

Cornelia Goatworth (She-Hill Dw

Strength  
**12**  
+1

Dexterity  
**12**  
+1

Constitution  
**16**  
+3

Intelligence  
**8**  
-1

Wisdom  
**16**  
+3

Charisma  
**13**  
+1

**Saving Throws**

- +1 Strength
- +1 Dexterity
- +3 Constitution
- 1 Intelligence
- +5 Wisdom
- +3 Charisma

**Skills**

- +1 Acrobatics
- +3 Animal Handling
- 1 Arcana
- +1 Athletics
- +1 Deception
- 1 History
- +5 Insight
- +1 Intimidation
- 1 Investigation
- +5 Medicine
- 1 Nature
- +5 Perception
- +1 Performance
- +3 Persuasion
- +1 Religion
- +1 Sleight of Hand
- +1 Stealth
- +5 Survival

Hit Points  
**12**  
28

Armor Class  
**17**

Initiative  
**+1**

Proficiency Bonus  
**2**

Speed  
**25**

Passive Perception  
**15**

Death Saves      Successes     
Failures

**Hit Dice**

**3 d8 +3**

Max

**Proficiencies**

Weapons  
Simple weapons,  
Battleaxe, handaxe,  
throwing hammer,  
warhammer

Armor  
All armor, shields

Languages  
Common  
Dwarvish  
Halfling  
Giant

Tools  
Brewer's supplies

Attack	Bonus	Damage	Type
Quarterstaff (one-handed)	+ 3	1d6 + 1	Bludgeoning
Quarterstaff (two-handed)	+ 3	1d8 + 1	Bludgeoning
Warhammer (one-handed)	+ 3	1d8 + 1	Bludgeoning
Warhammer (two-handed)	+ 3	1d10 + 1	bludgeoning
Thorn Whip (spell, melee, 30ft)	+ 5	1d6	Piercing



## Features and Traits

Background: Acolyte

Darkvision:

You see in dim light as if it were bright light to 60ft, and in darkness as if it were dim light. Can't see colour in darkness, just shades of gray.

Dwarven Resilience:

- You have advantage on saving throws vs. poison.
- You have resistance to poison damage.

Channel Divinity: Use 1x per rest. Two options:

- Turn Undead (vs. Wisdom save), lasts 1 minute or until damaged
- Charm Plants and Animals (30ft, vs. Wisdom save), lasts 1 minute or until damaged

Stonecunning:

Whenever you make an Intelligence (History) check related to the origin of stonework, you're considered proficient in History and add 2x your proficiency bonus to the check.

Shelter of the Faithful:

Free healing at temples to Chislev for you and your party, though you must provide material components for spells. Those who share your religion will support you (and only you) at a modest lifestyle.

At your home temple, you can call upon the priests for assistance, provided it is not hazardous to them.

Inventory 128.6 / 180 lbs

Coin Pouch 5gp 0.1 lbs

- 0 Platinum Pieces
- 5 Gold Pieces
- 0 Electrum Pieces
- 0 Silver Pieces
- 0 Copper Pieces

Equipment 77gp 2sp 62 lbs

- 1 Holy symbol
- 1 Religious vestements
- 1 Scale mail\*
- 1 Shield
- 1 Staff
- 1 Warhammer

Backpack 40gp 66.5 lbs

- 1 Bedroll
- 1 Clothes, traveler's
- 3 Flowers
- 1 Healer's kit
- 5 Incense sticks
- 1 Mess kit
- 1 Pack of goblin's cards

1	Prayer book
10	Rations
1	Rope (hemp, 50ft)
1	Tinderbox
10	Torch
1	Waterskin

### Description

### Personality Traits

Bubbly to the point of being annoying.  
An evangelical follower of Chislev, who takes every opportunity to let people know how great he is.

### Ideals

Wants everyone to be friends. A pacifist.

### Bonds

Strongly tied to her temple and her faith. Loves her family and clan, even though they sent her away.

### Flaws

Naïve, overly trusting, poor memory, slightly addicted to hallucinogenic mushrooms. Also thinks she's much sexier than she is.

## Backstory

She grew up with her large extended family in the rich copper mines of Silverback Hill. Like all dwarves she was brought up to be a miner, but also worked as a brewer for the ale that fortified the clan.

One day while exploring the complex cave network under their hill, she discovered the hallucinogenic fungus growing there. Feeling hungry, she decided to eat it, and began seeing visions of the nature god Chislev.

Despite his not being a traditional Dwarven god (her family were non-observant worshippers of Mumman Duathal), she decided to devote herself to him and the study of nature. This didn't bother her family so much as that she was neglecting her duties in the mine and the brewery, compounded with her obsessive need to constantly tell everyone about how great Chislev is, so they decided to get rid of her by encouraging her to go find a temple so she could properly follow her god.

Without any map or plan she wandered the forest in search of her temple, carrying a supply of mushrooms with her, as she had by then become somewhat addicted to them. The voices she heard while eating mushrooms and communing with nature did eventually lead her to a temple to Chislev, whose followers welcomed her into the fold.

She stayed with them for several years, learning religion and healing and how to channel her faith into magic, but the combination of her gratingly bubbly personality and her fervent need to talk about Chislev all the time clashed with the chilled-out vibe of the other acolytes. So, despite the fact that they are a laid-back, non-evangelical religion, they encouraged her to go on an "important mission" to spread the word of Chislev as far and wide as possible.

Now:

She had been on her evangelical mission for several months with no converts to show for it, and had started to mellow out a little, when her uncle, Gundrun Rockseeker, got in touch with her. He had always been a favourite uncle, and had indulged her quite a lot back in the mines.

He has asked her to drive an ox cart full of mining equipment and supplies to the remote town of Phandalin, where he claims to have found something big. He hasn't told her much, but it seems like a great opportunity for him, and she's happy for the chance to help out family. Besides, she has heard that Phandalin was on its way to being a boom town again after a few hundred years as pretty much a ghost town, and the rough-and-ready miners are perfect candidates to hear about the good word of Chislev. And then there are the people Gundrun has hired to help guard the supplies - a chance to make new friends!

Spellcasting Ability  
Wisdom

Spell Save DC  
13

Spell Attack Bonus  
5

Max Prepared Spells  
6



## Cantrips

### Guidance

1 action, touch range, VS

Concentration, up to 1 min

Once before spell ends, target can roll a D4 and add the result to one ability check of its choice. Can roll before or after making the check, then the spell ends.

### Mending

1 minute to cast, touch range, VSM; instantaneous

Repairs a single break or tear in an object, such as a broken key, torn cloak, leaking wineskin. As long as the break is no longer than 1 foot in any dimension, it is mended, with no trace of damage.

This spell can physically repair a magic item/construct, but it can't restore lost magic to it.

### Resistance

1 action, touch range, VSM

Concentration, up to 1 min

Once before spell ends, target can roll a d4 and add the result to one saving throw of its choice. Can roll before or after making the saving throw. Then the spell ends.

### Thorn whip

1 action, 30ft, melee, VSM, instantaneous

You create a long vine-like whip covered in thorns that lashes out toward a creature in range.

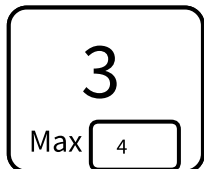
Make a melee spell attack against the target.

On hit, target takes 1d6 piercing damage. If creature is Large or smaller, you pull the creature up to 10 feet closer to you.

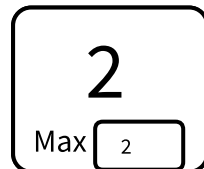
Damage increases by another 1d6 at 5th level, 11th level, and 17th level.



## Level 1



## Level 2









Notes

Levels			
Class	Level	HP	Features Gained
Cleric	1	12	
Cleric	1	8	Channel Divinity
Cleric	1	8	
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Experience 1005XP	
Event	XP
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Redbrands by town hall	80
Redbrand hideout	540
Saved Tadwin, escaped goblin hideout	275
Goblin ambush	75
Killed robbers	35