

TALYA, SELÛNE'S LIGHT

Half-Elf Cleric / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 12 +1

DEXTERITY 10 +0

CONSTITUTION 14 +2

INTELLIGENCE 10 +0

Arcana +2
Religion +2

WISDOM 16 +3

Insight +5
Medicine +5
Perception +5

CHARISMA 15 +2

Persuasion +4

Proficient skills listed below relevant ability score.

ARMOR CLASS 18

HIT POINTS 10
(1d8 + 2)

INITIATIVE +0

SPEED 30 ft.

SAVING THROWS

Strength +1

Dexterity +0

Constitution +2

Intelligence +0

Wisdom +5

Charisma +4

SENSES

Passive Perception 11

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Mace	-	+3	1d6 + 1 bludgeoning
Light crossbow	80/320	+2	1d8 piercing
Sacred flame	60	Save	1d8 radiant*

**See spell description.*

SPELLS

Wisdom Modifier +3

Attack Bonus +5

Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Chain mail, shield, mace, light crossbow, case with 20 bolts, holy symbol of Selûne, backpack, blanket, block of incense, ancient book called *Secrets of the Moon*, 10 candles, censer, 2 days of rations, tinderbox, vestments, waterskin, 15 gp



TALYA, SELÛNE'S LIGHT

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Languages: Common, Elvish, Gnomish, Halfling, Sylvan

RACIAL TRAITS

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

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the cleric list. See "Spells" below.

Life Domain. You gain additional class features listed in this section and add domain spells to your spells list (see "Spells" below).

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. Prepare spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *guidance, light, sacred flame*

1st Level (2 slots): *bless, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*

BACKGROUND

Acolyte. You have been raised to become part of the moon god Selûne's religious order. You can receive free shelter and healing at any temple of your deity for you and your adventuring companions.

PERSONALITY

Personality Trait: I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

Ideal: Charity. I always try to help those in need, no matter what the personal cost.

Bond: I seek to preserve an ancient text that my enemies consider heretical and seek to destroy.

Flaw: I put too much trust in those who wield power within my temple's hierarchy.

Alignment: Neutral Good



NEKARI, THE GALE-HAND

Half-Elf Monk / Level 1

ABILITY SCORES

Name	Score	Modifier
STRENGTH	10	+0
Athletics +2		
DEXTERITY	16	+3
Acrobatics +5		
Stealth +5		
CONSTITUTION	13	+1
INTELLIGENCE	10	+0
WISDOM	16	+3
Animal Handling +5		
Insight +5		
Survival +5		
CHARISMA	10	+0

Proficient skills listed below relevant ability score.

ARMOR CLASS 16

HIT POINTS 9

(1d8 + 1)

INITIATIVE +3

SPEED 30 ft.

SAVING THROWS

Strength +2

Dexterity +5

Constitution +1

Intelligence +0

Wisdom +3

Charisma +0

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Shortsword	-	+5	1d6 + 3 piercing
Unarmed strike*	-	+5	1d4 + 3 bludgeoning
Dart	20/60	+5	1d4 + 3 piercing

**Can use as a bonus action after Attack action if action was taken with shortsword or unarmed strike.*

EQUIPMENT

Shortsword, 10 darts, backpack, bedroll, mess kit, iron pot, 10 days of rations, 50 feet of hempen rope, shovel, tinderbox, 10 torches, waterskin, 10 gp



NEKARI, THE GALE-HAND

PROFICIENCIES & LANGUAGES

Weapons: Shortsword, Simple Weapons

Tools: Calligrapher's Supplies, Cook's Utensils, Vehicles (Land)

Languages: Common, Draconic, Elvish

RACIAL TRAITS

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

CLASS FEATURES

Unarmored Defense. Your Armor Class is 10 + Dexterity modifier + Wisdom modifier (already calculated).

Martial Arts. With unarmed strikes or monk weapons (including your shortsword), you can use Dexterity instead of Strength for attack and damage rolls (already calculated), you can roll your Martial Arts damage die in place of normal damage (already calculated), and when you use the Attack action on your turn, you can make one unarmed strike as a **bonus action**.

BACKGROUND

Folk Hero. You were raised by common folk, and through your great deeds have become their champion. You can find a place to hide or rest among other commoners and will shield you from the law or anyone else searching for you.

PERSONALITY

Personality Trait: I get bored easily. When am I going to get on with my destiny?

Ideal: Freedom. Tyrants must not be allowed to oppress the people.

Bond: I have a family, but I have no idea where they are. One day, I hope to see them again.

Flaw: I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

Alignment: Chaotic Good



ERILON, WAR WIZARD INITIATE

High Elf Wizard / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 10 +0

Athletics +2

DEXTERITY 14 +2

CONSTITUTION 12 +1

INTELLIGENCE 16 +3

Arcana +5

History +5

WISDOM 12 +1

Perception +3

CHARISMA 12 +1

Intimidation +3

Proficient skills listed below relevant ability score.

ARMOR CLASS 12

HIT POINTS 7

(1d6 + 1)

INITIATIVE +2

SPEED 30 ft.

SAVING THROWS

Strength +0

Dexterity +2

Constitution +1

Intelligence +5

Wisdom +3

Charisma +1

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Quarterstaff	-	+3	1d6 bludgeoning
Fire bolt	120	+5	1d10 fire*
Ray of frost	60	+5	1d8 cold*

*See spell description.

SPELLS

Intelligence Modifier +3

Attack Bonus +5

Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Ornate quarterstaff (used as both a weapon and an arcane focus), backpack, bedroll, dice set, mess kit, 10 days of rations, 50 feet of hempen rope, spellbook, tinderbox, 10 torches, torn remnant of former company's banner, waterskin, 10 gp



ERILON, WAR WIZARD INITIATE

PROFICIENCIES & LANGUAGES

Weapons: Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

Tools: Dice Set, Vehicles (Land)

Languages: Common, Elvish, Primordial

RACIAL TRAITS

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

Trance. You don't need to sleep, but instead meditate for 4 hours a day, during which time you are aware of your surroundings. After resting in this way, you gain the benefits of 8 hours of sleep.

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the wizard list. You need your spellbook to prepare spells of 1st level or higher. See "Spells" below.

Arcane Recovery. When you finish a short rest, you can choose to recover 1 expended spell slot. Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. You possess a spellbook with the spells listed below. Prepare four 1st-level spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *fire bolt, light, mage hand, ray of frost*

1st Level (2 slots): *burning hands, charm person, mage armor, magic missile, sleep, thunderwave*

BACKGROUND

Soldier. You spent many years as a soldier, working your way up the ranks to become an officer. You can invoke your rank to exert influence over other soldiers or to requisition simple equipment or horses for temporary use. You can also gain access to friendly military installations when recognized.

PERSONALITY

Personality Trait: I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

Ideal: Might. In life as in war, the stronger force wins.

Bond: I would still lay down my life for the people I served with.

Flaw: I made a terrible mistake in battle that cost many lives, and I would do anything to keep that mistake secret.

Alignment: Lawful Neutral



WHISPER “TRAPBANE”

Lightfoot Halfling Rogue / Level 1

ABILITY SCORES

Name	Score	Modifier
STRENGTH	10	+0
Athletics +2		
DEXTERITY	16	+3
Sleight of Hand +5 Stealth +7		
CONSTITUTION	10	+0
INTELLIGENCE	14	+2
Investigation +4		
WISDOM	12	+1
Perception +3		
CHARISMA	14	+2
Deception +4		

Proficient skills listed below relevant ability score.

ARMOR CLASS 14

HIT POINTS 8
(1d8)

INITIATIVE +3

SPEED 25 ft.

SAVING THROWS

Strength +0

Dexterity +5

Constitution +0

Intelligence +4

Wisdom +1

Charisma +2

SENSES

Passive Perception 13

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Shortsword	-	+5	1d6 + 3 piercing
Shortbow	80/320	+5	1d6 + 3 piercing
Dagger	-	+5	1d4 + 3 piercing

EQUIPMENT

Leather armor, shortsword, 2 daggers, shortbow, quiver with 20 arrows, backpack, map case with map of former city, crowbar, hammer, 10 pitons, 10 days of rations, 50 feet of hempen rope, locket with a drawing of your parents, pet mouse named Empty, small knife, thieves' tools, tinderbox, 10 torches, waterskin, 10 gp



WHISPER “TRAPBANE”

PROFICIENCIES & LANGUAGES

Armor: Light Armor

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

Tools: Disguise Kit, Thieves' Tools, Tinker's Tools

Languages: Common, Halfling, Thieves' Cant

RACIAL TRAITS

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

Brave. Advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of a creature that is of a size larger than yours (you are size Small).

Naturally Stealthy. You can attempt to hide even when you are obscured by a creature that is at least one size larger than you.

CLASS FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the idea plainly.

BACKGROUND

Urchin. You grew up on the city streets, and know how to find quick paths others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

PERSONALITY

Personality Trait: I hide scraps of food and trinkets away in my pockets.

Ideal: People. I help the people who help me; that's what keeps us alive.

Bond: I escaped my life of poverty by robbing an important person, and I'm wanted for it.

Flaw: It's not stealing if I need it more than someone else.

Alignment: Neutral



BRIN AXETOOTH, SHIELD OF THE FORGE

Hill Dwarf Fighter / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 16 +3
Athletics +5

DEXTERITY 10 +0

CONSTITUTION 16 +3

INTELLIGENCE 10 +0
History +2

WISDOM 12 +1
Perception +3

CHARISMA 10 +0
Persuasion +2

Proficient skills listed below relevant ability score.

ARMOR CLASS 19

HIT POINTS 14
(1d10 + 3)

INITIATIVE +0

SPEED 25 ft.

SAVING THROWS

Strength +5
Dexterity +0
Constitution +3
Intelligence +0
Wisdom +1
Charisma +0

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Battleaxe	-	+5	1d8 + 3 slashing
Light crossbow	80/320	+2	1d8 piercing

EQUIPMENT

Chain mail, shield, battleaxe, light crossbow, case with 20 bolts, backpack, set of fine clothes, crowbar, hammer, 10 pitons, 10 days of rations, 50 feet of hempen rope, scroll of pedigree, signet ring, tinderbox, 10 torches, waterskin, 25 gp



BRIN AXETOOTH, SHIELD OF THE FORGE

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Brewer's Supplies, Dragonchess Set

Languages: Common, Dwarvish, Orc

RACIAL TRAITS

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

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

CLASS FEATURES

Second Wind. You can use a **bonus action** to regain 1d10 + 1 hit points. Once you use this feature, you can't use it again until you finish a short or long rest.

BACKGROUND

Knight. You are a part of a proud order of knights, pledged to defend your homeland. You have the service of retainers loyal to you and your family. They are commoners that can perform mundane tasks for you, will not accompany you into dangerous areas, and will leave if mistreated.

PERSONALITY

Personality Trait: My favor, once lost, is lost forever.

Ideal: Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

Bond: I am in love with the heir of a family that my family despises.

Flaw: In fact, the world does revolve around me.

Alignment: Lawful Good



GRIM

Dragonborn Fighter / Level 1

ABILITY SCORES

Name	Score	Modifier
STRENGTH	17	+3
Athletics +5		
DEXTERITY	12	+1
Stealth +3		
CONSTITUTION	14	+2
INTELLIGENCE	10	+0
WISDOM	10	+0
CHARISMA	12	+1
Deception +3		
Intimidation +3		

Proficient skills listed below relevant ability score.

ARMOR CLASS 14

HIT POINTS 12
(1d10 + 2)

INITIATIVE +1

SPEED 30 ft.

SAVING THROWS

Strength +5

Dexterity +1

Constitution +4

Intelligence +0

Wisdom +0

Charisma +1

SENSES

Passive Perception 10

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Greataxe	-	+5	1d12 + 3 slashing
Greatsword	-	+5	2d6 + 3 slashing
Handaxe	20/60	+5	1d5 + 3 slashing

EQUIPMENT

Chain shirt, greataxe, greatsword, 2 handaxes, backpack, bedroll, crowbar, mess kit, 10 days of rations, 50 feet of hempen rope, tinderbox, 10 torches, waterskin, 15 gp



PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Playing Card Set, Thieves' Tools

Languages: Common, Draconic

RACIAL TRAITS

Fire Resistance. You have resistance to fire damage.

Breath Weapon. As an **action**, you can exhale fire. Each creature in a 15-foot cone must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save, and half as much damage on a successful one. Once you use your breath weapon, you can't use it again until you finish a short or long rest.

CLASS FEATURES

Second Wind. Once per short rest, you can use a **bonus action** to regain 1d10 + 1 hit points.

BACKGROUND

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

PERSONALITY

Personality Trait: The first thing I do in a new place is note the locations of everything valuable, or where such things could be hidden.

Ideal: People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

Bond: I am trying to pay off an old debt I owe to a generous benefactor.

Flaw: An innocent person is in prison for a crime that I committed. I'm okay with that.

Alignment: Neutral

