input checked="" type="radio"/> 0 Insight (Wis)
<input checked="" type="radio"/> +5 Intimidation (Cha)
<input type="radio"/> -2 Investigation (Int)
<input type="radio"/> -2 Medicine (Wis)
<input type="radio"/> -2 Nature (Int)
<input type="radio"/> -2 Perception (Wis)
<input type="radio"/> +3 Performance (Cha)
<input checked="" type="radio"/> +5 Persuasion (Cha)
<input type="radio"/> -2 Religion (Int)
<input type="radio"/> +2 Sleight of Hand (Dex)
<input checked="" type="radio"/> +4 Stealth (Dex)
<input type="radio"/> -2 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Sylvan, Draconic

Armor:

Light Armor, Medium Armor

Weapons:

Simple Weapons, Martial Weapons

Tools:

None

OTHER PROFICIENCIES & LANGUAGES

13 ARMOR CLASS
+2 INITIATIVE
20 SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
HIT DICE

SUCCESES	<input type="radio"/>	<input type="radio"/>
FAILURES	<input type="radio"/>	<input type="radio"/>

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Light Crossbow	+4	1d8 p
Unarmed Strike	+1	0 b

Light Crossbow (80/320)

Leather Armor

ATTACKS & SPELLCASTING



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

PERSONALITY TRAITS

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

IDEALS

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

BONDS

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

FLAWS

SpecOp Penguin Traits

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

Courtier

- Court Functionary

Spell Sniper

Warlock Traits

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

FEATURES, 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 short rest.

COURTIER

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

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

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

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

COURT FUNCTIONARY

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

SPELL SNIPER

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

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

WARLOCK TRAITS

OTHERWORDLY PATRON (THE HEXBLADE)

EXPANDED SPELL LIST

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

LAW DOMAIN SPELLS

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

HEXBLADE'S CURSE

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

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

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

HEX WARRIOR

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

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

ELDRITCH INVOCATIONS

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

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

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

KNOWN INVOCATIONS

Agonizing Blast.

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

Investment of the Chain Master.

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

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

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

PACT BOON (PACT OF THE CHAIN)

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

SPELLS

CANTRIPS

ELDRITCH BLAST

Evocation Cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

MAGE HAND

Conjuration Cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 Minute

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

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

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

RAY OF FROST

Evocation Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

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

LEVEL 1

ARMOR OF AGATHYS

1st-Level Abjuration

Casting Time: 1 Action

Range: Self

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

Duration: 1 hour

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

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

HEX

1st-Level Enchantment

Casting Time: 1 Bonus Action

Range: 90 feet

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

Duration: Concentration, up to 1 hour

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

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

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

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

LEVEL 2

DARKNESS

2nd-Level Evocation

Casting Time: 1 Action

Range: 60 feet

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

Duration: Concentration, up to 10 Minutes

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

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

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

INVISIBILITY

2nd-Level Illusion

Casting Time: 1 Action

Range: Touch

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

Duration: Concentration, up to 1 hour

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

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

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

RANGED WEAPONS

Attack Roll.

Light Crossbow:

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

Current Max: 24

Damage Roll.

Light Crossbow:

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

Current Max: 10

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

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

Current Max: 21

Damage Roll.

Unarmed Strike:

$1 + \text{STR-Modifier}$

Current Max: 0

OPTIONAL: PRIVATE MYSTERY

PRIVATE'S CHARACTER DEVELOPMENT (IDEAS)

Hexblade Curse

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

Hex Warrior

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

Investment of the Chain Master

As soon as Private finds a familiar he realizes that it has additional features

Pact of the Chain

As soon as Private finds a familiar he realizes that it has additional features

Spell Sniper

If Private hits 5 consecutive spell attacks or a creature that is hiding in half or three-quarter cover, he will wonder why his accuracy is greatly improved learning that he is a 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

During the random quest encounter at the lake in the Central Park, Private will save a gosling by casting 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 unlocking the food storage a small animal will approach the group of adventurers asking for food. If the animal is given food it will offer to become the loyal familiar of private, such Private gains the ability to cast Find Familiar.

Darkness

Private can learn this spell when the Dark Forest puzzle is solved.

Invisibility

Private can learn this spell from the chameleon in the Reptile House.



DUNGEONS & DRAGONS®

Private
CHARACTER NAME

3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

SpecOp Penguin

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE

STRENGTH
8
-1

DEXTERITY
15
+2

CONSTITUTION
12
+1

INTELLIGENCE
7
-2

WISDOM
7
-2

CHARISMA
17
+3

INSPIRATION
+2 PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13 ARMOR CLASS
+2 INITIATIVE
20 SPEED

Hit Point Maximum **23**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**
3d8 HIT DICE
SUCCESSES
FAILURES
DEATH SAVES

NAME Light Crossbow **ATK BONUS** +4 **DAMAGE/TYPE** 1d8 p

Light Crossbow (80/320)
Leather Armor

ATTACKS & SPELLCASTING

8

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS

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, 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 short rest.

SPELLS

CANTRIPS

HYPER ADORABLENESS

Adorable Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack. 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



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
+2 PROFICIENCY BONUS

DEXTERITY	13
	+1

CONSTITUTION	15
	+2

INTELLIGENCE	7
	-2

WISDOM	7
	-2

CHARISMA	5
	-3

● +5 Strength
○ +1 Dexterity
● +4 Constitution
○ -2 Intelligence
○ -2 Wisdom
○ -3 Charisma

SAVING THROWS
○ +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)

SKILLS
Total 3d12
3d12
HIT DICE
SUCCESSES

DEATH SAVES
SUCCESSES
FAILURES
DEATH SAVES

PASSIVE WISDOM (PERCEPTION)
8

Languages:
Illiterate, Unintelligible Language
Armor:
Light Armor, Medium Armor, Shields
Weapons:

Simple Weapons, Martial Weapons

Tools:

Knapping Tools

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+5	1d8 b
Unarmed Strike	+5	4 b

Warhammer
ATTACKS & SPELLCASTING

**SpecOp Penguin Traits**

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

Swallowed Bag of Holding**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 short rest.

SWALLOWED BAG OF HOLDING

Rico's stomach functions akin to a Bag of Holding. However, his impulsive act of consumption has resulted in a slight distortion of the Bag's enchantment, introducing an element of unpredictability.

ABILITY

Stomach Storage.

Rico can consume and store items within his stomach, emulating the properties of a Bag of Holding. Through a mysterious process, items vanish into the depths of his digestive system, remaining safe until called upon. He can only regurgitate 5 items per short rest.

Retrieval Mastery.

With practised control, Rico can summon forth stored items at will. By focusing his concentration, he draws the desired object from the recesses of his Bag-like stomach, ready for use in his adventures.

FLAW: RANDOM ITEM RETRIEVAL

However, Rico's impromptu acquisition of the Bag of Holding through consumption has not come without consequences. The arcane energies within his stomach occasionally manifest unpredictably, leading to a phenomenon known as random item retrieval.

Probability Shift.

As the quantity of items stored within Rico's stomach increases, so too does the likelihood of retrieving an unintended item. The slight damage to the Bag's enchantment has rendered it prone to whims of chance, complicating Rico's reliance on its contents.

Probability Thresholds.

- Whenever you attempt to retrieve an item from his stomach, roll a d20
- The threshold for a successful retrieval of the desired item increases as the number of stored items grows.
- The initial threshold is a DC 5
- For each item above the 10th this DC increases by 0.5
- The random item appearing is at the DMs discretion

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 armour) 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 armour:

- 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 armour, your armour class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defence 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.

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 $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$.

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. |

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.

MISCELLANEOUS ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Warhammer:

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

Current Max: 25

Damage Roll.

Warhammer:

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

Current Max: 11

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

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

Current Max: 25

Damage Roll.

Unarmed Strike:

$1 + STR\text{-Modifier}$

Current Max: 4

ITEM LIST

- 4 Smoke Grenades
- 2 Force Grenades
- 2 Potion of Healing
- Crowbar
- Spoon
- 2 Mystery Items



DUNGEONS & DRAGONS®

Skipper

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Soldier

BACKGROUND

PLAYER NAME _____

SpecOp Penguin

RACE

Lawful Good

ALIGNMENT

EXPERIENCE _____

STRENGTH	16
	+3

INSPIRATION
+2 PROFICIENCY BONUS

DEXTERITY	15
	+2

CONSTITUTION	12
	+1

INTELLIGENCE	7
	-2

WISDOM	11
	+0

CHARISMA	13
	+1

● +5 Strength
○ +2 Dexterity
● +3 Constitution
○ -2 Intelligence
○ 0 Wisdom
○ +1 Charisma

SAVING THROWS
○ +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)

SKILLS
Total 3d10
3d10
HIT DICE
SUCCESSES ○○○○
FAILURES ○○○
DEATH SAVES

14 ARMOR CLASS
+2 INITIATIVE
20 SPEED

Hit Point Maximum 26
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total 3d10
3d10
HIT DICE

NAME	ATK BONUS	DAMAGE/TYPE
Great Sword	+5	2d6 s
Unarmed Strike	+5	4 b

Great Sword
Hide Armor

ATTACKS & SPELLCASTING

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



FEATURES & TRAITS

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, 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 short 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

MELEE WEAPONS

Attack Roll.

Great Sword:

$1d20 + STR\text{-Modifier} + Proficiency\text{ Modifier}$
Current Max: 25

Damage Roll.

Greatsword:

$1d6 + STR\text{-Modifier}$
Current Max: 9

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

$1d20 + STR\text{-Modifier} + Proficiency\text{ Modifier}$
Current Max: 25

Damage Roll.

Unarmed Strike:

$1 + STR\text{-Modifier}$
Current Max: 4



DUNGEONS & DRAGONS®

King Julien

CHARACTER NAME

STRENGTH
7
-2

DEXTERITY
17
+3

CONSTITUTION
13
+1

INTELLIGENCE
9
-1

WISDOM
14
+2

CHARISMA
14
+2

INSPIRATION
+2 PROFICIENCY BONUS

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

SAVING THROWS

● +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)

SKILLS

14 PASSIVE WISDOM (PERCEPTION)

Languages:

Common

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Lute

OTHER PROFICIENCIES & LANGUAGES

Ranger 3

CLASS & LEVEL

Lemur o. M.

RACE

Entertainer

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE

14 ARMOR CLASS
+3 INITIATIVE
30 SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 3d10 HIT DICE
SUCCESSES ○○○○
FAILURES ○○○○ DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortbow	+7	1d6 p
Longsword	0	1d8 s
Longsword	0	1d10 s (v)
Unarmed Strike	0	-1 b

Shortbow (80/120)

Longsword

Leather Armor

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

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.

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.

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.

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 Conjuration

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 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.

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

MELEE WEAPONS

Attack Roll.

Longsword (Versatile):

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

Current Max: 20

Damage Roll.

Longsword (Versatile):

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

Current Max (one-handed): 6

Current Max (two-handed): 8

RANGED WEAPONS

Attack Roll.

Shortbow:

$1d20 + DEX\text{-Modifier} + Proficiency\text{ Modifier} + 2$ (Fighting

Style: Archer)

Current Max: 27

Damage Roll.

Shortbow:

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

Current Max: 9

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

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

Current Max: 20

Damage Roll.

Unarmed Strike:

$1 + STR\text{-Modifier}$

Current Max: -1



DUNGEONS & DRAGONS®

Maurice

CHARACTER NAME

STRENGTH	8
-1	

DEXTERITY	14
+2	

CONSTITUTION	12
+1	

INTELLIGENCE	14
+2	

WISDOM	16
+3	

CHARISMA	11
+0	

INSPIRATION	
+2 PROFICIENCY BONUS	

<input type="radio"/> -1 Strength
<input type="radio"/> +2 Dexterity
<input type="radio"/> +1 Constitution
<input checked="" type="radio"/> +4 Intelligence
<input checked="" type="radio"/> +5 Wisdom
<input type="radio"/> 0 Charisma

SAVING THROWS

<input checked="" type="radio"/> +4 Acrobatics (Dex)
<input type="radio"/> +3 Animal Handling (Wis)
<input type="radio"/> +2 Arcana (Int)
<input type="radio"/> -1 Athletics (Str)
<input type="radio"/> 0 Deception (Cha)
<input type="radio"/> +2 History (Int)
<input checked="" type="radio"/> +5 Insight (Wis)
<input type="radio"/> 0 Intimidation (Cha)
<input type="radio"/> +2 Investigation (Int)
<input checked="" type="radio"/> +5 Medicine (Wis)
<input type="radio"/> +2 Nature (Int)
<input checked="" type="radio"/> +5 Perception (Wis)
<input checked="" type="radio"/> +2 Performance (Cha)
<input type="radio"/> 0 Persuasion (Cha)
<input checked="" type="radio"/> +4 Religion (Int)
<input type="radio"/> +2 Sleight of Hand (Dex)
<input type="radio"/> +2 Stealth (Dex)
<input type="radio"/> +3 Survival (Wis)

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Chameleon Color Language, Druidic

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

Druid 3

CLASS & LEVEL

Lemur o. M.

RACE

Hermit

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum

22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

3d8

HIT DICE

SUCCESSES

O=O=O

FAILURES

O=O=O

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+1

1d6 b

Quarterstaff

+1

1d8 b (v)

Unarmed Strike

+1

0 b

Quarterstaff
Hide Armor

ATTACKS & SPELLCASTING



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

FEATURES & TRAITS



Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Chill Touch (V, S)

Guidance (V, S)

Shape Water (S)

SLOTS TOTAL

SLOTS EXPENDED

1 4

Absorb Elements (S)

Detect Magic (V, S)

Entangle (V, S)

Faerie Fire (V)

Healing Word (V)

3

4

6

7

8

9

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.

Druids 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. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

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 Conjunction

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.

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.

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

MELEE WEAPONS

Attack Roll.

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 5

Current Max (two-handed): 7

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 21

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 0