

GF16

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



CURRENTS OF ADVENTURE

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR 6-8 CHARACTERS OF 1ST TO 2ND LEVEL. PART OF THE FILBAR CONVENTION SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS! IT WAS WRITTEN FOR & PLAYED AT GAMESFEST '16

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Currents of Adventure

Player's Background:

Trouble has come to the peaceful island nation of Pentu. Reports have reached your village that amphibious humanoids have begun to attack the southern borders of the island. The war drums are beating and the islanders will answer the call! As you prepare to go with the warriors, they stop you in your tracks. As you have not yet taken your rite of passage, you are forbidden to accompany the warriors. As another group of nearby villagers arrive, you discover you are not the only one to be banished from the fight. Seven other youth have been left behind with the elders and none of you are pleased about being overlooked.

After three days the drum beating has ceased, meaning there are no more warriors to call upon and your irritable nature is getting on the elder's nerves. To give you something to do the elders have suggested you go fishing in the bay, but warn you to not venture into the open ocean. With nothing else to do, you reluctantly head to the beach.

DM Background:

This adventure was designed for a group of eight young adventurers to find their footing in a much larger world. With raiders causing the village warriors to move south, the freshly thrown together PCs have had to remain behind. Tribal decree forbids those not taking the rite of passage from entering into open war. The future heroes will be exceptionally anxious to do "anything". The elders that are supposed to be watching them, have decided to send them down to the shoreline to fish. Their destiny awaits them at the bay.

The scope of the adventure is that a group of displaced Bullywugs have made it to the southern shore of Pentu. This group of humanoids lived peacefully on a nearby island, but were deposed by another group of creatures and they were forced to leave their home. A Blue Dragon Wyrmling has recently come to the small archipelago and opted to reside in the belly of an old volcano. In taking up residence there, it has created a domino effect on the living arrangements in the

region. While the bulk of the Bullywug tribe has landed on the southern tip of the island, a few have found their way to the small bay near the PCs.

A. Drono Bay

With the help of your newfound friends, you manage to push a single masted outrigger canoe into the waters of Drono Bay. Nets, spears, and several skinning daggers are present in the boat, as well as, a few sets of hide tunics (hide armor). The water laps against the sides of the boat and so far your efforts have produced no results. As you are about to give up, the waves begin to pitch your boat from side to side. As you look around, you notice the waves are calm and the vessel is being rocked by amphibious attackers.

DM: The PCs will begin with no armor and no weapons. Each will have a small water skin and their basic attire. When they get sent to the boat, they will find that there will only be enough hide armor for 1d4 PCs. Any of those fortunate enough to get this item will have an AC12 + any dexterity bonuses. Those that do not possess armor will start at AC10 + dexterity bonuses. There are 3d4 spears in the boat, all of which do 1d6 +1 damage or 1d8 + 1 if used two handed (every other round is an initiative loss). Skinning daggers are also available, which will do 1d4 +1 for damage. Nets are present to catch fish and could be used against opponents, but would be a disadvantage due to the lack of experience. Additional weapons and armor will have to be won by the PCs.

There will be four Bullywugs at this encounter, each will have hide armor and a shield as well as spears. The former should fit anyone in the party and the latter can be used as extras or as missile weapons (25% chance of breaking per throw). These creatures will have pouches with pearls worth 15gp apiece.

Bullywugs (4): Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP)

B. Barbarians at the Gate

After having dispatched the amphibious intruders, you catch your breath and the feeling of excitement begins to slow. You were able to strip the bodies and obtain four additional pieces of protective hide from the corpses. You prepare your vessel to return, when you notice a large pool of fish headed for you. In the distance is another group of Bullywugs and they are moving towards you!

DM: The second group of Bullywugs were also part of the main tribe, but also got separated. These six creatures were delayed when they had a feasting frenzy from the pool of fish. The creatures have spotted the PC's boat and will charge after them. The party can cut down the distance and gain a +1 for the first round of initiative, if they move towards the group.

Melee with these creatures will be the same as the previous encounter (A) and, if defeated, they also possess armor, weapons, and pearls (12gp each). Once the bodies are stripped, the party will notice that the tide seems to be pulling them out of the protective bay. Despite their best efforts, the youthful and inexperienced PCs will not have the skills to manage turning the boat around, as they have only been passengers in the past. This will drag them out into the archipelago and into the counterclockwise current.

Bullywugs (6): Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP)

C. Rocky Shoals

Despite your best efforts, your meager boating experience prohibits you from returning back to Drono Bay. The rudder is sluggish and you find yourselves headed out into the Velantine Ocean! As the current grabs the outrigger, you find yourselves heading right for a pile of jagged rocks. You brace for the forthcoming impact.

DM: The youth of the Pentu tribes are not allowed to handle a boat until they make their rite of passage. Because of this, the PCs will only have limited ability to handle the craft as it moves out into open water.

Once the boat crashes on the rocks, each PC should make a DC12 vs. Dexterity or be pitched into the water. If any of the group go overboard, they will encounter a pair of crocodiles in the water. If no one goes into the water, the creatures will appear on the rocks as the PCs move. The crocodiles do not possess any treasure; however, a successful collection of hide would be a suitable trophy for their efforts.

An inspection of the craft will find that the crash caused it to 'wedge' into some rocks. A general perception (DC8) would reveal that some type of leverage will need to be applied to the craft and that it appears no holes were made from the crash landing. When this observation is complete, the PCs will notice a small, overturned galley ship on far end of a small spit of land (D).

Crocodiles (2): Armor Class 12 Hit Points 20 (3d10 +3)

D +4 1d10 +2 bite DC12 vs. Strength to escape grapple

STR/DEX/CON/INT/WIS/CHA 15(+2) 10(+0) 13(+1) 2(-4) 10(+0) 5(-3)

Challenge ½ (100 XP)

D. Shipwreck

A heavily damaged ship is present at this location. A gaping hole on the underside indicates that it must have struck rocks prior to being beached at this location. No noise comes from the vessel, even as you call out for survivors.

DM: Each of these shipwrecks has suffered massive damage and are unusable in their current conditions. It would take several weeks to even possibly make a ship functional again and certainly more time than what the PCs have in this adventure.

The ships to the north and south are the "Santa Anna" and the "Joaquin" respectively. Both suffered damage below the waterline quite some time ago. Each was a merchant vessel and has been stripped of most valuables by various plunderers.

~The Santa Anna was carrying clothing/textiles (ruined) and livestock (eaten). The crew were able to survive a few days before they reverted to fighting and killing each other. If a search of the ship is done, the PCs will find six Kuo-Toa searching the vessel. Along with 22gp worth of pearls, each of the PCs can discover a locked iron box the creatures found. This small trunk contains a cache of 400gp. Also included in the chest is a small, teardrop shaped Ioun Stone. This blue gem allows the owner to breathe underwater for a period of two hours a day. The area of effect is the owner only; however, and there are no other benefits bestowed by the item.

~The Joaquin to the south was a merchant ship carrying ale, oil, and bundles of cotton. In the hold of this wreckage are the aforementioned items, but each has been damaged and is useless except for a small cask of oil. This barrel is the equivalent of twelve flasks (not included) and could come in handy later on.

Also, in the seaweed covered hold is a body lashed to the main mast. The bloated body is held in by its chain mail and steel helmet indicating the man may have been a captain. The swelling of the body snapped the belt holding onto the captain's short sword, which has landed a short distance away. The item is fully functional; although, it does have a bit of rust on it. The scabbard is quite rotted and is useless.

The seaweed in the hold of the Joaquin is actually an ocean strain of Vine Blight. This living vegetation will allow the PCs to enter the hold without being molested and will only attack once they attempt to exit.

~The ship to the east is the "Blue Knight" and is a warship. Unlike the other two vessels, this one has two scorch marks along the waterline and tattered sails. The PCs should have already encountered Juice (H) and may surmise that the vessel did not fare well against the small Dragon.

The warriors on the ship did their best to fend off the Wyrmling, but failed in the end. If the survivors didn't die of exposure, they were eaten by Juice, hence the bones in its lair. Captain Renaldo of the vessel died with his ship, the young Dragon picked up the brave captain and dropped him, impaling

him on the mast. The body is clearly visible and it will be noted that it still wears ½ plate armor and a long sword dangles in the scabbard.

If the PCs can climb the rigging (DC14 vs. Dexterity) and free the body (hacking it to pieces), they can recover the ½ plate armor and the weapon. The long sword is enchanted to +1 for damage and will vibrate when aggressive creatures are within 60'. The latter ability will have to be figured out by the owner. Any other treasure or useful weapons have already been stripped from the vessel.

Kuo-Toa (6): Armor Class 13 (natural) Hit Points 22 (4d8)

D +3 net to catch or 1D6 +1 spears or 1D4 +1 bite

STR/DEX/CON/INT/WIS/CHA 13 (+1) 10 (+0)11 (+0)11 (+0)10 (+0)8 (-1)

Challenge ¼ (50 XP)

Vine Blight (4): Armor Class 12 Hit Points 26 each (4d8 +8)

D +4 2d6 +2 & Grappled DC12 vs. Strength to break free

STR DEX CON INT WIS CHA / 15(+2) 8(-1) 14(+2) 5(-3) 10(+0) 3(-4)

Challenge 1/2 (100 XP)

Giant Octopus: Armor Class 11 Hit Points 52 each (8d10 +8)

D +5 2d6 +3 & Grappled DC16 vs. Strength to break free

Drowning on 1d4 + Constitution modifier (drowning = 0 hit points)

Ink Cloud – 20' radius to escape any attack of opportunity at disadvantage

STR DEX CON INT WIS CHA / 17(+3) 13(+1) 13(+1) 4(-3) 10(+0) 4(-3)

Challenge 1 (200 XP)

E. Cannibals

The thick jungle floor is covered in rotting palm fronds and broken coconut. Skittering snakes and small lizards watch your approach and duck behind trees disappearing quickly. The temperature is rising and the sweat pours off your brow. The added weight of the outrigger is not helping you navigate through the dense jungle foliage.

DM: When the PCs land on any of these three small islands, they will not be able to navigate their small craft around without hitting damaging rocks. The only option they have is to pick up the boat and carry it to the other side, where they can again catch the current and hopefully manage to get home.

There is a 66% chance per hex of an encounter in these areas. Each of the small islands are the same, with coconut trees, colorful birds, and banana bushes in abundance. These areas are also home to cannibals. The occupants were originally outlaws of the Pentu Nation, marooned here for their crimes or lost sailors that fell overboard. These men and women have been driven to cannibalism to supply their hunger for meat and are all quite insane. These warriors will fight until killed and will be covered in an array of paint and feathers.

The cannibals have each formed loose alliances with each other for assistance. The moment one of them is injured or weakened, they are at risk for being a meal from the other members of the group. This would not occur during battle with the PCs, only after it is concluded. The PCs may attempt to outrun the groups, but a D20 should be rolled three times per hex to see if the outrigger has slipped or struck a tree knocking it out of the PCs grasp (roll of 1). If that situation occurs, the PCs can continue to run or stand and fight. Leaving their vessel behind would require them returning later to recover it, unless they wanted to make another one, which would require a fair bit of time. The cannibals have no treasure, aside from macabre necklaces made out of human teeth. Some also wear fierce carved masks.

Cannibals (6-12): Armor Class 12 (hide) Hit Points 11 (2d8 +2)

D +3 1D6 +1 Spear or +3 1d8 +1 if used as a 2 handed weapon

STR DEX CON INT WIS CHA /13(+1) 11(+0) 12(+1) 8(-1) 11(+0) 8(-1)

Challenge 1/8 (25 XP)

F. Crabby Landing

The waters along this coastline calm quite a bit and your vessel is swayed towards a sandy beach. The landing spot is opponent free and appears to offer an opportunity to forage for food and water. While you still lack solid seamanship skills, you are able to successfully beach your craft.

DM: Once the party successfully lands their boat, they can begin to move onto shore to look around. When they reach a safe area, a loud splashing will be heard on the far side of the beach as a Giant Crab exits the water. With claws clacking, the beast will spot the party's boat and begin to move towards it. An observant PC will quickly realize the beast could easily destroy the craft, effectively stranding the party on the island with no rescue coming.

The party should be able to position themselves between their vessel and the creature, whereupon melee will occur. If the PCs opt to flee at any time, the creature will move on the outrigger and snap both the mast and the outrigger stabilizing arm, rendering the boat useless. Should this occur, the PCs will have to come up with a solution or risk being stranded on the island for 3d4 weeks until either merchants, pirates, slavers, or their own people find them. The creature does not possess any treasure, but would make for a tasty meal if slain. Flint rocks can be located along the coast and along with any found metal, is enough to start a fire. Fresh water will still need to be located. This battle could mark the end of the day, depending upon the number of encounters the PCs have already had. The PCs should be allowed to outrun the threat at the DMs discretion.

Giant Crab: Armor Class 15 (natural armor) Hit Points 52 (7d10 +14)

D +4 1D8 +2 Claw & 1d10 +2

STR DEX CON INT WIS CHA /15(+2) 13(+1) 15(+2) 1(-5) 9(-1) 3(-4)

Challenge <3 (600 XP)

G. Fudu Berry Spring

Moving inland from the cool breezes of the ocean, you find a large valley sandwiched between some protective hills. The grassy area is filled with a collection of berry bushes that stand about 4' tall. A bubbling noise can be heard coming from somewhere nearby as well.

DM: A search of the small vale will discover a circle of bricks near the middle of the bush growth. Apparently made by seafarers that frequent the area, a small retention well has been made around a bubbling spring located in the middle of the area. If/when tasted the water will be cool and refreshing with no salt taste indicating it is safe to drink.

Once the party is able to quench their thirst, they will hear an entirely different noise in the valley. A loud snorting will be detected as a Giant Boar has sniffed the party out. This highly aggressive creature will do a charge attack against a random PC in an effort to trample them. This creature will attack until killed and is quite volatile. The vale is home to several of these creatures depending on how hard/easy the PCs have had in the adventure so far.

After the Giant Boar has been defeated, the PCs can examine the berry bushes closer. There is a 5% chance for each player that they will have heard of these bushes. The plants sprouts spiny red berries that actually heal 1d4 in lost hit points per handful. The berries must be consumed shortly after picking or they lose their curative abilities. There are enough berries present here to completely heal each member of the party in preparation for area "H". After that encounter, there will only be 1d4 handfuls left in the valley for a month.

Giant Boar: Armor Class 12 Hit Points 43 (5d10 +15)

D +3 2d6 DC13 vs. Strength or knocked prone

STR/DEX/CON/INT/WIS/CHA 17(+3) 10(+0) 16(+3) 2(-4) 7(-2) 5(-3)

Challenge 2 (450 XP)

H. "Juice"

The exploration of the island has led you to the base of a seemingly dormant volcano. A strange whistling can be heard and as you search and you discover a cave. Closer investigation shows that the tunnel appears to be a solidified lava tube that twists in an up inside the squat volcano. Peering inside, a slight glimmer of light filters in from above.

DM: The Island is in no imminent danger of the old volcano erupting for several more decades. The lava tube is one of several surrounding the base of the deformed mountain and all lead into the crusted caldera in the center. Halfway up the steepening tube, a partially scorched Bullywug body is rotting and will need to be stepped over.

Once the party gets through the tube, one at a time, they will find themselves in a large opening. The center of the old mountain is fluted from the jetting out of molten lava and they will notice the back of the volcano is much higher than the front face. Bones and debris cover most of the floor including some human skulls. A quick look around will show a narrow ledge above the lava tube the PCs entered and vines running up and down the edges of the volcano. Several shiny objects will be spotted near the center of the crater.

The bones and half eaten bodies are all victims of "Juice", a Young Blue Dragon that has escaped its suffocating mother and relocated to this "dead" volcano. Juice is responsible for the damaged vessel on the east side of the island and was his first "big score". If the debris on the floor of the volcano is inspected closely one may notice that a portion of it is a smashed wooden chest.

Juice will make an appearance once the PCs reach the middle of the floor. He will announce his presence by discharging a bolt of lightning, smashing the small ledge above the entrance the party used to reach this spot. With nowhere else to go, except all the way across the floor, the party will quickly realize that they are in for the fight of their lives. The Dragon will spiral down to the floor of the caldera, but will be unable to use its breath weapon again until the third round of combat.

This creature will obviously be too powerful for the Wyrms and both sides will know it. Juice will demand to know why the party is present in his domicile and will wait on a reasonable answer. Should the party opt for combat they

will end their adventuring careers early. If they choose to deal with the Blue Dragon they will be offered a way out.

Blue Dragon: Armor Class 18 (natural armor) Hit Points 155 (16D10 +64)
+9 2D6 +5 Claws (2) +9 2D10 +5 + 1d10 Bite Breath DC16/Dex. 10D10
STR/DEX/CON/INT/WIS/CHA 21(+5) 10(+0) 19(+4) 14(+2) 13(+1) 17(+3)
Challenge 9 (5000 XP)

Juice will decide that the party is no threat to them but “may” be able to assist him. He will explain that he single handedly destroyed a ship called the “Blue Knight” to the east of the volcano. He will brag about his easy victory but point out that an item he wants has been stolen by a water creature. Juice will offer the party safe passage if they can recover the item. Juice will describe item as a golden disk with a gemstone in the center. Juice will give the party a timeline to recover it and may even watch their progress from the top of the volcano.

If the party has not yet ventured to the ship they will still face the encounter as described in Area D previously. Once they defeat the creatures there they will meet a mermaid named Elekra. She will greet the party warmly and speak with them. Once she is aware of the issue she will confirm she has the item and it is in a safe location. She will offer the disc, which she calls the Eye of Sone, to the PCs if they can deal with the Giant Crab at area F as it has been a nuisance to her people. Once a Giant Crab claw has been presented to her she will turn over the “trinket” from its hiding place in a small cave nearby. The item can then be taken to Juice and the party can continue on unmolested.

If the party has already been to this location the Mermaid did not appear but a return trip would find her combing over the debris. If the party opts to attack the Mermaid she will quickly move below the waves and avoid the party.

Elekra: Armor Class 13 (+1 ring) Hit Points 43 (6d8 +6)

D +3 1d4 +1 bite and 1d4 +1 claw (dual)

Spells: DC12 vs. Wisdom/+4 (bless, guiding bolt, hold, spiritual weapon, mass healing word, tongues)

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

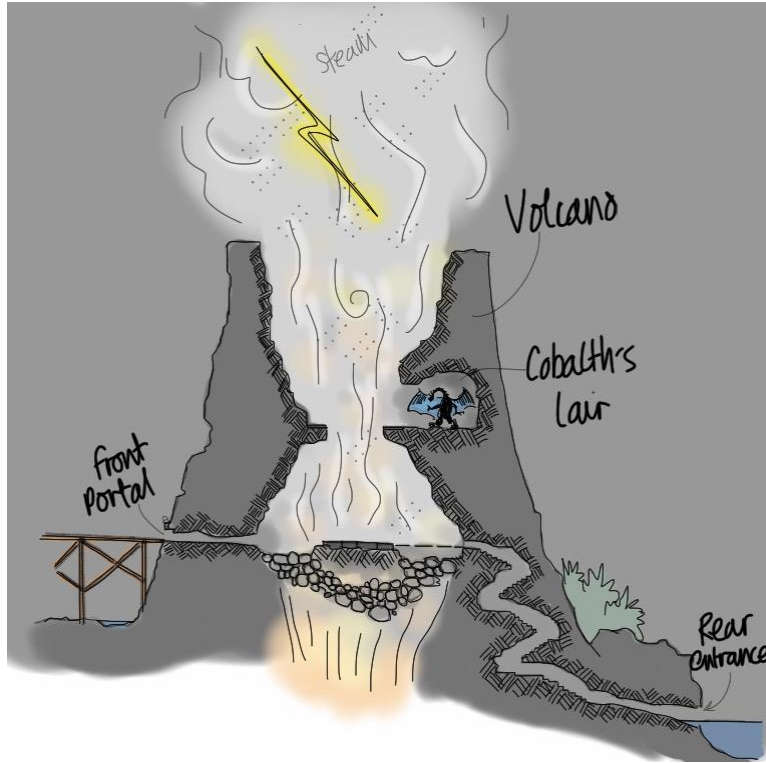
Challenge 2 (450 XP)

Ending the Adventure

Those PCs able to navigate to the islands between their homeland and Juice will find that the water rotation in the archipelago will be taking them back towards Drono Bay. After the last island crossing, the PCs will finally have learned the proper techniques of handling the outrigger. As the waters undulate and the sun begins to set, the party can successfully navigate back into the causeway and into the bay. As they arrive, they will find that the warriors of the tribe have returned and were preparing to sail out and look for the missing ship.

The PCs can explain that they believe the Bullywug infestation seems to be related to the presence of a Blue Dragon in the dormant volcano. The village elders may take the PCs actions in one of two ways. The first option is that the youthful indiscretions will be pardoned and they will be congratulated on their fierceness. If this is the case, one member would be granted a command-level position. This can be voted on by the players at the table or given out by best performance as a PC or as a role player and they would receive the Pentu Amulet.

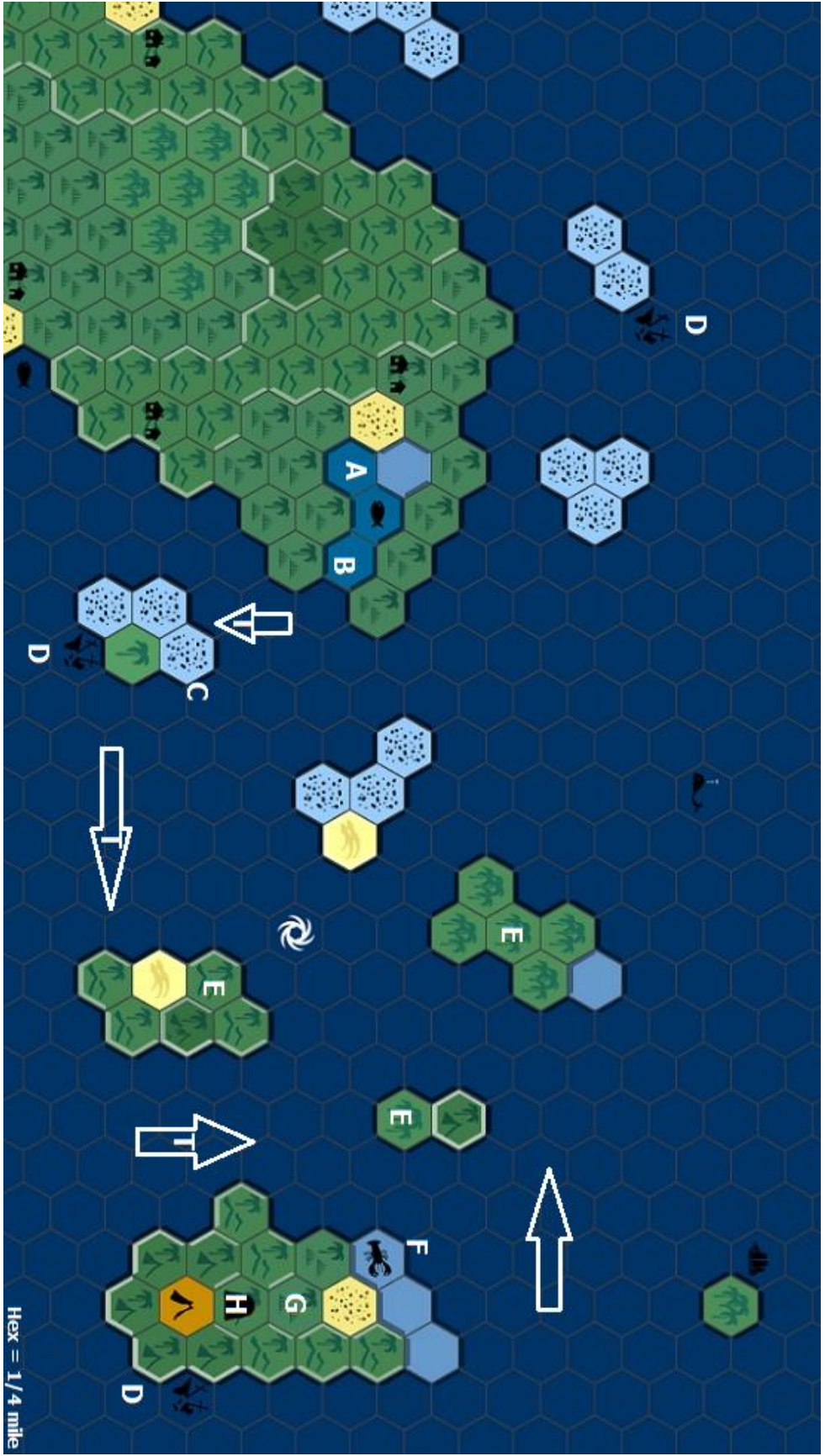
The other option is that, because they broke tribal law and stole a boat, they will be banished from the Pentu Nation. This would force the PCs into exile and they would have no reason to stay behind, thus opening the door to an extensive adventuring career. This option has been left open to the DM depending on how the scenario is used. **Many** thanks to the Gamesfest crew, especially Glen for his assistance (and artwork) in this project ~ @cutelife / @dreadfuldungeon



Juice's Lair <above> and Elekra & the Eye of Sone <below>



Elekra





Hide armor & Fudu Berries <above> Masked and unmasked cannibals <below>

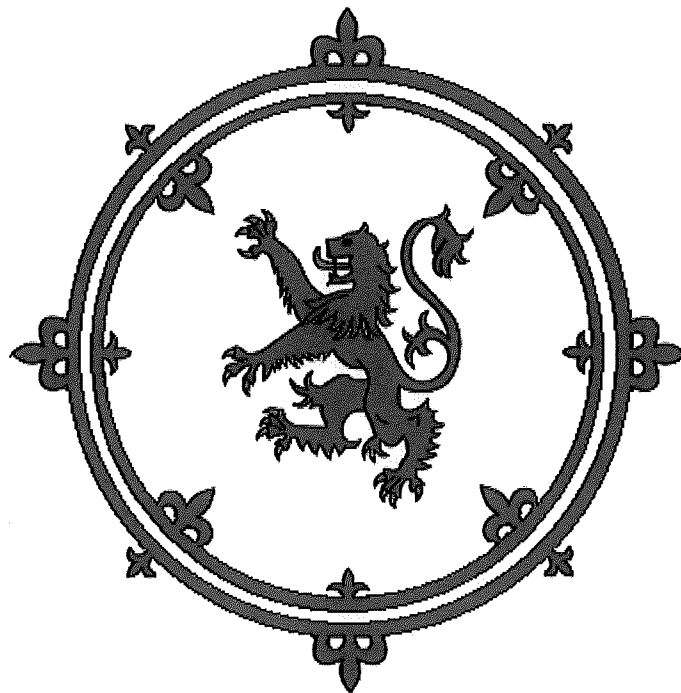




Glen & the brave adventurers @ Gamesfest '16

Convention Character Sheets

2nd Level – Currents of Adventure



ADVENTURES IN FILBAR

Abdalla (servant of god)

CHARACTER NAME

Cleric/Life Domain 2

Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf/Hill Dwarf

True Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
10
0

DEXTERITY
17
+3

CONSTITUTION
11
0

INTELLIGENCE
15
+2

WISDOM
17
+3

CHARISMA
13
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

16 ARMOR CLASS

+3 INITIATIVE

25 SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+2	1d6 bludgeoning

I see omens in every event and action. The gods try to speak to us, we just need to listen

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I am inflexible in my thinking.

FLAWS

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

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

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Disciple of Life. Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life. Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Languages.Dwarvish, Common

Weapon.Simple, Battleaxe, Handaxe, Throwing hammer, Warhammer

Armor.Light, Medium, Shields, Heavy

Tools.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP



Cleric

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Sacred Flame
Thaumaturgy
Resistance

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	3	

Bless

SPELL NAME

Cure Wounds
 Guiding Bolt

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SPELLS KNOWN

Jata (the celestial one)

CHARACTER NAME

Sorcerer/Draconic Ancestry 2 Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn

True Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

20

+5

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

8

-1

CHARISMA

17

+3

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

There's nothing I like more than a good mystery.

PERSONALITY TRAITS

Logic. Emotions must not cloud our logical thinking. (Lawful)

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Flexible Casting. You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

Draconic Resilience. As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

9

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Draconic

Weapon. Dagger, Dart, Sling, Quarterstaff, Crossbow light

Armor.

Tools. Land

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

EQUIPMENT

FEATURES & TRAITS



Sorcerer

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Ray of Frost
Light
Mage Hand

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	3	

Color Spray SPELL NAME

Magic Missile
 Shield

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SPELLS KNOWN

Azima (charmed with motion)

CHARACTER NAME

Bard/College of Lore 2

Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Gnome/Rock Gnome

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
9
-1

DEXTERITY
14
+2

CONSTITUTION
14
+2

INTELLIGENCE
16
+3

WISDOM
13
+1

CHARISMA
17
+3

INSPIRATION

+2 **PROFICIENCY BONUS**

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

SAVING THROWS

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

SKILLS

12 **ARMOR CLASS**

+2 **INITIATIVE**

25 **SPEED**

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○ **DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+4	1d6 +2 piercing
Crossbow, light	+4	1d8 +2 piercing

ATTACKS & SPELLCASTING

I have a strong sense of fair play and always try to find the most equitable solution to arguments.

PERSONALITY TRAITS

Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEALS

I stood alone against a terrible monster.

BONDS

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

FLAWS

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action. Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Bardic Inspiration. You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

11 **PASSIVE WISDOM (PERCEPTION)**

Languages. Gnomish, Celestial, Common

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Flute, Dice set, Herbalism kit, Land, Water

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

EQUIPMENT



Bard

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

True Strike
Minor Illusion

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	3	

- Charm Person PELL NAME
- Healing Word
- Disguise Self
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SPELLS KNOWN

Winda (the hunter)

CHARACTER NAME

Ranger/Hunter 2

CLASS & LEVEL

Elf/High Elf

RACE

Folk Hero

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

17

+3

CONSTITUTION

9

-1

INTELLIGENCE

11

0

WISDOM

15

+2

CHARISMA

13

+1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I judge people by their actions, not their words.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

I have trouble trusting in my allies.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Spear +4 1d6 +2 piercing

Longbow +5 1d8 +3 piercing

ATTACKS & SPELLCASTING

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

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

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is 'trance.') While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become re-exams through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Explorer. 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, or swamp. 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.

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

Languages.Sylvan, Elvish, Common

Weapon.Simple, Martial, Longsword, Shortsword, Shortbow, Longbow

Armor.Light, Medium

Tools. Navigators tools, Disguise kit, Leatherworkers tools, Land, Water

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

EQUIPMENT



Druid

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

- Resistance
- Shillelagh
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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

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- PREPARED
- Thunderwave SPELL NAME
- Speak with Animals
 - Entangle
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SPELLS KNOWN