Underworld Speculation
An Introductory Adventure

Operating as secret agents for the Lords of Waterdeep, a promising lead takes you

deep into the world of the Xanathar, but what will it take for you to return?

A Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

Undoubtedly, philosophers are in the right when they tell us that nothing is great or little otherwise than by comparison.
— Jonathan Swift, Gulliver's Travels

Adventure Background

A long time ago, an aboleth made its home in the sewers beneath Waterdeep and started enslaving creatures that were unfortunate enough to get too close. A few of these creatures belonged to the organization maintained by the Xanathar, which attracted the crime lord's attention. An investigation ensued, and ultimately both creatures found themselves in direct conflict with one another. Unfortunately for the aboleth, the beholder was far too powerful, and the Xanathar destroyed the creature.

Unbeknownst to the Xanathar, one of his former minions was still enslaved by the power of the aboleth, whose consciousness, due to some strange confluence of magic that occurred during the battle, was trapped in the only thing left of the creature... ironically enough, an eyeball. Before the minion was relieved of its responsibilities to the guild permanently, it dropped the orb into the bath that became the home of the only thing the Xanathar truly loves: Sylgar, his pet fish.

Since that time, the remaining consciousness of the aboleth transmuted its own eyeball into a sentient artifact referring to itself as Dawn's Beacon, whose only goal is to get revenge on the Xanathar.

To this end, the eye has been "calling" adventurers to the safe house where the tank is located, hoping to find a group with the grit to retrieve it from the fish tank.

Adventure Overview

The characters wake up in a pebbly cave with no doors and no windows. The only way out, is to explore an algae-laden pool of water that leads to some underwater tunnels and finally up into the light.

What they don't know is they're all about 4 inches tall (or shorter for small characters), and they're in a series of tiny tunnels that exist within the gravel at the bottom of the tank where the Xanathar keeps its pet fish Sylgar, the only thing it truly loves. In any case it is up to the characters to discover this, and then find a way out of the fish tank altogether.

Episode 1. Wherein our adventurers awake in a mysterious cavern 'underground' and are introduced to a strange sentient magic orb who seems intent on helping them get free, so long as they take the orb with them.

Episode 2. The orb makes it possible for the characters to breathe underwater. They can now dive down into the algae laden tunnels, explore its depths, and discover some of the strange inhabitants, most of which were brought here by the orb itself.

Episode 3. Free from the tunnels, the adventurers find themselves trapped in a giant fish tank with a koi the size of a whale swimming lazily above them. The challenge – get out without being eaten by Sylgar.
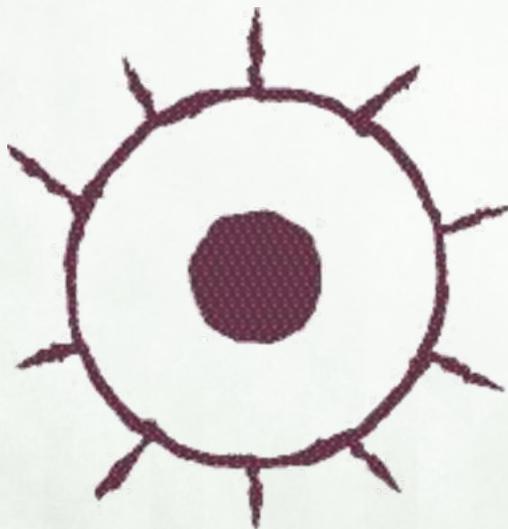
Adventure Hook

This adventure is designed to jump directly into the action. Before you begin however, you should give your players an opportunity to introduce and describe their characters to each other.

Ask the players to think about how their characters came to be in the service of the Lords of Waterdeep. Let the players concoct their own stories. If a player is hard-pressed to think of anything, suggest something simple. For example, they might have been recruited to assist the Lords by their faction. If they have the noble or courtier background they might have been recruited by the open lord, Laeral Silverhand personally. This exercise is a great opportunity for the players to contribute to the adventure's backstory.

> Working as secret agents for the Lords of Waterdeep, you were tasked with finding out as much as you could about the Xanathar, and the creature's organization, without engaging the beholder crime boss in conflict. That of course, would be tantamount to suicide.
>
> You spent the last several weeks hunting for leads inside the seedier wards of Waterdeep, hoping that the constant ebb and flow of the transient population in these parts of the city might bear fruit... and evidently you weren't wrong.
>
> Despite being dressed in fine clothes, the dwarf you spoke with... what was his name again?... was certainly a tough customer... and smart too. He knew a thing or two, and it wasn't long before you found yourselves standing in a dark alleyway, looking down a short set of steps at the entrance of an alleged 'safehouse' of the Xanathar's organization.
>
> You took EVERY precaution when breaking and entering, but as the door swung wide, there was a bright flash and then everything faded to black.

The characters are shrunk and transported inside Sylgar's fish bowl by Dawn's Beacon who seeks to test them. This process causes them to black out for a few moments.

In any case they can either get the artifact out of its current prison, or it will enslave them for its own amusement, like it has so many before them.

Episode 1: Wake Up... Get Up...

The adventures have, unbeknownst to them, been shrunk down to four inches or less in size and transported to this miniature cavern beneath the water of Sylgar's tank. It is important that you not show the map to your players, as it will give away the surprise that they've been shrunk. The map is for the Dungeon Master's eyes only.

It should also house the general features of the area that this part takes place in.

A. Freshwater Cavern & The Orb

This cavern is home to *Dawn's Beacon*, the only remains of an aboleth that was defeated by the Xanathar. For more information about the beacon, see Appendix A. Dramatis Personae.

> You regain consciousness and find yourself lying inside a large cavern on a rocky beach. On the beach nearby, a milky orb—a little bigger than a human fist—rests in the middle of a magic circle, pulsing slowly with light. It is the only light in the chamber. A large pool of dark water dominates nearly half of the cavern.

The milky orb is *Dawn's Beacon*. Once the characters have come around, they hear the voice of the orb speaking to them telepathically.

Dawn's Beacon speaks to them in calm, soothing tones and forlornly informs them that it was once a powerful force for good and truth but has been trapped here by the Xanathar.

If the characters ask the orb its name, it says that it has had many names, but the one it can recall, and likes best, is *Dawn's Beacon.*

Dawn's Beacon tells the characters that it will help them escape the cave, so long as they take it with them.

Anyone that chooses to attempt to attune to the orb, is successful—regardless of how many other magic items they are already attuned to. That said, the effect of attunement is the ever-present feeling of having *Dawn's Beacon* in their head.

Once complete, *Dawn's Beacon* informs the characters that it believes the only way out is via the pool of water. If the characters are uncomfortable with this, *Dawn's Beacon* asks them to all touch it at once. When this occurs, those in contact with it receive the effects of a *water breathing* spell. This ability is a residual talent left over from when *Dawn's Beacon* was a living aboleth. If the characters attempt to leave without *Dawn's Beacon*, it dispels this effect.

Developments

Once the characters can breathe water, they're ready to set out into the tunnels. It is important to note that while no swimming checks are required to navigate this path, characters without a swim speed move at half speed. Additional rules for underwater combat and such are given in a sidebar in the next section.

Episode 2: Escape or Die

It's All About the Journey

A key to be a good DM is to make the encounters exciting and rich, allowing the players to have a moment for their characters to shine and be the hero. The key to be a **great** DM is to make the moments in between those encounters just as interesting. Elaborate on how dim the lighting is, or how the water tastes funny (probably like fish food) as they swim along the passageways beneath the gravel in Sylgar's fish bowl. Keep this a secret, as half the fun will be the surprise of discovering they've been shrunk and transported by magic into their present location. Describe subtle variations in water temperature.

The first part of this adventure is a journey along these underwater passageways. There are several encounters that can happen as the characters make this journey. The order and location of these is for you to decide. Think of this section of the adventure as a tool box from which you can draw elements that are relevant to the adventure location, and then have fun with it. It is okay to shift and change any plans you have as the players make decisions, making the environment what you need it to be to maintain the excitement. As the DM, it's all up to you!

To get them started, ask the players to give you the party's marching order and how their characters are traveling. Who's in front, and who's bringing up the rear? Who is carrying *Dawn's Beacon* and so forth?

General Features

Terrain. The ceiling height throughout the tunnels vary from 8 to 15 feet. It is safe to assume at any point that the ceiling is as high as the tunnel is wide. Chambers have 15-foot high ceilings.

The sides of the walls appear smooth, though in fact they're extremely rough, and rubbing up against them with bare skin/cloth is a great way to lose a few layers of skin or destroy whatever clothes you're wearing.

Light. The water down here is cloudy—limiting vision to 10 feet.

Smells and Sounds. Smelling is impossible under water and all sounds are muted. Conversation more than 5 feet away from one another is impossible to understand, even when yelling.

A. Sea Spawn Attack

The characters aren't the first group of folks that *Dawn's Beacon* has summoned to its cause. Many adventuring parties have been summoned here and have failed to accomplish the task of escaping—even with the artifact's assistance. Those that came before were transformed into sea spawn that now haunt the area, so to speak.

As some point while traversing the tunnels, the characters are attacked by at least one group of these creatures, who know nothing but hatred for outsiders. A good rule of thumb is to run this encounter a number of times equal to the APL of the party. You should consider spacing them out evenly along the tunnels and chambers in this part of the adventure.

Two **sea spawn** attack the characters, swimming in fast to take advantage of their lack of visibility.

> Scaly humanoids with bulbous, white eyes, long claws, and tentacles for legs emerge from the cloudy water around you, snarling a silent battle cry as they appear.

The two creatures attack from 10 feet away with their tentacles, keeping their distance from the characters as they swim in to attack, and then drop out of reach afterward.

They focus their attacks on grappled characters, shifting their attention if another intervenes on the character's behalf.

Underwater Combat

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

Swimming

While swimming, each foot of movement costs 1 extra foot, unless a creature has a swim speed. If a character chooses to simply walk through the water, this rule still applies.

TREASURE

The sea spawns don't have anything of real value on them, though if you want to add some color to these encounters, each time one happens, the characters find an item from trinket table in the *Player's Handbook* (p.160-161) on one of the sea spawn.

TRICKS OF THE TRADE

There is quite a lot of ground to cover throughout these tunnels, so if you're not running this with a time limit you can absolutely take your time and have multiple sea spawn encounters.

It's up to you as the DM to decide how easy or difficult these encounters are. If the characters have a rough time with two of these creatures, perhaps if you decide to use this encounter again during the same session you only include one, or you could reduce the hit points of each creature by 10. If the characters are blowing through these without a sweat, it is okay, if you use this encounter again, to increase it by one.

B. NET GAIN

The sea spawns have been setting elaborate net traps throughout the tunnel. It's up to you, as Dungeon Master, to decide where and when to employ these traps. It is certainly possible for you to combine one of these with a Sea Spawn Attack to really challenge your players.

Trigger. A trip wire strung across a hallway is rigged to a large net. If the trip wire is broken, the net falls on intruders.

Effect. A net covering a 10-foot-by-10-foot area centered on the trip wire falls to the floor. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. Additionally, tiny spines have been fitted into the net, each of which is covered with a toxin crafted by the sea spawns from algae. A restrained creature must succeed on a DC 13 Constitution saving throw or be poisoned for one hour.

A creature can use its action to make a DC 10 Strength check to try to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10, 20 hp) also frees a creature without harming the creature.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the trip wire and the net. A successful DC 15 Dexterity check using thieves' tools disables the trip wire without causing the net to drop; failing the check causes the trap to activate.

DEVELOPMENTS

There is a 50 percent chance that triggering one of these net traps attracts the attention of nearby sea spawns. If this occurs, a Sea Spawn attack occurs one round after the trap is triggered.

C. SNAILS ANYONE?

To manage the cleaning of Sylgar's fish bowl, the Xanathar has had his servants place one or more snails inside. These creatures eat debris, fish excrement and other such things that might clutter up Sylgar's living environment. Their presence means that the Xanathar's servants must clean the fish bowl with much less frequency.

Unfortunately for the characters, *Dawn's Beacon* has transmuted these creatures into something far more dangerous. Refrain from reading the description below until the creature is within 10 feet of the characters.

> The largest snail you've ever seen blocks the passage ahead. Five flail-like protrusions extend from the top of its head, waving about dangerously as the creature slinks in your general direction.

A **flail snail** approaches the party in search of food. Since the characters have limited visibility underwater, they won't have a clear look at this creature until it is within 10 feet of them.
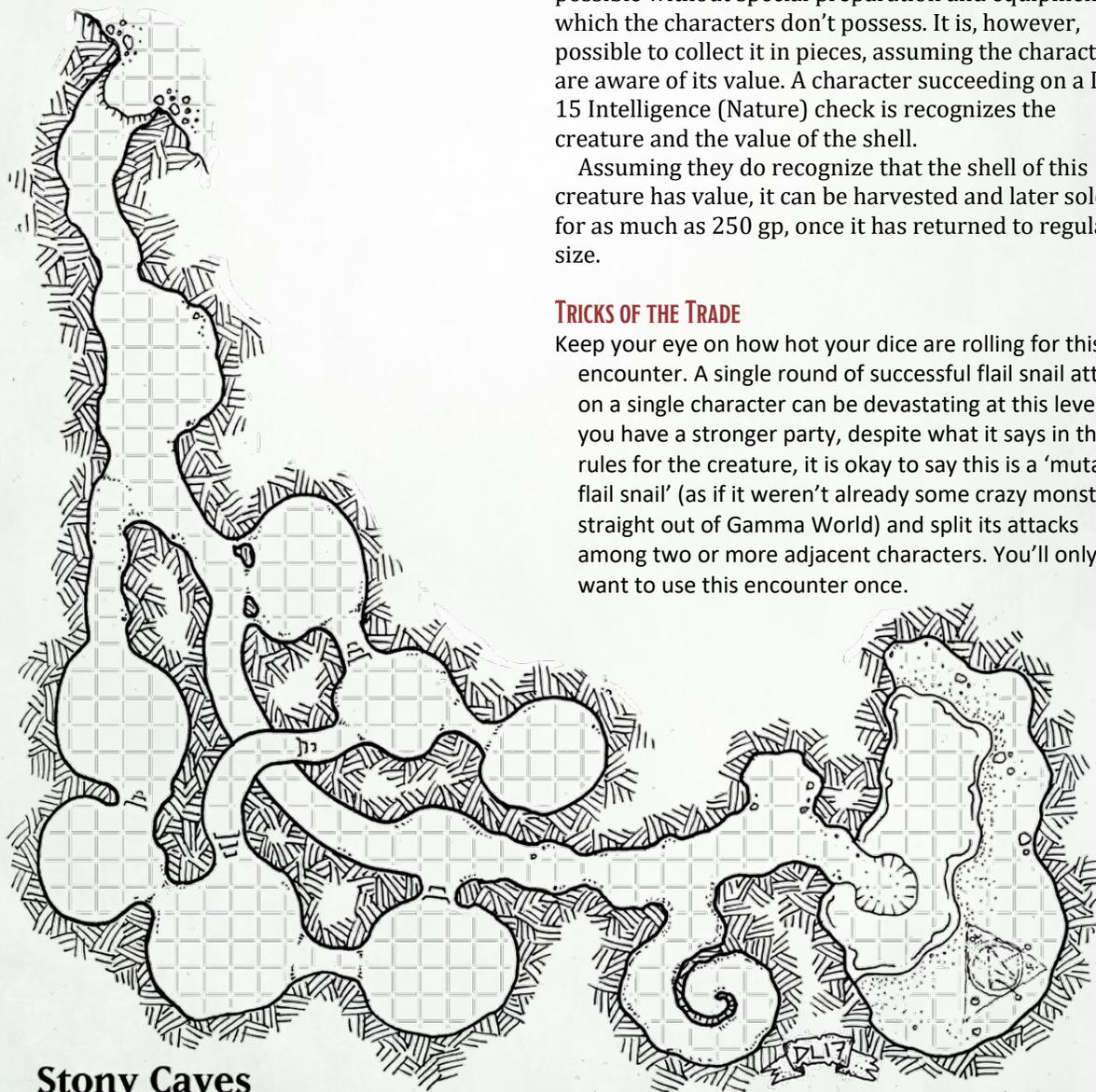
Treasure

Collecting the shell from this creature in one piece isn't possible without special preparation and equipment—which the characters don't possess. It is, however, possible to collect it in pieces, assuming the characters are aware of its value. A character succeeding on a DC 15 Intelligence (Nature) check is recognizes the creature and the value of the shell.

Assuming they do recognize that the shell of this creature has value, it can be harvested and later sold for as much as 250 gp, once it has returned to regular size.

Tricks of the Trade

Keep your eye on how hot your dice are rolling for this encounter. A single round of successful flail snail attacks on a single character can be devastating at this level. If you have a stronger party, despite what it says in the rules for the creature, it is okay to say this is a 'mutant flail snail' (as if it weren't already some crazy monster straight out of Gamma World) and split its attacks among two or more adjacent characters. You'll only want to use this encounter once.

Stony Caves
1 square = 3 inches / 5 feet

Episode 3. Fish Are Friends, Not Food!

This section of the adventure begins when the characters emerge from the tunnels out into the larger area of the fish bowl. Read or paraphrase the following but give them an opportunity to draw their own conclusions as to what's going on. The process of discovery can be extremely entertaining for you to observe.

A. Little Fish in a Big Bowl

> The tunnel opens into a vast underwater area, where light streams in from overhead playing across the floor in myriad coruscating patterns. The water is clear here and you can see that the ground here takes on a sandy consistency that rises in dunes to either side of the valley you're standing in. To one side you can see what appears to be a fortress sealed by a massive portcullis, while a partially collapsed tower, it's base buried beneath the sand, rests on the dune behind you. Directly ahead, several massive clams rest in the silt. Occasionally one opens briefly to reveal something shiny within. The shadow of something massive swimming above you briefly blocks out the light and then passes across the valley.

General Features

Terrain. The ground here is sandy and stepping onto it leaves depressions. Everything is still underwater however, and so all rules for movement in that environment apply.

Light. There is a constant light source somewhere above the water that illuminates the entire inside of the fish bowl.

If the characters look up, they see Sylgar, who appears as a strange white- and orange-colored whale swimming lazily above them.

Referring to your map, you can see that if the characters swim to their immediate left, they quickly come to side of the giant fishbowl which appears to extend in both directions (an inverted horizon) as far as you can see. The glassteel is dirty on the outside, so it's impossible to see out.

What happens at this point depends largely on what the party does, as follows:

- Investigate the giant clams. See 1. **Clamshell Surprise!**
- Head toward the fortress: See 2. **Algaepygmies!**
- Swim up toward Sylgar: See 3. **Feeding Sylgar!**

1. Clamshell Surprise!

In the tank where the clams dwell, there resides an *ersatz eye*. From outside the clam it is easily mistaken for a large pearl. This was dropped into the tank accidentally, and it just so happens that it drifted inside the shell of a **giant clam**.

It's possible to retrieve the pearl, though reaching into the clam's mouth to do so provokes it to attack. The other clams don't intervene on behalf of the attacked clam.

Tricks of the Trade.

Consider the following. This isn't meant to be any more complicated than it looks. Only two characters can attack the giant clam's innards in melee during any given round. To do otherwise requires one of them to move, which provokes an opportunity attack from the hungry crustacean. There are four of these creatures in the fish bowl though only one of them has treasure. The characters are welcome to attack the others, and they will fight, but only so long as they're engaged.

Treasure

Only after defeating the clam with the *ersatz eye*, can the characters harvest the magic item from inside the dead creature. Up to that point, no number of Strength checks can pry it loose from the creature's innards.

There is also a scattering of gold pieces on the floor of the fish bowl around the giant clams. They are, inexplicably shrunk, just like the characters, and are easily collected up, totaling 250 gp.

2. Algaepygmies!

To one side of the fortress is an area of dense underwater plant life. This is the home of a tribe of algaepygmies. Approaching the plants or the entrance to the fortress provokes an attack from these creatures.

> A group of fierce looking creatures, whose bodies are comprised of living algae shaped into the form of vicious merfolk, appear, swimming rapidly in your direction.

Six **algaepygmies** attack the characters. They are willing to defend their territory to the death. If the characters swim directly toward the plant life to the east of the fortress, the creatures wait to attack until they're adjacent, taking advantage of their camouflage ability to attempt to get the characters by surprise. Otherwise, they wait until the characters are at the portcullis to attack.

Treasure

If the characters search near the underwater plant life, they find an unassuming looking flower pot. It is in fact a *pot of awakening*.

Tricks of the Trade.

Consider the following. Individually, algaepygmies aren't particularly tough, which is generally why they tend to gang up on creatures they attack, three-to-one if possible, though if this proves too much for the characters, switch it up to two-to-one.

3. Feeding Sylgar!

Sylgar swims lazily near the surface of the water in the fishbowl. The characters may not understand, but swimming closer to what appears is a behemoth koi fish can be extremely hazardous. Swimming more than three feet above the bottom of the fish bowl attracts Sylgar's attention. As the characters are only four inches (or less) in size, and Sylgar is omnivorous, he is likely to eat them.

Sylgar's Fish Bowl

Sylgar's fish bowl is quite large (more than 17 feet in diameter, and 10 feet deep) and constructed of glassteel. As annotated on your map, 6 inches in the fish bowl equals one square which accounts for 10 feet in actual movement for the tiny characters. This means your average character can travel one to one and one-half squares per move. Sylgar on the other hand swims five per move.

Three feet above the floor of the fish bowl is six squares up, which, in the scheme of things, isn't very far. *Dawn's Beacon* warns the characters about swimming up too high, but if they make a conscious choice to do so, Sylgar moves in to eat them.

Sylgar. The immense fish retreats if reduced to 40 or fewer hit points, swimming away faster than the characters can keep up.

Tricks of the Trade.

Consider the following. Being the predator in this little scenario, Sylgar is a merciless, voracious eater. Once the fight is begun, the fish pursues the characters wherever they go inside the tank. The only place Sylgar can't get to, is the tunnel the characters arrived from.

Treasure

While fighting Sylgar, any character making a successful DC 10 Wisdom (Perception) check (or whose passive Perception is 10 or greater), notices an interesting stick of finished wood stuck in its gills. If a character were to make a successful DC 13 Dexterity (Sleight of Hand) check while Sylgar is adjacent to them, they can retrieve the item. It is a *wand of smiles*.

B. Eye of the Aboleth

At a time that you determine, *Dawn's Beacon* makes its demands known. Before doing so, however, it gives the characters plenty of opportunity to explore the fish bowl and wreak as much havoc as it seems they're equipped to do.

Not only does the artifact want to escape the fish bowl, it wants to get revenge on the Xanathar. The best way it knows to do this is to place an extremely powerful enchantment on the characters.

Read or paraphrase the following.

> In your minds you hear *Dawn's Beacon* speaking to you once more, though the artifact sounds exultant this time, "You're truly wondrous creatures, and if you promise me a favor, I shall get us all out of this enclosure to safety.
>
> At some point in the future you may find yourself in the presence of the creature known as The Xanathar. I certainly don't mean today, perhaps not even this year… just sometime.
>
> All I ask, is that you KILL this creature. To ensure that we have a proper accord however, I'm going to have to ask you to accept a powerful enchantment that will compel you to act according to this compact. What say you?"

If the characters agree to this, *Dawn's Beacon* shines with an extremely bright light and they each feel as though something immeasurably powerful has been locked away in the back of their minds. At this point, there is a second flash of light, briefly blinding them as *Dawn's Beacon* teleports them back to a dark taproom in an unfamiliar tavern in the heart of Waterdeep.

A DEAL YOU CAN'T REFUSE… EASILY

If the characters refuse, *Dawn's Beacon* starts transforming them one by one into sea spawn. The artifact acts on initiative 20 and can attack once per round. The targeted creature must make a successful DC 15 Wisdom saving throw to resist. If the creature fails the first saving throw, it is Stunned as it begins to transform. It receives a second saving throw at the end of its turn. If it fails this saving throw it becomes a sea spawn and only a *wish* can revert the creature

to its original form. All sea spawn are under the control of *Dawn's Beacon*.

If the characters attempt to destroy *Dawn's Beacon*, it has an AC 18, and is immune to acid, cold, electricity, fire, poison, and thunder damage, as well as damage from nonmagical weapons. If *Dawn's Beacon* takes 40 points of damage from spells that do other types of damage it goes inert for 10 minutes.

DEVELOPMENTS

If the characters agree and are teleported out, when they arrive, *Dawn's Beacon* is no long among them.

If they escape by defeating Sylgar and climbing out of the fish bowl, they immediately return to regular size (as they're no longer under the influence of *Dawn's Beacon*) and trigger a trap that teleports them out of the hideout and into some other dark alley in the middle of Waterdeep, having forgotten the location of this one as soon as they're gone. *Dawn's Beacon* is also gone in this instance as well.

TRICKS OF THE TRADE

There is a very real chance the entire party of characters might die in this combat. It isn't meant to be fair by any stretch of the imagination. *Dawn's Beacon* will continue to calmly ask them to agree to its terms the entire time, sounding very reasonable. It can't understand why they wouldn't want to destroy the beholder crime lord at some point.

Rewards

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- *Story Objective A:* Exiting the caverns into the fish bowl
- *Story Objective B:* Getting out of the fish bowl

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Ersatz Eye
Wondrous Item, common (requires attunement)
When used, this orb swirls with a pearlescent mist within.

Pot of Awakening
Wondrous item, common
This clay pot is stamped with an oak leaf, the holy symbol of Silvanus.

Wand of Smiles
Wondrous item, common
This wand was carved from black walnut and has a lacquered finish with a stylized grinning face carved into one end.

Story Awards

During this adventure, the characters may earn the following story award:
 Deal with Dawn's Beacon. You've allowed the artifact called Dawn's Beacon to place you under and extremely powerful enchantment. At some point in the future, if you find yourself in the presence of the Xanathar, you must attempt to kill the creature. More information can be found in Player Handout 2.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.
 However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League* Dungeon *Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations are featured in this adventure.

Dawn's Beacon. Previously the eye of an aboleth, this magical orb contains all that remains of the creature's considerable power and personality. Once it has brought the characters to it, the beacon manipulates them into removing it from Sylgar's tank.

The beacon is extraordinarily intelligent, wise, and charismatic and resists any attempt to discern its motives. Ultimately it seems to be no more than a benevolent benefactor, bent on helping the adventures escape from their current predicament.

Dawn's Beacon has many powers at its disposal, though it goes to great lengths to let the character that holds it think that they're attuned to one another, and the character is responsible for tapping the magic it possesses.

It is important to recognize that if Dawn's Beacon simply wanted to escape, it could do so. It's main objective however is to recruit heroes to destroy the Xanathar.

Appendix 2: Creature Statistics

Algaepygmy

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 12
Languages Algaepygmy
Challenge 1/4 (50 XP)

Amphibious. The algaepygmy can breathe both air and water.

Plant Camouflage. The algaepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The algaepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the algaepygmy's next turn. The algaepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Flail Snail

Large elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 52 (5d10 + 25)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

   1–2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

   3–4. No additional effect.

   5–6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the *regenerate* spell, can halt this dying process.

Actions

Multiattack. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

Flail Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Scintillating Shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and

creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

Giant Clam

Medium beast, neutral

Armor Class 12 inside; 18 shell (natural armor)
Hit Points 58 (9d8 + 18)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (−3)	13 (+1)	8 (−1)

Condition Immunities blind, prone
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Adhesive (Inside Only). The giant clam adheres to anything that touches it. A Large or smaller creature adhered to the giant clam is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Grappler. The giant clam has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. The target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) acid damage.

Sea Spawn

Medium humanoid, neutral evil

Armor Class 11 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Piscine Anatomy. The sea spawn created by *Dawn's Beacon* all have a tentacle attack:

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

Sylgar

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Blood Frenzy. Sylgar has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Sylgar can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.
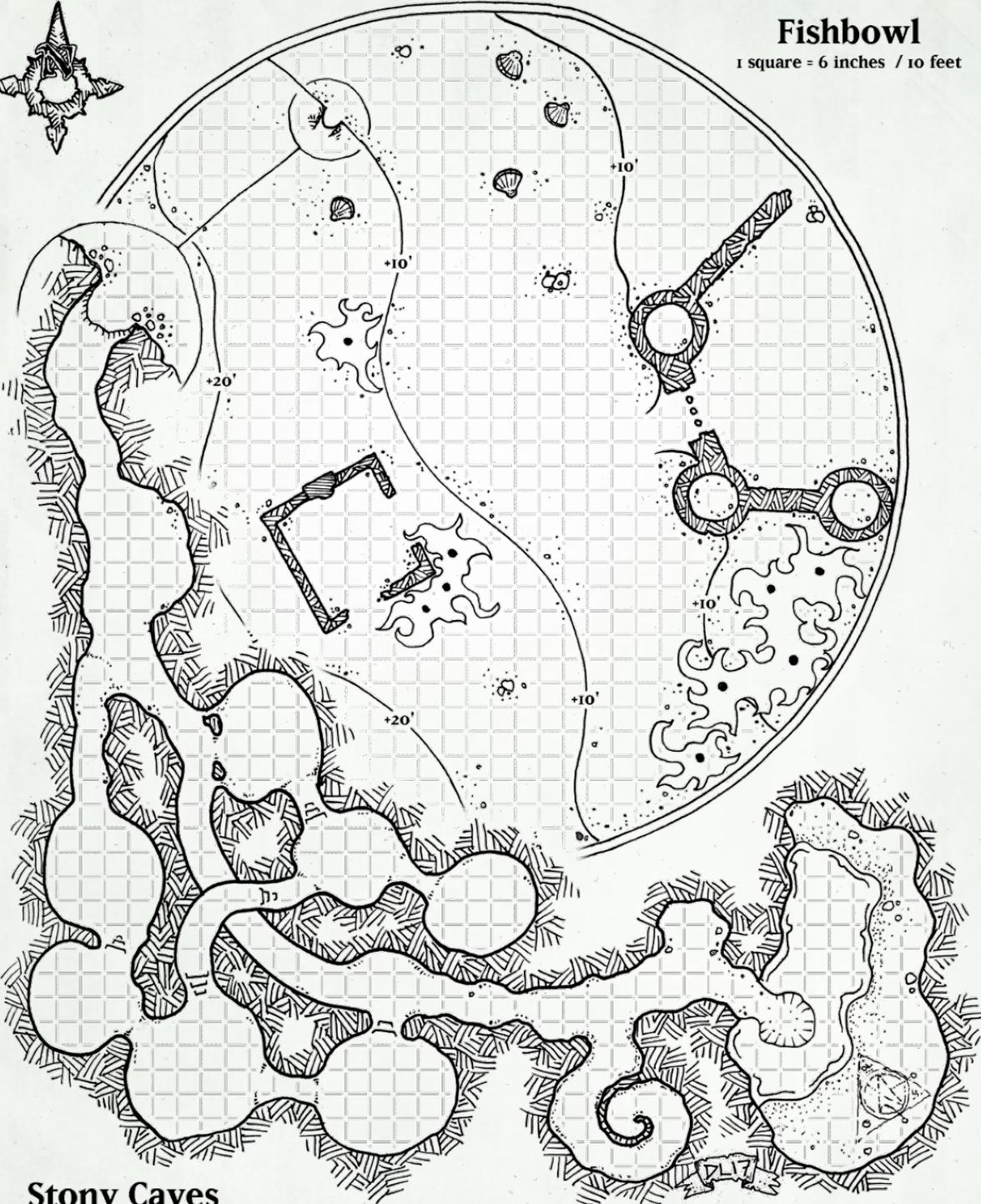
Fishbowl

1 square = 6 inches / 10 feet

+10'

+10'

+20'

+10'

+10'

+20'

+10'

Stony Caves

1 square = 3 inches / 5 feet

Appendix 4: Dungeon Master Tips

This adventure is designed for **three to seven 1st – 4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play too but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown.

These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you determine the best mix/number of opponents to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very

Deal with Dawn's Beacon

DDIA-XGE UNDERWORLD SPECULATION

You've allowed the artifact called *Dawn's Beacon* to place you under and extremely powerful enchantment. At some point in the future, if you find yourself in the presence of the Xanathar, you must attempt to kill the creature. This enchantment doesn't take full effect until you reach 9th level. So, between 1st and 8th level this enchantment doesn't compel you to action. Evidently, *Dawn's Beacon* wants you to have a chance of success.

When this condition has been fulfilled and if you find yourself in the presence of this creature, you must attempt to kill it immediately. Each round you choose not to attack the Xanathar, you must succeed on a Wisdom saving throw DC 17 or take 3d10 psychic damage, or half as much on a successful save. This enchantment is only dispelled if you succeed at your task, or if you're the recipient of a wish spell.

CHARACTER	PLAYER	PLAYER DCI #
DUNGEON MASTER	DUNGEON MASTER DCI #	DM SIGNATURE

D&D ADVENTURERS LEAGUE™

Certificate Identification Code

DDIA-XGE00001

Ersatz Eye

When used, this orb swirls with a pearlescent mist within.
This artificial eye replaces a real one that was lost or removed. While the ersatz eye is embedded in your eye socket, it can't be removed by anyone other than you, and you can see through the tiny orb as though it were a normal eye. This item can be found in *Xanathar's Guide to Everything*.

CHARACTER

PLAYER

PLAYER DCI #

DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE

Pot of Awakening

This clay pot is stamped with an oak leaf, the holy symbol of Silvanus.
If you plant an ordinary shrub in this 10-pound clay pot and let it grow for 30 days, the shrub magically transforms into an **awakened shrub** (see the *Monster Manual* for statistics) at the end of that time.
More information is available in *Xanathar's Guide to Everything*.

CHARACTER

PLAYER

PLAYER DCI #

DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE

Wand of Smiles

This wand was carved from black walnut and has a lacquered finish with a grinning face carved into one end. This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to smile for 1 minute. More information is available in *Xanathar's Guide to Everything*.

CHARACTER

PLAYER

PLAYER DCI #

DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE

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Certificate Identification Code

DDIA-XGE00004

DUNGEONS & DRAGONS®

CHARACTER NAME

Barbarian 3	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dwarf	Neutral Good	
RACE	ALIGNMENT	FACTION

INSPIRATION

+2 PROFICIENCY BONUS

STRENGTH
16
+3

DEXTERITY
14
+2

CONSTITUTION
14
+2

INTELLIGENCE
10
+0

WISDOM
14
+2

CHARISMA
8
-1

SAVING THROWS
- ● +5 Strength
- ○ +2 Dexterity
- ● +4 Constitution
- ○ +0 Intelligence
- ○ +2 Wisdom
- ○ -1 Charisma

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

12 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+2 INITIATIVE

25 ft. SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d12

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
warhammr	+5	1d8+3*
handaxe*	+5	1d6+3
javelin*	+5	1d6+3

*warhammer damage 1d10+5 when wielded in two hands
*thrown handaxe range (20/60)
*thrown javelin range (30/120)

ATTACKS & SPELLCASTING

CP
SP
EP
GP 15
PP

warhammer, shield, 2 handaxes, 4 javelins, explorer's pack, holy symbol (Dumathoin), prayer book, 5 sticks of incense, vestments, common clothes, pouch

EQUIPMENT

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Mason's Tools

Languages.
Common, Dwarvish, Orc, Undercommon

OTHER PROFICIENCIES & LANGUAGES

Shelter of the Faithful.
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

Darkvision 60 ft.

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.

Rage.
In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

• You have advantage on Strength checks and Strength
saving throws.
• When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
• You have resistance to bludgeoning, piercing, and slashing damage.

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 twice, you must finish a long rest before you can rage again.

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

Reckless Attack.
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.
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.

PATH OF THE ANCESTRAL GUARDIAN

Ancestral Protectors.
Spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

FEATURES & TRAITS

DUNGEONS & DRAGONS®

CHARACTER NAME

Bard 3	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Elf	Chaotic Good	
RACE	ALIGNMENT	FACTION

STRENGTH
8
-1

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
10
+0

WISDOM
14
+2

CHARISMA
16
+3

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ◉ +5 Dexterity
- ○ +1 Constitution
- ○ +0 Intelligence
- ○ +2 Wisdom
- ◉ +5 Charisma

SKILLS
- ○ +3 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ○ +0 Arcana (Int)
- ○ -1 Athletics (Str)
- ◉ +7 Deception (Cha)
- ○ +0 History (Int)
- ◉ +4 Insight (Wis)
- ○ +3 Intimidation (Cha)
- ○ +0 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +0 Nature (Int)
- ◉ +4 Perception (Wis)
- ◉ +5 Performance (Cha)
- ◉ +5 Persuasion (Cha)
- ○ +0 Religion (Int)
- ◉ +5 Sleight of Hand (Dex)
- ◉ +7 Stealth (Dex)
- ○ +2 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS
+3 INITIATIVE
30 ft. SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+5	1d8+3
dagger*	+5	1d4+3

*thrown dagger range (20/60)

Ritual Casting.
You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spell Save DC 13; Spell Attack +5
Cantrips: dancing lights, vicious mockery

1st (4): dissonant whispers, faerie fire, feather fall, sleep

2nd (2): hold person, invisibility

ATTACKS & SPELLCASTING

CP
SP
EP
GP 15
PP

rapier, dagger, leather armor, diplomat's pack, lute, crowbar, dark common clothes with hood, pouch

EQUIPMENT

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Gaming Set (dice), Musical Instruments (Dulcimer, Lute, Flute), Thieves' Tools

Languages.
Common, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES

Criminal Contact.
You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Darkvision 60 ft.

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

Bardic Inspiration.
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 DM 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. You regain any expended uses when you finish a long rest.

Song of Rest.
If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses either Deception or Stealth.

COLLEGE OF WHISPERS

Psychic Blades.
When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. You can do so only once per round on your turn.

Words of Terror.
If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.
  If the target succeeds on its saving throw, the target has no hint that you tried to frighten it.
  Once you use this feature, you can't use it again until you finish a short or long rest.

FEATURES & TRAITS

DUNGEONS & DRAGONS®

CHARACTER NAME

Cleric 3	Guild Artisan
CLASS & LEVEL	BACKGROUND PLAYER NAME
Human	Lawful Neutral
RACE	ALIGNMENT FACTION

INSPIRATION

STRENGTH
14
+2

+2 PROFICIENCY BONUS

DEXTERITY
10
+0

CONSTITUTION
14
+2

INTELLIGENCE
11
+0

WISDOM
16
+3

CHARISMA
14
+2

SAVING THROWS
- ○ +2 Strength
- ○ +0 Dexterity
- ○ +2 Constitution
- ○ +0 Intelligence
- ◉ +5 Wisdom
- ◉ +4 Charisma

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

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons

Tools.
Alchemist's Supplies

Languages.
Common, Dwarvish, Elvish

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16 ARMOR CLASS

+0 INITIATIVE

30 ft. SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
mace	+4	1d6+2
sickle	+4	1d4+2

Spell Save DC 13; Spell Attack +5
Cantrips: guidance, light, sacred flame,
   spare the dying

1st (4): bane (d), false life (d); bless, cure wounds,
   healing word, protection from evil and good

2nd (2): gentle repose (d), ray of enfeeblement (d);
   lesser restoration, prayer of healing

EQUIPMENT
CP
SP
EP
GP 15
PP

mace, scale mail, shield, sickle, priest's pack, holy symbol, alchemist's supplies, letter of introduction from the guild, traveler's clothes, pouch

---

FEATURES & TRAITS

Guild Membership (Apothecary).
Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

CHANNEL DIVINITY (1/rest)

CD: 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.

CD: Path to the Grave.
As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

GRAVE DOMAIN

Circle of Mortality.
When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.
   In addition, you learn the spare the dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

Eyes of the Grave.
As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity.
   You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 3	Outlander	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Elf	Chaotic Good	
RACE	ALIGNMENT	FACTION

STRENGTH
10
+0

DEXTERITY
16
+3

CONSTITUTION
14
+2

INTELLIGENCE
14
+2

WISDOM
12
+1

CHARISMA
10
+0

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS
- ● +2 Strength
- ○ +3 Dexterity
- ● +4 Constitution
- ○ +2 Intelligence
- ○ +1 Wisdom
- ○ +0 Charisma

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

13 **PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Musical Instrument (pan flute)

Languages.
Auran, Common, Elvish, Sylvan

---

14 **ARMOR CLASS**

+3 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 **HIT DICE**

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
longbow	+5	1d8+3
shtsword	+5	1d6+3
dagger	+5	1d4+3

Cantrips: prestidigitation, ray of frost*

*+4 to hit; 1d8 cold damage and the target's speed is reduced by 10 feet

EQUIPMENT

CP
SP
EP
GP 10
PP

leather armor, longbow, quiver with 20 arrows, 2 shortswords, 2 daggers, explorer's pack, staff, hunting trap, animal trophy, traveler's clothes, pouch

---

FEATURES & TRAITS

Wanderer.
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Darkvision 60 ft.

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. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Fighting Style (Two-Weapon Fighting).
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind.
On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge.
On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

ARCANE ARCHER

Arcane Shot.
Once per turn when you fire a magic arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

Piercing Arrow.
You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 12 Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

Shadow Arrow.
You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a DC 12 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

DUNGEONS & DRAGONS®

CHARACTER NAME

Rogue 3	City Watch
CLASS & LEVEL	BACKGROUND — PLAYER NAME
Halfling	Lawful Good
RACE	ALIGNMENT — FACTION

STRENGTH
8
-1

DEXTERITY
16
+3

CONSTITUTION
14
+2

INTELLIGENCE
14
+2

WISDOM
14
+2

CHARISMA
9
-1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ◉ +5 Dexterity
- ○ +2 Constitution
- ◉ +4 Intelligence
- ○ +2 Wisdom
- ○ -1 Charisma

SKILLS
- ◉ +5 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ○ +2 Arcana (Int)
- ○ -1 Athletics (Str)
- ○ -1 Deception (Cha)
- ○ +2 History (Int)
- ◉ +6 Insight (Wis)
- ○ -1 Intimidation (Cha)
- ◉ +6 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +2 Nature (Int)
- ◉ +4 Perception (Wis)
- ○ -1 Performance (Cha)
- ○ -1 Persuasion (Cha)
- ○ +2 Religion (Int)
- ◉ +5 Sleight of Hand (Dex)
- ◉ +5 Stealth (Dex)
- ○ +2 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

14 **ARMOR CLASS**

+3 **INITIATIVE**

25 ft. **SPEED**

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 **HIT DICE**

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
shrtsword	+5	1d6+3
crossbow*	+5	1d6+3
dagger*	+5	1d4+3

*hand crossbow range (30/120)
*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

CP
SP
EP
GP 10
PP

shortsword, hand crossbow, 20 bolts, 2 daggers, leather armor, burglar's pack, thieves' tools, Waterdeep city watch uniform (investigator's insignia), horn, manacles, pouch

EQUIPMENT

Armor.
Light Armor

Weapons.
Simple Weapon, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Thieves' Tools

Languages.
Common, Dwarvish, Elvish, Halfling, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

Watcher's Eye.
Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

Lucky.
When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave.
You have advantage on saving throws against being frightened.

Halfling Nimbleness.
You can move through the space of any creature that is of a size larger than yours.

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

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses either Insight or Investigation. (Already figured in).

Sneak Attack.
Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action.
You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

INQUISITIVE

Ear for Deceit.
Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Eye for Detail.
You can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting.
As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target.

FEATURES & TRAITS

Character Sheet

CHARACTER NAME

Sorcerer 3	Waterdhavian Noble	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	
RACE	ALIGNMENT	FACTION

STRENGTH
9
-1

INSPIRATION

+2 PROFICIENCY BONUS

DEXTERITY
12
+1

CONSTITUTION
14
+2

INTELLIGENCE
14
+2

WISDOM
14
+2

CHARISMA
16
+3

SAVING THROWS
- ○ -1 Strength
- ○ +1 Dexterity
- ◉ +4 Constitution
- ○ +2 Intelligence
- ○ +2 Wisdom
- ◉ +5 Charisma

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

12 PASSIVE WISDOM (PERCEPTION)

11 ARMOR CLASS

+1 INITIATIVE

30 ft. SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
dagger*	+3	1d4+1
chill touch	+5	1d8
sh. grasp	+5	1d8

*thrown dagger range (20/60)

Spell Save DC 13; Spell Attack +5

Cantrips: chill touch, mage hand, prestidigitation, shocking grasp

1st (4): mage armor, shield, sleep

2nd (2): misty step

OTHER PROFICIENCIES & LANGUAGES

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Tools.
Gaming Set (Dragonchess)

Languages.
Common, Draconic, Elvish

EQUIPMENT
CP
SP
EP
GP 20
PP

3 daggers, arcane focus (crystal), explorer's pack, fine clothes, signet brooch, scroll of pedigree, skin of fine wine, purse

FEATURES & TRAITS

Kept in Style.
While you're in Waterdeep or elsewhere in the North, your house sees to your everyday needs. Your name and signet are sufficient to cover most of your expenses; the inns, taverns, and festhalls you frequent are glad to record your debt and send an accounting to your family's estate in Waterdeep to settle what you owe.
  This advantage enables you to live a comfortable lifestyle without having to pay 2 gp a day for it, or reduces a wealthy or aristocratic lifestyle by that amount.

Sorcery Points (3)

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. (1st level slot = 2 pts.; 2nd level slot = 3 pts.)

Converting a Spell Slot to Sorcery Points.
As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Subtle Spell.
When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Quickened Spell.
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SHADOW MAGIC

Eyes of the Dark.
You have darkvision with a range of 120 feet. Additionally, you know the darkness spell, which doesn't count against your number of sorcerer spells known. You can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

Strength of the Grave.
When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.

DUNGEONS & DRAGONS®

CHARACTER NAME

Wizard 3	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tiefling	Lawful Neutral	
RACE	ALIGNMENT	FACTION

STRENGTH
9
-1

DEXTERITY
14
+2

CONSTITUTION
12
+1

INTELLIGENCE
16
+3

WISDOM
10
+0

CHARISMA
14
+2

INSPIRATION

+2 PROFICIENCY BONUS

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

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

10 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Tools.
Gaming Set (dice), Vehicles (land)

Languages.
Common, Infernal

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12 ARMOR CLASS

+5 INITIATIVE

30 ft. SPEED

Hit Point Maximum __17__

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total __3d6__
HIT DICE

DEATH SAVES
SUCCESSES ○—○—○
FAILURES ○—○—○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
dagger*	+4	1d4+2

*thrown dagger range (20/60)

Spell Save DC 13; Spell Attacks +5

Cantrips: fire bolt, mending, shocking grasp

1st (4): comprehend languages, detect magic, mage armor*, magic missile*, protection from evil and good, shield*, Tenser's floating disc, thunderwave*

2nd (2): see invisibility*, shatter*

*prepared

EQUIPMENT

CP
SP
EP
GP **10**
PP

dagger, arcane focus (wand), explorer's pack, spellbook, insignia of rank (lieutenant), trophy from a fallen enemy, bone dice, common clothes, pouch

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FEATURES & TRAITS

Military Rank.
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.

Darkvision 60 ft.

Hellish Resistance.
You have resistance to fire damage.

Infernal Legacy.
You know the thaumaturgy cantrip, and you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest.

Ritual Casting.
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery.
Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

WAR MAGIC

Arcane Deflection.
When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit.
You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier. (Already figured in.)