

THE WORLD'S GREATEST ROLEPLAYING GAME™

DUNGEONS & DRAGONS®



UNI AND THE HUNT FOR THE LOST HORN

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UNI AND THE HUNT FOR THE LOST HORN

UNI THE UNICORN IS IN TROUBLE. THE EVIL spellcaster Kelek has stolen Uni's horn to power a fell ritual. If the characters don't stop Kelek, Uni's horn will be destroyed forever in Kelek's quest for power.

Uni and the Hunt for the Lost Horn is part of a year-long celebration of DUNGEONS & DRAGONS and its 50th anniversary. The adventure presented herein involves characters from the beloved 1980s *Dungeons & Dragons* animated series.

This adventure is designed for four to six level 4 characters. Accompanying the adventure are character sheets for six of the animated series' protagonists: Bobby, Diana, Eric, Hank, Presto, and Sheila, all presented in young adulthood. The seventh character sheet presents Niko, a Cleric from a different set of adventurers who recently tumbled into the D&D multiverse. Each player can choose one of these characters or provide a character of their own.

RUNNING THE ADVENTURE

This product includes everything you need to run the adventure. New rules that appear in the 2024 *Player's Handbook* are described in appendix A. Creature stat blocks are in appendix B; their names appear in **bold** type. Rules elements the premade characters can use are described on their character sheets. The premade characters' spells are described in the Spells handout.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

ABOUT THE ANIMATED SERIES

Based on the tabletop roleplaying game, *Dungeons & Dragons* was an American animated television series that aired from 1983 to 1985. The series followed six young friends as they tried to find their way home from a magical realm. They followed the guidance of the Dungeon Master, who gave each hero a powerful magic item. Key characters in this adventure—Uni the unicorn, Kelek the spellcaster, and Venger—all played major roles in the animated series.

BACKGROUND

The spellcaster Kelek has long sought to harness the rare magic of unicorns to fuel his nefarious ambitions. Recently, he devised a one-time magical way to use his ornate walking stick to drain a unicorn's innate magic and remove the horn from its head. What's worse, Kelek found a tome with directions to a hidden demiplane, along with instructions to ritually cast a *Wish* spell there using a unicorn's horn as a component. Kelek plans to use this ritual to supplant his superior, the evil wizard Venger, as the overlord of the Realm.

Kelek, however, is only falling into Venger's trap. Venger planted the tome to tempt Kelek and test the spellcaster's loyalty. The demiplane is inside Venger's *Crystal Ball*. No wish awaits Kelek at the end of his ritual, only his master's scorn.

No matter what happens to Kelek, Venger is certain to destroy Uni's horn and use it for his own nefarious ends. The characters must free Uni from Kelek's minions and stop Kelek and Venger from misusing Uni's magic and destroying her horn.

ADVENTURE HOOKS

Use one of the following adventure hooks to draw the characters into the story:

Back to the Realm. This hook continues the story of the *Dungeons & Dragons* animated series and assumes the players choose the premade characters that accompany this adventure. Long ago, the characters were transported to the Realm, a world filled with magic and monsters. With magic items they received from a powerful being called Dungeon Master, the characters undertook many adventures before finally returning to their own world. Years passed, and these exploits became the gossamer memories of a dream. The Realm has now called the characters back, though they don't know why. Now adults, the characters have been reunited and a new friend has joined them. But what—or whom—could have brought them here?

Quest for the Unicorn. The characters seek a unicorn for personal reasons. Perhaps the unicorn's healing magic can cure a character's dying relative or friend. Maybe the characters seek a patron or a powerful ally. The characters are traveling together when their journey leads them to a wood where a unicorn is rumored to dwell.

SETTING THE ADVENTURE

Uni and the Hunt for the Lost Horn can take place in any woodland setting where magic and monsters are rife. The *Dungeons & Dragons* animated series unfolds in the Realm, although this adventure can easily take place in a different world. Consider the following suggestions:

Dragonlance. The famed wizard Fizban tasks the characters with finding a unicorn in the forests around Windkeep in Kharolis on the world of Krynn. Fizban needs to ask the unicorn to travel back to Windkeep with the characters to help him complete some beneficent magical research.

Forgotten Realms. Harbin Wester, the townmaster of the mining settlement of Phandalin on the Sword Coast, asks the characters to find a unicorn in the nearby Neverwinter Wood. Harbin hopes the unicorn will return to Phandalin and cure his ailing cousins, who fell under a strange curse after venturing into the old mines.

Greyhawk. Queen Yolande of the elven nation of Celene hires the characters to invite a unicorn to live in her stables and bless her court in exchange for a lavish lifestyle. The queen suggests a unicorn may live in the forests around Enstad, the capital.

OVERVIEW

The adventure is designed to unfold in two to three hours of play and is split into the following parts:

Uni in Danger. The characters must free Uni from Kelek's minions. They soon learn that Kelek has stolen Uni's horn and fled through a portal, intent on using the horn to fuel a ritual.

Inside the Crystal Ball. The characters follow Kelek into a demiplane inside Venger's *Crystal Ball*. Regardless of whether the characters defeat Kelek, the demiplane begins to close, forcing the characters to escape. The characters can return Uni's horn to the unicorn to reverse Kelek's magic.

UNI IN DANGER

The adventure begins on a woodland trail on a bright, sunny day. Read or paraphrase the following to begin the adventure:

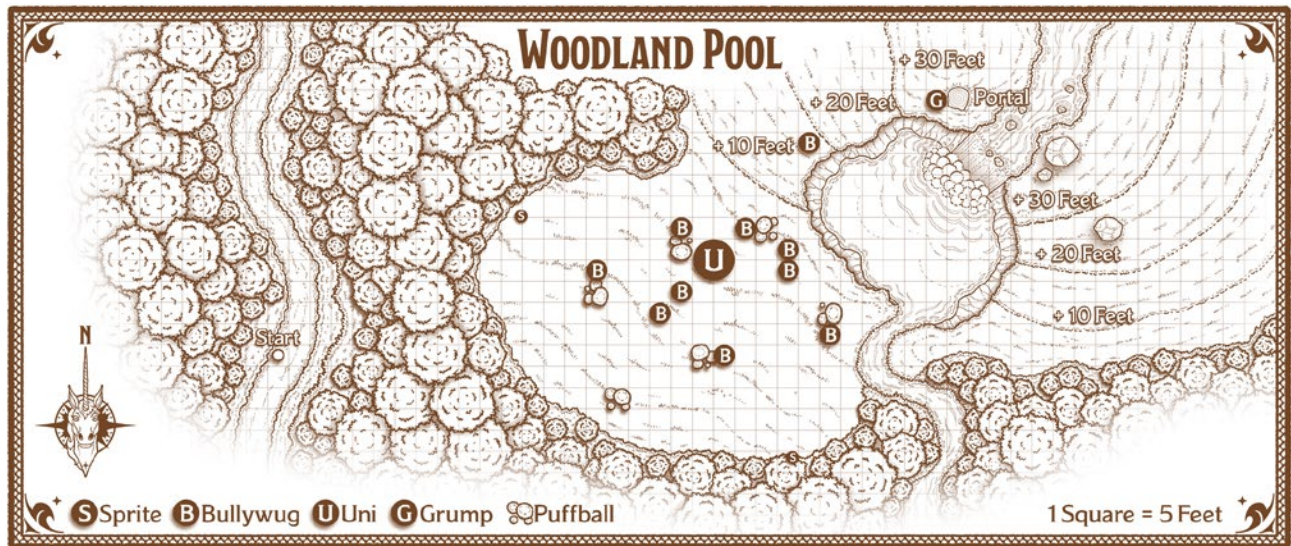
A cacophony of shouts breaks the woods' serenity. Through the trees, you spot puffs of colorful smoke.

Moments later, a tiny figure emerges from the bushes, sporting an acorn hat and flitting through the air on iridescent wings.

"Quickly!" she squeaks. "Uni the unicorn is in danger! If there is good in your hearts, follow me!"

The winged figure is Willowbrush, a **Sprite** trying to save Uni. She flutters east through the woods toward the sounds of a struggle.





MAP 1.1: WOODLAND POOL

WOODLAND POOL

When the characters follow Willowbrush, they emerge into the westernmost point of a clearing with a woodland pool, where Kelek’s minions hold Uni captive. Willowbrush rushes to the northwest edge of the clearing. Her friend Knock, another **Sprite**, is near the southeast edge of the clearing. Uni is no longer the youngster of the animated series; she is a fully grown unicorn.

Just moments earlier, Kelek rapped Uni on the head with his walking stick, magically removing and stealing her horn. Willowbrush and Knock then came upon the scene. Although they couldn’t stop Kelek, who fled through a strange portal nearby, they are attacking the spellcaster’s minions, who hold Uni captive.

WOODLAND POOL FEATURES

Map 1.1 shows the woodland pool’s layout. The area has the following features:

Bushes. The dense foliage around the pool is Difficult Terrain.

Magic Portal. Any creature that moves through the portal in the northeast corner of the map is transported into a demiplane (see the “Inside the Crystal Ball” section below).

Pool Depth. The pool is 10 feet deep near the waterfall. The shallower water near the banks is Difficult Terrain.

Puffball Mushrooms. Brightly colored puffball mushrooms grow in the locations shown on the map. Each puffball mushroom has AC 5, HP 1, and Immunity to Poison and Psychic damage. When a puffball is reduced to 0 Hit Points, it explodes and releases a cloud of sickening spores in a 10-foot Emanation (see appendix A) originating from it. Each creature in that area must succeed on a DC 10 Constitution saving throw or have the Poisoned condition until the end of that creature’s next turn.

As a Study action (see appendix A), any character who examines the mushrooms and succeeds on a DC 10 Intelligence (Nature) check knows what the mushrooms are and what they can do.

POOL CONFRONTATION

Read or paraphrase the following when the characters approach the pool:

Lanky, toad-like bipeds scamper frantically around a woodland pool, under fire from tiny arrows. Nearby, a white mare struggles to escape a weighted net. The stump of a horn protrudes from the mare’s brow.

High above the pool, a furred goblinoid bel-lows orders from a rocky bluff, marshaling the toad-like creatures against their unseen assailants. A glowing portal floats in the air beside the goblinoid.

The following creatures are present, as shown on the map:

- Uni the unicorn, who has the Restrained condition while tangled in the Net
- Two **Sprites**, Willowbrush and Knock
- A **Bugbear Warrior** named Grump, the goblinoid who stands on a 60-foot-high bluff
- Ten **Bullywug Warriors**, who answer to Grump

Uni. Kelek has drained Uni's magic and taken her horn. Uni currently uses the **Warhorse** stat block, except she's a Lawful Good Celestial and can speak Common, Elvish, and Sylvan. Uni is frantically struggling to escape the Net, but she's too tangled in it to do so alone. As an action, a character within 5 feet of Uni can free her with a successful DC 10 Strength (Athletics) check to remove the Net. Destroying the Net (AC 10; HP 5; Immunity to Bludgeoning, Poison, and Psychic damage) also frees Uni.

Sprites. Willowbrush and Knock perch on high branches to keep out of melee. The **Sprites** target the puffball mushrooms with their arrows, hoping the exploding fungi will poison nearby bullywugs (see the "Woodland Pool Features" section above). Willowbrush and Knock apologize to any characters affected by an exploding puffball.

Grump. The bugbear orders the bullywugs to attack the characters. Now that Kelek has removed Uni's horn, Grump plans to sell Uni as a packhorse and won't let her go without a fight.

Development. Once Uni is free of the Net, Grump realizes his plans are falling apart. From that point on, a character can try to convince Grump to depart the clearing and take all remaining bullywugs with him; Grump is Hostile toward the characters (see appendix A). As an Influence action (see appendix A), a character can convince Grump by succeeding on a DC 12 Charisma (Intimidation or Persuasion) check. A character can instead make a DC 12 Charisma (Deception) check if trickery is used to fool the bugbear into leaving (for example, if the character claims to be working for Kelek).

If the characters defeat eight or more bullywugs, Grump surrenders and begs for mercy. If the characters question Grump at that point, the bugbear reveals that Kelek used a book to find the nearby portal. The book includes instructions on using a unicorn's horn to ritually cast a *Wish* spell inside the demiplane to which the portal leads.

Treasure. Each bullywug wears paste jewelry worth 5 GP and carries a pouch containing 4 GP. These coins bear the embossed face of the bullywugs' monarch, King Gurgle, who wears a powdered wig.

Grump carries a pouch containing 50 GP.

If one or more characters are wounded at the end of the battle, Willowbrush and Knock each produce two *Potions of Healing* (see appendix A). They offer the potions to the characters who appear to be most in need of healing.

AFTER THE CONFRONTATION

Once the characters have freed Uni and defeated her captors, Willowbrush and Knock introduce themselves and explain they're Uni's friends. If the characters address Uni, the distraught unicorn entreats the characters to retrieve her horn.

Willowbrush and Knock provide the following answers to the characters' questions:

What Happened Here? "We heard Uni whinnying in distress. When we rushed to help, we saw that awful, white-bearded spellcaster called Kelek hit her on the head with his walking stick! Uni's horn disappeared from her head and appeared in Kelek's hand, and then he ran away. Then, the bullywugs and bugbear who were with Kelek threw a net over Uni. Who knows what they were going to do—we're so glad you arrived to help!"

What Happens If We Retrieve Uni's Horn? "Kelek used magic to remove it! We're pretty sure her horn will reattach if you bring it back to her." (Willowbrush and Knock are correct. Kelek imbued his walking stick with a one-use magical ability to drain Uni's magic and temporarily detach her horn from her body. If the severed horn is brought within 5 feet of Uni, the horn is restored to her brow and Uni regains her magic.)

Where Did Kelek Go? "Kelek, some more bullywugs, and some wolf-things stepped through that strange portal over there. Kelek said something about using Uni's horn as a focus in a ritual. We think he's going to destroy the horn!" Willowbrush and Knock indicate that Kelek fled through the portal shown on map 1.1.

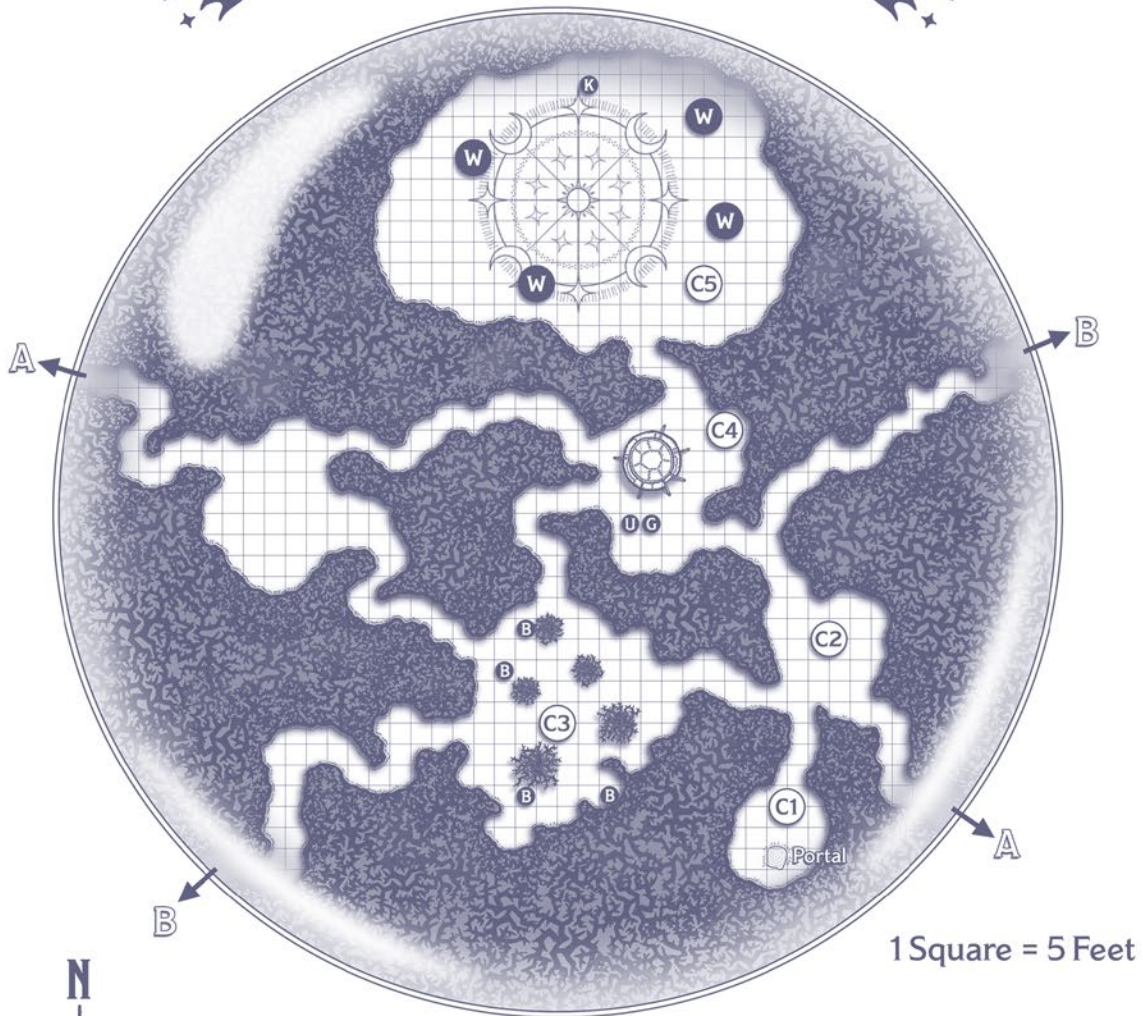
Who Is Kelek? "He's an evil spellcaster who serves an even eviler master, a wizard named Venger who calls himself the Force of Evil."

ENTERING THE PORTAL

Uni promises the characters her eternal gratitude plus a future favor if they retrieve her horn. Since the unicorn is currently without her magical abilities, Willowbrush and Knock insist on remaining at Uni's side to protect her.

When the characters step through the portal shown on the map, they arrive at area C1 inside Venger's *Crystal Ball*.

THE CRYSTAL BALL



B Bullywug Warrior
 U King Gurgle
 G Grouch
 W Worg
 K Kelek

STACEY ALLAN, WILL DOYLE

MAP 1.2: THE CRYSTAL BALL

INSIDE THE CRYSTAL BALL

The portal leads to a demiplane inside the *Crystal Ball* in Venger's throne room, far from the woods. Along with this demiplane, Venger created a tome that includes cryptic directions to a portal entrance, as well as fake instructions on using a unicorn's horn to ritually cast *Wish* inside the demiplane. Venger left the book for Kelek to find, curious whether Kelek would try to use the *Wish* to betray Venger. Disloyal to the last, Kelek has entered the demiplane to do so, along with several minions tasked with ensuring no one stops the spellcaster.

DEMIPLANE FEATURES

The demiplane has the following features.

Chilly Mist. The interior of the demiplane is filled with cool mist that doesn't obscure vision.

Crystal Shell. The demiplane is spherical; its outer shell is made of pale, translucent crystal. The shell is indestructible, and creatures can't pass through it. Strange lights and shadows shift over its surface.

Floor. A flat crystal plane bisects the spherical demiplane, forming a disk-shaped floor. Gravity pulls creatures toward this floor, while the shimmering hemisphere of the crystal shell is visible above.

Interior Walls. The demiplane's interior walls are made of dense thornbushes. These walls have Immunity to all damage. Any creature that is pushed against the thornbushes must succeed on a DC 10 Dexterity saving throw or have the Restrained condition, as it becomes snagged on thorny branches. The condition ends on the creature if it takes an action to free itself from the thornbushes or if another creature within reach of it does the same (no ability check required in either case).

Paths A and B. Four paths wind through the thornbushes toward the demiplane's outer shell and seem to extend even beyond it. A creature that reaches the end of one path is magically teleported (see the "Teleportation" section in appendix A) to the end of the path on the opposite side of the demiplane (marked A or B).

CRYSTAL BALL LOCATIONS

The following areas are keyed to map 1.2.

C1: MAGIC PORTAL

When the characters enter the demiplane, read or paraphrase the following:

You appear in a chamber enclosed by thick walls of thorns. Behind you, the glowing portal back to the woods shimmers. Cold mist coils through the air. A crystal barrier, its curved surface swirling with light and colors, forms a strange sky overhead.

A single path leads away from this area toward the clearing in area C2.

Portal. The portal remains open. Characters can use it to return to the woodland pool at any time.

C2: MISTY CLEARING

The passage widens to form a larger, misty chamber enclosed by walls of thorns, with three more passages leading different directions. From one of them, a sleek puppy with a lolling tongue, a runny nose, and nervous eyes bounds into view.

The puppy is Nosey. Nosey uses the **Blink Dog** stat block, except his size is Small. Bullywugs captured Nosey outside the demiplane and were planning to offer the puppy to their king as a gift, but Nosey escaped from them.

Nosey suffers from a bad cold and sneezes every few minutes. With each sneeze, he accidentally teleports (see the "Teleportation" section in appendix A) to a random unoccupied space within 40 feet of him that he can see. Having sneezed himself free of his captors' sack through a small hole, Nosey is looking for a way home.

Nosey pantomimes his capture and escape, and any character who pays attention to the puppy's behavior figures out the basic details. If the characters are friendly to Nosey or promise to help him escape, he stays close to them and even fights alongside them.

Bullywug Pursuers. Before the characters can leave or search this area, they hear three **Bullywug Warriors** approaching from area C3. Read or paraphrase the following:

Slapping footsteps and gurgling voices emanate from a nearby path.

Loud, grumpy-sounding croaking noises echo from the area. The characters overhear the following exchange in Common:

“I told you givin’ the dog to the king was a stupid idea,” croaks one voice.

“I know, I know,” grumbles another. “Blighted thing sneezed itself right out of my bag!”

Moments before the bullywugs arrive, Nosey sneezes repeatedly, teleporting to the middle of area C3 and leaving the characters to face the bullywugs by themselves.

If the characters don’t leave this area immediately, the bullywugs see them. One runs to alert King Gurgle in area C4, while the other two attack. Otherwise, the bullywugs continue searching for Nosey.

Treasure. Each bullywug wears paste jewelry worth 10 GP.

C3: BULLYWUG AMBUSH

In the walls of this misty chamber, paths strike off in four directions. Within the chamber, four toad-like bipeds chase a frantic puppy.

Four additional **Bullywug Warriors** are trying to recapture Nosey, but they quickly turn to attack intruders instead. If a bullywug dies, one remaining bullywug dashes off to warn King Gurgle in area C4 while the others cover its retreat.

Treasure. Each bullywug wears paste jewelry worth 10 GP.

C4: KING GURGLE’S TENT

A round tent made from animal skins is incongruously pitched on the crystal floor ahead.

Outside the tent, a cooking pot bubbles over a campfire.

The cooking pot contains a foul stew made from worms.

Two creatures are here. King Gurgle, a **Bullywug Bog Sage**, is next to Grouch, a **Bugbear Warrior**. Grouch is loyal to Kelek. King Gurgle’s alliance with Kelek, however, is tenuous.

King Gurgle has lent Kelek the service of his bullywug subjects in exchange for a place at Kelek’s side when Kelek becomes all-powerful. Irrascible and impatient, King Gurgle is unhappy that Kelek’s ritual is taking so long.

If the king was warned about the characters, he’s waiting outside the tent with Grouch, ready to fight. Otherwise, he’s inside the tent, complaining to Grouch and Indifferent toward the characters (see appendix A). Characters who approach the tent hear the following exchange in Common:

“What a terrible way to treat anyone, let alone a king,” croaks a voice. “I demand my tithe! If your master takes much longer, I’ll claim that unicorn as payment, horn or no horn.”

A deeper voice growls back, “All right, keep your wig on. Kelek knows what he’s doing.”

“Well, at least get somebody to fetch my dinner! I’m starving!”

Development. As an Influence action (see appendix A), a character can convince King Gurgle to turn against Kelek with a lie or compelling argument and a successful DC 14 Charisma (Deception or Persuasion) check. A character who backs up their words with an offering of food has Advantage on the check. On a successful check, the king and his bullywugs join the characters as allies during the confrontation in area C5. Grouch is completely loyal to Kelek and fights to the death.

Treasure. King Gurgle wears a powdered white wig that is worth 30 GP once it is washed. He also carries a pouch containing three 100 GP garnets.

C5: THE RITUAL SPACE

The crystal floor of this wide chamber is covered in a mosaic of stars, moons, and suns. A sneering, white-bearded human in black robes stands to the north, brandishing Uni's horn in one hand and a book in the other. Four enormous, wolflike beasts are gathered around the mosaic, their malevolent eyes fixed on their evil master.

When Kelek sees you, he snarls, "Pathetic worms! The horn is mine, and none shall stand in the way of my destiny! Beasts, destroy them!"

The four wolflike creatures are **Worgs** who defend Kelek, a human **Mage**, as he reads lines of gibberish from the book. If two **Worgs** are defeated or Kelek takes damage, Kelek joins the battle, incensed that the characters interrupted him. Kelek has 40 Temporary Hit Points from removing Uni's horn. He loses any remaining Temporary Hit Points if he loses possession of the horn.

Venger Appears. When Kelek is reduced to fewer than 25 Hit Points or on Initiative count 0 of the fourth round (losing Initiative ties), whichever comes first, Venger appears outside the demiplane. Read or paraphrase the following:

A colossal, fiendish face with fangs and red eyes appears overhead, distorted by the demiplane's curved outer shell. Scaly wings flex from the creature's shoulders, and a single curved horn protrudes from the side of its head.

"Kelek, you fool!" says the fiendish figure. "You thought to supplant me? That ritual was never going to work. You've been in my *Crystal Ball* this whole time! You failed my test of loyalty, and now you will pay the price!"

With a clawed finger, the figure taps the crystal shell. The floor begins to crack. Kelek gasps and clutches his staff.

Venger has no further need for the demiplane, which begins to crumble and dissolve into icy mist (see "Vanishing Demiplane" below).

Continue with the Initiative order.

Grabbing the Horn. Uni's horn lands at the feet of a random character. A character can pick up the dropped horn easily (no action required).

Kelek's Fate. At the start of Kelek's next turn, the floor shatters under his feet. With a shriek, he plunges into a cloud of mist and disappears. A moment later, the same thing happens to any surviving **Worgs**, which howl in terror as they fall.

Vanishing Demiplane. It takes 1 minute for Venger's demiplane to vanish, and creatures still inside the demiplane can use the portal in area C1 to escape. Any creature that doesn't escape in time takes 10 (3d6) Force damage as it is teleported to the clearing with the woodland pool (see the "Teleportation" section in appendix A). Kelek's treasure (see "Treasure" below) also appears next to the pool, but there's no sign of Kelek or his beasts. The portal disappears along with the demiplane.

Any allies the characters have made in the demiplane are also ejected from the portal.

Treasure. Kelek carries a nonmagical, jeweled walking stick worth 1,000 GP. He also carries Venger's ritual book, which is worthless.

CONCLUSION

Once they return through the portal to the woods, the characters reunite with Uni, Willowbrush, and Knock. Nosey the puppy also reappears, happy to be back in familiar territory.

When Uni's horn is brought within 5 feet of her, Kelek's magic is undone. The horn melds to Uni's brow with a flash, and her magical powers return. The unicorn thanks the characters and promises that, should the characters need Uni's help in the future, the unicorn is more than happy to be of assistance.

If the characters ask for a reward, Willowbrush and Knock give them a treasure map they took from a sleeping adventurer a few weeks ago. Where does the map lead? To the next adventure, of course!

APPENDIX A: RULES

This product uses new rules from the 2024 *Player's Handbook*, which are presented below.

BLOODIED

A creature is Bloodied while it has half its Hit Points or fewer remaining.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

FRIENDLY [ATTITUDE]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also* "Influence."

HOSTILE [ATTITUDE]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

INDIFFERENT [ATTITUDE]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

INFLUENCE [ACTION]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The DM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

INFLUENCE CHECKS

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

INVISIBLE [CONDITION]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on

each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

POTION OF HEALING

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains 2d4 + 2 Hit Points.

STUDY [ACTION]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that

creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

UNARMED STRIKE

Instead of using a weapon to make a melee attack, you can use a punch, kick, head-butt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

APPENDIX B: CREATURES

This product uses stat blocks from the 2024 *Player's Handbook* and the 2025 *Monster Manual*, presented below. The stat blocks from the 2025 *Monster Manual* are marked with an asterisk and aren't the final versions.

Spells mentioned in these stat blocks appear in the Spells handout.

BLINK DOG*

Medium Fey, Lawful Good

AC 13 **Initiative** +3 (13)

HP 16 (3d8 + 3)

Speed 40 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	12	+1	+1	DEX	17	+3	+3	CON	12	+1	+1	INT	10	+0	+0
INT	10	+0	+0	WIS	13	+1	+1	CHA	11	+0	+0				

Skills Perception +5, Stealth +5

Senses Passive Perception 15

Languages Blink Dog, understands Sylvan but can't speak it

CR 1/4 (XP 50; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

BONUS ACTIONS

Teleport (Recharge 4–6). The dog teleports up to 40 feet to an unoccupied space it can see.

BUGBEAR WARRIOR*

Medium Fey (Goblinoid), Chaotic Evil

AC 14 **Initiative** +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	15	+2	+2	DEX	14	+2	+2	CON	13	+1	+1	INT	8	-1	-1
INT	8	-1	-1	WIS	11	+0	+0	CHA	9	-1	-1				

Skills Stealth +6

Gear Hide Armor, three Light Hammers

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)

TRAITS

Abduct. The bugbear's Speed isn't halved when it moves a creature Grappled by it.

ACTIONS

Unarmed Strike. *Melee Attack Roll:* +4, Reach 10 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). Until this Grappled ends, the bugbear can't make an Unarmed Strike against another target.

Light Hammer. *Melee or Ranged Attack Roll:* +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. *Hit:* 9 (3d4 + 2) Bludgeoning damage.

BULLYWUG BOG SAGE*

Medium Fey, Any Alignment

AC 16 **Initiative** +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft., Swim 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	8	-1	-1	DEX	16	+3	+3	CON	14	+2	+4	INT	10	+0	+0
INT	10	+0	+0	WIS	12	+1	+1	CHA	16	+3	+5				

Skills Stealth +5

Senses Passive Perception 11

Languages Bullywug, Common

CR 4 (XP 1,100; PB +2)

TRAITS

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

ACTIONS

Multiattack. The bullywug makes two Putrid Staff attacks.

Putrid Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 10 (3d6) Poison damage.

Spellcasting (Sorcerer). The bullywug casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Dancing Lights*, *Ray of Sickness* (level 2 version)

2/Day Each: *Fog Cloud*, *Grease*

1/Day: *Vitriolic Sphere*

BONUS ACTIONS

Leap. The bullywug can jump up to 30 feet by spending 10 feet of movement.

BULLYWUG WARRIOR*

Medium Fey, Any Alignment

AC 15 Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 30 ft., Swim 40 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 12	+1	+1	DEX 14	+2	+2	CON 13	+1	+1
INT 7	-2	-2	WIS 10	+0	+0	CHA 7	-2	-2

Skills Stealth +4

Senses Passive Perception 10

Languages Bullywug, Common

CR 1/4 (XP 50; PB +2)

TRAITS

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

ACTIONS

Insectile Rapier. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 2 (1d4) Poison damage.

BONUS ACTIONS

Leap. The bullywug can jump up to 30 feet by spending 10 feet of movement.

MAGE*

Medium or Small Humanoid, Any Alignment

AC 15 Initiative +2 (12)

HP 81 (18d8)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 9	-1	-1	DEX 14	+2	+2	CON 11	+0	+0
INT 17	+3	+6	WIS 12	+1	+4	CHA 11	+0	+0

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Common and any three languages

CR 6 (XP 2,300; PB +3)

ACTIONS

Multiattack. The mage makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 16 (3d10) Force damage.

Spellcasting. The mage casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic, Light, Mage Armor* (included above), *Mage Hand, Prestidigitation*

2/Day Each: *Fireball, Fly, Suggestion*

1/Day: *Cone of Cold*

REACTIONS

Counterspell (1/Day). The mage casts *Counterspell* in response to that spell's trigger, using the same spellcasting ability in Spellcasting.

Shield (2/Day). The mage casts *Shield* in response to that spell's trigger, using the same spellcasting ability in Spellcasting.

SPRITE

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)

HP 10 (4d4)

Speed 10 ft., Fly 40 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 3	-4	-4	DEX 18	+4	+4	CON 10	+0	+0
INT 14	+2	+2	WIS 13	+1	+1	CHA 11	+0	+0

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

CR 1/4 (XP 50; PB +2)

ACTIONS

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see. Celestials, Fiends, and Undead automatically fail the save. *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

WARHORSE

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 60 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 18	+4	+4	DEX 12	+1	+1	CON 13	+1	+1
INT 2	-4	-4	WIS 12	+1	+3	CHA 7	-2	-2

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

ACTIONS

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the horse moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and, if it is Huge or smaller, has the Prone condition.

WORG*

Large Fey, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 26 (4d10 + 4)

Speed 50 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 16	+3	+3	DEX 13	+1	+1	CON 13	+1	+1
INT 7	-2	-2	WIS 11	+0	+0	CHA 8	-1	-1

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Goblin, Worg

CR 1/2 (XP 100; PB +2)

ACTIONS

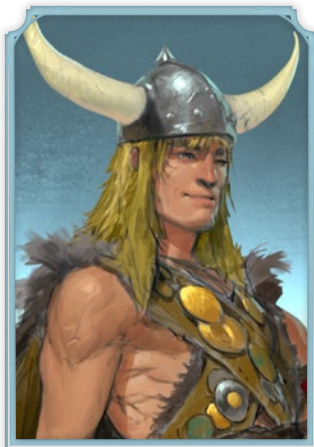
Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg's next turn has Advantage.

PREMADE CHARACTERS

If a player doesn't have a level-appropriate character to play—or if they'd like to play a character from the *Dungeons & Dragons* animated series—have them choose one from this section. The Premade Characters table summarizes the characters, all of whom are level 4.

PREMADE CHARACTERS

Name	Class
Bobby	Barbarian
Diana	Monk
Eric	Fighter
Hank	Ranger
Niko	Cleric
Presto	Wizard
Sheila	Rogue



BOBBY



DIANA



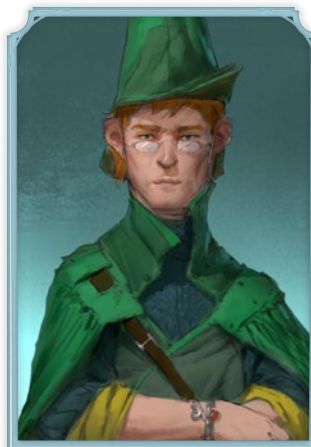
ERIC



HANK



NIKO



PRESTO



SHEILA

TYLER JACOBSON



BOBBY
 CHARACTER NAME

FARMER BACKGROUND BARBARIAN CLASS

HUMAN SPECIES PATH OF THE BERSERKER SUBCLASS

4
 LEVEL

SIZE

MEDIUM

INITIATIVE

+2

SPEED

30 FEET

ARMOR CLASS

15

SHIELD

HIT POINTS

TEMP _____

CURRENT _____

53

MAX _____

HIT DICE

SPENT _____

4D12

MAX _____

DEATH SAVES

SUCCESSES _____

FAILURES _____

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
<i>THUNDEROUS GREATCLUB</i>	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED MASTERY: PUSH
GREATAXE	+7	1D12 + 5 SLASHING	HEAVY, TWO-HANDED MASTERY: CLEAVE
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60) MASTERY: VEX

EQUIPMENT

THUNDEROUS GREATCLUB

POTION OF HEALING

GREATAXE

HANDAXES (4)

EXPLORER'S PACK

Magic Item Attunement

◆ *THUNDEROUS GREATCLUB*

◆

◆

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP SP EP GP PP

15

PROFICIENCY BONUS

+2

INTELLIGENCE

+0 MODIFIER

10 SCORE

STRENGTH

+5 MODIFIER

20 SCORE

● +7 Saving Throw

● +7 Athletics

○ +0 Saving Throw

○ +0 Arcana

○ +0 History

○ +0 Investigation

● +2 Nature

○ +0 Religion

DEXTERITY

+2 MODIFIER

14 SCORE

○ +2 Saving Throw

● +4 Acrobatics

○ +2 Sleight of Hand

● +4 Stealth

WISDOM

+0 MODIFIER

10 SCORE

○ +0 Saving Throw

● +2 Animal Handling

○ +0 Insight

○ +0 Medicine

● +2 Perception

● +2 Survival

CONSTITUTION

+3 MODIFIER

16 SCORE

● +5 Saving Throw

CHARISMA

+2 MODIFIER

14 SCORE

○ +2 Saving Throw

○ +2 Deception

● +4 Intimidation

○ +2 Performance

● +4 Persuasion

HEROIC INSPIRATION

◆

BOBBY

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

GREAT WEAPON MASTER

General Feat (Prerequisite: Level 4+, Strength 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20. (This is included above.)

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

BARBARIAN CLASS FEATURES

LEVEL 1: RAGE

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage three times. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a +2 bonus to the damage.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don't wear Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

LEVEL 1: UNARMED DEFENSE

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit. (This is included above.)

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial Melee weapons, such as Greataxes, Greatclubs, and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of these weapon choices.

(You have selected Greataxes, Greatclubs, and Handaxes, which have the following mastery properties.)

BOBBY

Cleave. If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

Push. If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 2: DANGER SENSE

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

LEVEL 2: RECKLESS ATTACK

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

LEVEL 3: FRENZY

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

LEVEL 3: PRIMAL KNOWLEDGE

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1. (This is included above.)

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

THUNDEROUS GREATCLUB

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a Magic action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot Cone of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the Prone condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a Magic action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw or its Concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must make a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

TYLER JACOBSON



DIANA
 CHARACTER NAME

SCRIBE MONK
 BACKGROUND CLASS

HUMAN WARRIOR OF THE OPEN HAND
 SPECIES SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +4

SPEED
 40 FEET

ARMOR CLASS
 16
 SHIELD

HIT POINTS

TEMP _____
 CURRENT _____
 MAX _____

HIT DICE

SPENT _____
 4d8
 MAX _____

DEATH SAVES

SUCCESSES _____
 FAILURES _____

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
QUARTERSTAFF OF THE ACROBAT	+8	1d6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1d8), MASTERY: TOPPLE [DC 14]
UNARMED STRIKE	+6	1d6 + 4 BLUDGEONING	
DAGGER	+6	1d6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

EQUIPMENT

QUARTERSTAFF OF THE ACROBAT
 POTION OF HEALING
 CARTOGRAPHER'S TOOLS
 DAGGERS (5)
 EXPLORER'S PACK

Magic Item Attunement

◆ QUARTERSTAFF OF THE ACROBAT

◆

◆

LANGUAGES | COMMON, SYLVAN

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆Light ◆Medium ◆Heavy ◆Shields

PROFICIENCIES

MARTIAL WEAPONS THAT HAVE THE LIGHT PROPERTY, SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES, CARTOGRAPHER'S TOOLS

COINS

CP SP EP GP PP

_____ 10 _____

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +0 10
 MODIFIER SCORE

STRENGTH
 +0 10
 MODIFIER SCORE

● +2 Saving Throw

● +2 Athletics

○ +0 Saving Throw

○ +0 Arcana

○ +0 History

● +2 Investigation

● +2 Nature

○ +0 Religion

DEXTERITY
 +4 18
 MODIFIER SCORE

● +6 Saving Throw

● +6 Acrobatics

○ +4 Sleight of Hand

● +6 Stealth

WISDOM
 +2 14
 MODIFIER SCORE

○ +2 Saving Throw

● +4 Animal Handling

● +4 Insight

○ +2 Medicine

● +4 Perception

○ +2 Survival

CONSTITUTION
 +2 14
 MODIFIER SCORE

○ +2 Saving Throw

CHARISMA
 +0 10
 MODIFIER SCORE

○ +0 Saving Throw

○ +0 Deception

○ +0 Intimidation

○ +0 Performance

○ +0 Persuasion

HEROIC INSPIRATION

DIANA

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

WEAPON MASTER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20. (This is included above.)

Mastery Property. Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

(You have selected Quarterstaves, which have the following mastery property.)

Topple. If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

MONK CLASS FEATURES

LEVEL 1: MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk Weapons.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you choose the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers. (This is included above.)

LEVEL 2: MONK'S FOCUS

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. Your access to this energy is represented by Focus Points. You have 4 Focus Points.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you spend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

DIANA

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

LEVEL 2: UNARMORED MOVEMENT

Your Speed increases by 10 feet while you aren't wearing armor or wielding a Shield. (This is included above.)

LEVEL 2: UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 3: DEFLECT ATTACKS

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. This reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

LEVEL 3: OPEN HAND TECHNIQUE

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target.

Addle. The target can't make Opportunity Attacks until the start of its next turn.

Push. The target must succeed on a Strength saving throw or be pushed up to 15 feet away from you.

Topple. The target must succeed on a Dexterity saving throw or have the Prone condition.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

LEVEL 4: SLOW FALL

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

EQUIPMENT

QUARTERSTAFF OF THE ACROBAT

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this weapon, you can cause it to emit green Dim Light out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

Acrobatic Assist (Quarterstaff and 10-Foot Pole Forms Only). While holding this weapon, you have Advantage on Dexterity (Acrobatics) checks.

Attack Deflection (Quarterstaff Form Only). When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

Ranged Weapon (Quarterstaff Form Only). This weapon has the Thrown property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

TYLER JACOBSON



ERIC
CHARACTER NAME

NOBLE BACKGROUND FIGHTER CLASS
HUMAN SPECIES CHAMPION SUBCLASS

4
LEVEL

SIZE
MEDIUM

ARMOR CLASS
21
SHIELD

HIT POINTS
CURRENT TEMP 44 MAX
HIT DICE
SPENT 4D10 MAX

DEATH SAVES
SUCCESSSES
FAILURES

INITIATIVE
+1

SPEED
30 FEET

PROFICIENCY BONUS
+2

INTELLIGENCE
+2 MODIFIER SCORE 14

STRENGTH
+4 MODIFIER SCORE 18

+6 Saving Throw
+6 Athletics

+2 Saving Throw
+2 Arcana
+4 History
+4 Investigation
+2 Nature
+2 Religion

DEXTERITY
+1 MODIFIER SCORE 12

+1 Saving Throw
+3 Acrobatics
+1 Sleight of Hand
+1 Stealth

WISDOM
+0 MODIFIER SCORE 10

+0 Saving Throw
+0 Animal Handling
+2 Insight
+0 Medicine
+2 Perception
+0 Survival

CONSTITUTION
+2 MODIFIER SCORE 14

+4 Saving Throw

CHARISMA
-1 MODIFIER SCORE 8

-1 Saving Throw
-1 Deception
-1 Intimidation
+1 Performance
+1 Persuasion

HEROIC INSPIRATION

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
LONGSWORD	+6	1D8 + 4 SLASHING	VERSATILE (1D10) MASTERY: SAP
DAGGER	+6	1D4 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60) MASTERY: NICK
HEAVY CROSSBOW	+3	1D10 + 1 PIERCING	AMMUNITION (RANGE 100/400; BOLT), HEAVY, LOADING, TWO-HANDED MASTERY: PUSH

EQUIPMENT

SHIELD OF THE CAVALIER
POTION OF HEALING
CHAIN MAIL
LONGSWORD
DAGGERS (3)
HEAVY CROSSBOW
CROSSBOW BOLT CASE
20 BOLTS
EXPLORER'S PACK

Magic Item Attunement
◆ SHIELD OF THE CAVALIER

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆Light ◆Medium ◆Heavy ◆Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP PP

13

ERIC

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

DEFENSE

Fighting Style Feat (Prerequisite: Fighting Style Feature)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class. (This is included above.)

SHIELD MASTER

General Feat (Prerequisite: Level 4+, Shield Training)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20. (This is included above.)

Shield Bash. If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

Interpose Shield. If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

FIGHTER CLASS FEATURES

LEVEL 1: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice. Defense is recommended. (This is included above.)

LEVEL 1: SECOND WIND

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature three times. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of four kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of these weapon choices.

(You have selected Daggers, Heavy Crossbows, Longswords, and Spears, which have the following mastery properties.)

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Push. If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap. If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

ERIC

LEVEL 2: ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

LEVEL 2: TACTICAL MIND

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

LEVEL 3: IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

LEVEL 3: REMARKABLE ATHLETE

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

SHIELD OF THE CAVALIER

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot Emanation originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain Concentration, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

TYLER JACOBSON



HANK
 CHARACTER NAME

GUARD BACKGROUND RANGER CLASS
 HUMAN SPECIES HUNTER SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

ARMOR CLASS
15
 SHIELD

HIT POINTS
 TEMP 44
 CURRENT MAX

HIT DICE
 SPENT 4D10
 MAX

DEATH SAVES
 SUCCESSES
 FAILURES

INITIATIVE
+3

SPEED
 30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
<i>ENERGY BOW</i> (LONGBOW)	+8	10d8 + 4 FORCE	AMMUNITION (RANGE 150/600), HEAVY, TWO-HANDED, MASTERY: SLOW
SHORTSWORD	+5	1d6 + 3 PIERCING	FINESSE, LIGHT MASTERY: VEX

PROFICIENCY BONUS
+2

INTELLIGENCE
+0 10
 MODIFIER SCORE

- +0 Saving Throw
- +0 Arcana
- +0 History
- +0 Investigation
- +0 Nature
- +0 Religion

STRENGTH
+2 14
 MODIFIER SCORE

- +4 Saving Throw
- +4 Athletics

WISDOM
+2 14
 MODIFIER SCORE

- +2 Saving Throw
- +2 Animal Handling
- +4 Insight
- +2 Medicine
- +6 Perception
- +4 Survival

DEXTERITY
+3 16
 MODIFIER SCORE

- +5 Saving Throw
- +5 Acrobatics
- +3 Sleight of Hand
- +5 Stealth

CHARISMA
+0 10
 MODIFIER SCORE

- +0 Saving Throw
- +0 Deception
- +0 Intimidation
- +0 Performance
- +0 Persuasion

CONSTITUTION
+2 14
 MODIFIER SCORE

- +2 Saving Throw

HEROIC INSPIRATION

EQUIPMENT

ENERGY BOW
POTIONS OF HEALING (2)
 STUDDED LEATHER ARMOR
 SHORTSWORD
 DRUIDIC FOCUS (SPRIG OF MISTLETOE)
 EXPLORER'S PACK

Magic Item Attunement
 ✦ *ENERGY BOW*
 ✦
 ✦

LANGUAGES | COMMON, GOBLIN, SYLVAN

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ✦ Light ✦ Medium ✦ Heavy ✦ Shields

PROFICIENCIES
 SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP PP

34

HANK

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

ABILITY SCORE IMPROVEMENT

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. (This is included above.)

Repeatable. You can take this feat more than once.

ALERT

Origin Feat

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

ARCHERY

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You gain a +2 bonus to attack rolls you make with Ranged weapons. (This is included above.)

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

RANGER CLASS FEATURES

LEVEL 1: FAVORED ENEMY

You always have the *Hunter's Mark* spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

LEVEL 1: SPELLCASTING

You have learned to channel the magical essence of nature to cast spells.

Spell Slots. You have three level 1 spell slots to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. Choose five level 1 Ranger spells.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your Spellcasting Ability for your Ranger spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Spell DC: 12 Spell Attack Modifier: +4

LEVEL 1 RANGER SPELLS (SLOTS: 3)

Spell	School	Special*
<i>Cure Wounds</i>	Abjuration	—
<i>Ensnaring Strike</i>	Conjuration	C
<i>Hunter's Mark</i> (can cast up to twice without expending a spell slot)	Divination	C
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Speak with Animals</i>	Divination	R

*In the Special column, C means the spell requires Concentration and R means it's a Ritual.

HANK

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Short Swords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

(You have selected Longbows and Short Swords, which have the following mastery properties.)

Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 2: DEFT EXPLORER

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill. (This is included above.)

Languages. You know two languages of your choice. (This is included above.)

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice. (This is included above.)

LEVEL 3: HUNTER'S LORE

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your *Hunter's Mark*, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

LEVEL 3: HUNTER'S PREY

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

Colossus Slayer. Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

Horde Breaker. Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

ENERGY BOW

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.

TYLER JACOBSON



NIKO
 CHARACTER NAME

HERMIT BACKGROUND CLERIC CLASS
 HUMAN SPECIES LIFE DOMAIN SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +0

SPEED
 30 FEET

ARMOR CLASS
 15
 SHIELD

HIT POINTS

TEMP _____
 CURRENT 35
 MAX _____

HIT DICE

SPENT 4d8
 MAX _____

DEATH SAVES

SUCCESSES _____
 FAILURES _____

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
NIKO'S MACE	+4	1d6 + 2 BLUDGEONING	

PROFICIENCY BONUS
 +2

INTELLIGENCE

-1 MODIFIER 8 SCORE

- 1 Saving Throw
- +3 Arcana
- 1 History
- 1 Investigation
- 1 Nature
- +5 Religion

STRENGTH

+2 MODIFIER 14 SCORE

- +2 Saving Throw
- +2 Athletics

WISDOM

+4 MODIFIER 18 SCORE

- +6 Saving Throw
- +4 Animal Handling
- +6 Insight
- +6 Medicine
- +6 Perception
- +4 Survival

DEXTERITY

+0 MODIFIER 10 SCORE

- +0 Saving Throw
- +0 Acrobatics
- +0 Sleight of Hand
- +0 Stealth

CHARISMA

+2 MODIFIER 14 SCORE

- +4 Saving Throw
- +2 Deception
- +2 Intimidation
- +2 Performance
- +4 Persuasion

CONSTITUTION

+1 MODIFIER 13 SCORE

- +1 Saving Throw

HEROIC INSPIRATION

EQUIPMENT

NIKO'S MACE
 BREASTPLATE
 HEALER'S KIT
 HOLY SYMBOL (AMULET)
 PRIEST'S PACK

Magic Item Attunement
 NIKO'S MACE

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, HERBALISM KIT

COINS

CP SP EP GP PP

GP: 2

NIKO

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

ABILITY SCORE IMPROVEMENT

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. (This is included above.)

Repeatable. You can take this feat more than once.

HEALER

Origin Feat

You gain the following benefits.

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

CLERIC CLASS FEATURES

LEVEL 1: SPELLCASTING

You have learned to cast spells through prayer and meditation.

Cantrips. You know five Cleric cantrips from the Cleric spell list.

Spell Slots. You have four level 1 spell slots and three level 2 spell slots for your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose seven spells of level 1 or level 2.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Spell DC: 14 **Spell Attack Modifier: +6**

CANTRIPS (AT WILL)

Spell	School	Special*
<i>Guidance</i>	Divination	C
<i>Light</i>	Evocation	—
<i>Sacred Flame</i>	Evocation	—
<i>Thaumaturgy</i>	Transmutation	—
<i>Toll the Dead</i>	Necromancy	—

LEVEL 1 CLERIC SPELLS (SLOTS: 4)

Spell	School	Special*
<i>Bless</i> (always prepared)	Enchantment	C, M
<i>Cure Wounds</i> (always prepared)	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Guiding Bolt</i>	Evocation	—
<i>Healing Word</i>	Abjuration	—
<i>Shield of Faith</i>	Abjuration	C

NIKO

LEVEL 2 CLERIC SPELLS (SLOTS: 3)

Spell	School	Special*
<i>Aid</i> (always prepared)	Abjuration	—
<i>Lesser Restoration</i> (always prepared)	Abjuration	—
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—
<i>Spiritual Weapon</i>	Evocation	C

*In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

LEVEL 1: DIVINE ORDER

You have dedicated yourself to the following sacred role.

Thaumaturge. You know one extra cantrip from the Cleric spell list (included above). In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1). (This is also included above.)

LEVEL 2: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails

its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

LEVEL 3: DISCIPLE OF LIFE

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

LEVEL 3: LIFE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. (At your Cleric level, you always have the *Aid*, *Bless*, *Cure Wounds*, and *Lesser Restoration* spells prepared.)

LEVEL 3: PRESERVE LIFE

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

NIKO'S MACE

Weapon (Mace), Very Rare (Requires Attunement by a Spellcaster)

This Mace has 6 charges and regains 1d6 expended charges daily at dawn. While holding the Mace, you can expend 1 of its charges to cast *Summon Celestial* (+9 to hit with spell attacks).

TYLER JACOBSON



PRESTO
 CHARACTER NAME

SCRIBE
 BACKGROUND

HUMAN
 SPECIES

WIZARD
 CLASS

EVOKER
 SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +2

SPEED
 30 FEET

ARMOR CLASS
 12
 SHIELD

HIT POINTS

CURRENT	TEMP 30	HIT DICE SPENT 406	DEATH SAVES SUCCESSSES FAILURES
	MAX	MAX	

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
DAGGER	+4	1d4 + 2 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +4 MODIFIER
 18 SCORE

- +6 Saving Throw
- +8 Arcana
- +4 History
- +6 Investigation
- +6 Nature
- +4 Religion

STRENGTH
 -1 MODIFIER
 8 SCORE

- 1 Saving Throw
- 1 Athletics

WISDOM
 +0 MODIFIER
 10 SCORE

- +2 Saving Throw
- +0 Animal Handling
- +2 Insight
- +0 Medicine
- +2 Perception
- +0 Survival

DEXTERITY
 +2 MODIFIER
 14 SCORE

- +2 Saving Throw
- +4 Acrobatics
- +4 Sleight of Hand
- +2 Stealth

CHARISMA
 +2 MODIFIER
 14 SCORE

- +2 Saving Throw
- +2 Deception
- +2 Intimidation
- +2 Performance
- +4 Persuasion

CONSTITUTION
 +1 MODIFIER
 12 SCORE

- +1 Saving Throw

HEROIC INSPIRATION

EQUIPMENT

HAT OF MANY SPELLS
 POTION OF HEALING
 ROBE
 DAGGERS (2)
 SCHOLAR'S PACK
 SPELLBOOK

Magic Item Attunement
 HAT OF MANY SPELLS

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES

COINS

CP	SP	EP	GP	PP
			10	

PRESTO

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

SPELL SNIPER

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. (This is included above.)

Bypass Cover. Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

Increased Range. When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

WIZARD CLASS FEATURES

LEVEL 1: SPELLCASTING

As a student of arcane magic, you have learned to cast spells.

Cantrips. You know four Wizard cantrips. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. The book contains the level 1+ spells you know.

Spell Slots. You have four level 1 spell slots and three level 2 spell slots for your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose seven spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Spell DC: 14 **Spell Attack Modifier: +6**

PRESTO

CANTRIPS (AT WILL)

Spell	School	Special*
<i>Fire Bolt</i>	Evocation	—
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Ray of Frost</i>	Evocation	—

LEVEL 1 WIZARD SPELLS (SLOTS: 4)

Spell	School	Special*
<i>Burning Hands</i>	Evocation	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Shield</i>	Abjuration	—
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

LEVEL 2 WIZARD SPELLS

Spell	School	Special*
<i>Blindness/Deafness</i>	Transmutation	—
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Misty Step</i>	Conjuration	—
<i>Scorching Ray</i>	Evocation	—

*In the Special column, C means the spell requires Concentration and R means it's a Ritual.

LEVEL 1: ARCANE RECOVERY

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 1: RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

LEVEL 2: SCHOLAR

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill. (This is included above.)

LEVEL 3: EVOCATION SAVANT

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free. (This is included above.)

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots. (This is also included above.)

LEVEL 3: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

PRESTO

EQUIPMENT

HAT OF MANY SPELLS

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and “pull” the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don’t know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can’t have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell’s level. Then, to determine whether you cast the spell, make an Intelligence (Arcana) check (DC 10 plus the spell’s level). On a successful check, you cast the spell using its normal casting time, and you can’t use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100 Effect

- 01–50 You cast a random spell determined by rolling 1d10: on a **1**, *Enlarge/Reduce* (enlarge effect); on a **2**, *Enlarge/Reduce* (reduce effect); on a **3**, *Faerie Fire*; on a **4**, *Fireball*; on a **5**, *Gust of Wind*; on a **6**, *Invisibility* (cast on yourself); on a **7**, *Lightning Bolt*; on an **8**, *Phantasmal Force*; on a **9**, *Polymorph*; on a **10**, *Stinking Cloud*.
- 51–55 You have the Stunned condition until the end of your next turn, believing something awesome just happened.
- 56–60 A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
- 61–65 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a vial of Acid; on a **2**, a flask of Alchemist’s Fire; on a **3**, a Crowbar; on a **4**, a lit Torch.
- 66–70 You suffer a bout of “magic sickness” and have the Poisoned condition for 1 hour.
- 71–75 You have the Petrified condition until the end of your next turn.

1d100 Effect

- 76–80 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a Dagger; on a **2**, a Rope with a Grappling Hook tied to one end; on a **3**, a bag of Caltrops; on a **4**, a gem worth 50 GP.
- 81–85 A creature appears in an unoccupied space as close to you as possible. The creature isn’t under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a **1**, a **Camel**; on a **2**, a **Constrictor Snake**; on a **3**, an **Elephant**; on a **4**, a **Mule**.
- 86–90 A Hostile **Swarm of Bats** flies out of the hat, occupies your space, and attacks you.
- 91–95 A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The DM determines where it leads.
- 96–00 You pull a magic item out of the hat. Roll 1d6 to determine the item’s rarity: on a **1–3**, Common; on a **4–5**, Uncommon; on a **6**, Rare. The DM chooses the item, which disappears after 1 hour if it’s not consumed or destroyed before then.

TYLER JACOBSON



SHEILA
 CHARACTER NAME

FARMER BACKGROUND ROGUE CLASS

HUMAN SPECIES THIEF SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +3

SPEED
 30 FEET

ARMOR CLASS
 14
 SHIELD

HIT POINTS

TEMP _____
 35
 MAX _____

HIT DICE

SPENT _____
 408
 MAX _____

DEATH SAVES

SUCCESSES _____
 FAILURES _____

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
SHORTSWORD	+5	106 + 3 PIERCING	FINESSE, LIGHT MASTERY: VEX
DAGGER	+5	104 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60) MASTERY: NICK
SHORTBOW	+5	106 + 3 PIERCING	AMMUNITION (RANGE 80/320), TWO-HANDED

EQUIPMENT

CLOAK OF INVISIBILITY
 POTION OF HEALING
 DAGGERS (2)
 SHORTSWORD
 SHORTBOW
 20 ARROWS
 QUIVER
 LEATHER ARMOR
 THIEVES' TOOLS
 BURGLAR'S PACK

Magic Item Attunement
 ✦ CLOAK OF INVISIBILITY

LANGUAGES COMMON, SYLVAN, THIEVES' CANT

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ✦Light ✦Medium ✦Heavy ✦Shields

PROFICIENCIES
 MARTIAL WEAPONS WITH THE FINESSE OR LIGHT PROPERTY, SIMPLE WEAPONS, CARPENTER'S TOOLS, THIEVES' TOOLS

COINS

CP SP EP GP PP

_____ _____ _____ 18 _____

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +2 MODIFIER 14 SCORE

STRENGTH
 -1 MODIFIER 8 SCORE

-1 Saving Throw
 -1 Athletics

+4 Saving Throw

+2 Arcana
 +2 History
 +2 Investigation
 +4 Nature
 +2 Religion

DEXTERITY
 +3 MODIFIER 16 SCORE

WISDOM
 +2 MODIFIER 14 SCORE

+5 Saving Throw

+5 Acrobatics
 +7 Sleight of Hand
 +7 Stealth

+2 Saving Throw

+4 Animal Handling
 +4 Insight
 +2 Medicine
 +4 Perception
 +2 Survival

CONSTITUTION
 +1 MODIFIER 12 SCORE

CHARISMA
 +1 MODIFIER 12 SCORE

+1 Saving Throw

+1 Saving Throw

+1 Deception
 +1 Intimidation
 +1 Performance
 +1 Persuasion

HEROIC INSPIRATION

SHEILA

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

LUCKY

Origin Feat

You gain the following benefits.

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

SKULKER

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20. (This is included above.)

Blindsight. You have Blindsight with a range of 10 feet.

Fog of War. You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat.

Sniper. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

ROGUE CLASS FEATURES

LEVEL 1: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them. (This is included above.)

LEVEL 1: SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

LEVEL 1: THIEVES' CANT

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice. (This is included above.)

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

(You have selected Daggers and Shortswords, which have the following mastery properties.)

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 2: CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

SHEILA

LEVEL 3: FAST HANDS

As a Bonus Action, you can do one of the following.

Sleight of Hand. Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

Use an Object. Take the Utilize action, or take the Magic action to use a magic item that requires that action.

LEVEL 3: SECOND-STORY WORK

You've trained to get into especially hard-to-reach places, granting you these benefits.

Climber. You gain a Climb Speed equal to your Speed.

Jumper. You can determine your jump distance using your Dexterity rather than your Strength.

LEVEL 3: STEADY AIM

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

CLOAK OF INVISIBILITY

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a Magic action to pull its hood over your head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the hood.

SPELLS

Spells the monsters and premade characters in this product can cast are presented below as they appear in the 2024 *Player's Handbook*.

AID

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a strip of white cloth)

Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

BLESS

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

BLINDNESS/DEAFNESS

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

BURNING HANDS

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

COMPREHEND LANGUAGES

Level 1 Divination (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

CONE OF COLD

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

You unleash a blast of cold air. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw, taking 8d8 Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

COUNTERSPELL

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

DANCING LIGHTS

Illusion Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius.

As a Bonus Action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.

DETECT MAGIC

Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

ENLARGE/REDUCE

Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

ENSNARING STRIKE

Level 1 Conjunction (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon

Range: Self

Components: V

Duration: Concentration, up to 1 minute

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has Advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your spell save DC. On a success, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

FAERIE FIRE

Level 1 Evocation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

FEATHER FALL

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

FIREBALL

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

FIRE BOLT

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

FLY

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather)

Duration: Concentration, up to 10 minutes

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

FOG CLOUD

Level 1 Conjunction (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by *Gust of Wind*) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

GREASE

Level 1 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

GUIDANCE

Divination Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

GUIDING BOLT

Level 1 Evocation (Cleric)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

GUST OF WIND

Level 2 Evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

HOLD PERSON

Level 2 Enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

HUNTER'S MARK

Level 1 Divination (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3–4 (up to 8 hours) or 5+ (up to 24 hours).

INVISIBILITY

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

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

Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

JUMP

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

LESSER RESTORATION

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

LIGHT

Evocation Cantrip (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

LIGHTNING BOLT

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of fur and a crystal rod)

Duration: Instantaneous

A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

LONGSTRIDER

Level 1 Transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

MAGE ARMOR

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

MAGE HAND

Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

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

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

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

MAGIC MISSILE

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart strikes a creature of your choice that

you can see within range. A dart deals 1d4 + 1 Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

MISTY STEP

Level 2 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

PHANTASMAL FORCE

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 1 minute

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

POLYMORPH

Level 4 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

You attempt to transform a creature that you can see within range into a Beast. The target must succeed on a Wisdom saving throw or shape-shift into a Beast form for the duration. That form can be any Beast you choose that has a Challenge Rating equal to or less than the target's (or the target's level if it doesn't have a Challenge Rating). The target's game statistics are replaced by the stat block of the chosen Beast, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice. See appendix B for a sample of Beast stat blocks.

The target gains a number of Temporary Hit Points equal to the Hit Points of the Beast form. The spell ends early on the target if it has no Temporary Hit Points left.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

PRAYER OF HEALING

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to five creatures of your choice who remain within range for the spell's entire casting gain the benefits of a Short Rest and also regain 2d8 Hit Points. A creature can't be affected by this spell again until that creature finishes a Long Rest.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 2.

PRESTIDIGITATION

Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this

spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

PROTECTION FROM POISON

Level 2 Abjuration (Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has Advantage on saving throws to avoid or end the Poisoned condition, and it has Resistance to Poison damage.

RAY OF FROST

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

RAY OF SICKNESS

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a

hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

SACRED FLAME

Evocation Cantrip (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SCORCHING RAY

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

SHIELD

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

SHIELD OF FAITH

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll)

Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

SLEEP

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sand or rose petals)

Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

SPEAK WITH ANIMALS

Level 1 Divination (Bard, Druid, Ranger, Warlock)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

SPIRITUAL WEAPON

Level 2 Evocation (Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

STINKING CLOUD

Level 3 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a rotten egg)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius Sphere of yellow, nauseating gas centered on a point within range. The cloud is Heavily Obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it.

Each creature that starts its turn in the Sphere must succeed on a Constitution saving throw or have the Poisoned condition until the end of the current turn. While Poisoned in this way, the creature can't take an action or a Bonus Action.

SUGGESTION

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, M (a drop of honey)

Duration: Concentration, up to 8 hours

You suggest a course of activity—described in no more than 25 words—to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, you could say, “Fetch the key to the cult’s treasure vault, and give the key to me.” Or you could say, “Stop fighting, leave this library peacefully, and don’t return.”

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.

SUMMON CELESTIAL

Level 5 Conjuration (Cleric, Paladin)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a reliquary worth 500+ GP)

Duration: Concentration, up to 1 hour

You call forth a Celestial spirit. It manifests in an angelic form in an unoccupied space that you can see within range and uses the **Celestial Spirit** stat block. When you cast the spell, choose Avenger or Defender. Your choice determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

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

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

CELESTIAL SPIRIT

Large Celestial, Neutral

AC 11 + the spell's level + 2 (Defender only)

HP 40 + 10 for each spell level above 5

Speed 30 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	DEX 14	+2	+2	CON 16	+3	+3
INT 10	+0	+0	WIS 14	+2	+2	CHA 16	+3	+3

Resistances Radiant

Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 12

Languages Celestial, understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

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

Radiant Bow (Avenger Only). Ranged Attack Roll: Bonus equals your spell attack modifier, range 600 ft. *Hit:* 2d6 + 2 + the spell's level Radiant damage.

Radiant Mace (Defender Only). Melee Attack Roll: Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 3 + the spell's level Radiant damage, and the spirit can choose itself or another creature it can see within 10 feet of the target. The chosen creature gains 1d10 Temporary Hit Points.

Healing Touch (1/Day). The spirit touches another creature. The target regains Hit Points equal to 2d8 + the spell's level.

THAUMATURGY

Transmutation Cantrip (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

THUNDERWAVE

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

TOLL THE DEAD

Necromancy Cantrip (Cleric, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points, it instead takes 1d12 Necrotic damage.

Cantrip Upgrade. The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

VITRIOLIC SPHERE

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a drop of bile)

Duration: Instantaneous

You point at a location within range, and a glowing, 1-foot-diameter ball of acid streaks there and explodes in a 20-foot-radius Sphere. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes 10d4 Acid damage and another 5d4 Acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage only.

Using a Higher-Level Spell Slot. The initial damage increases by 2d4 for each spell slot level above 4.

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