



Featuring the first ever official playable TAZ adventure:  
The Return to The Test of Initiation!

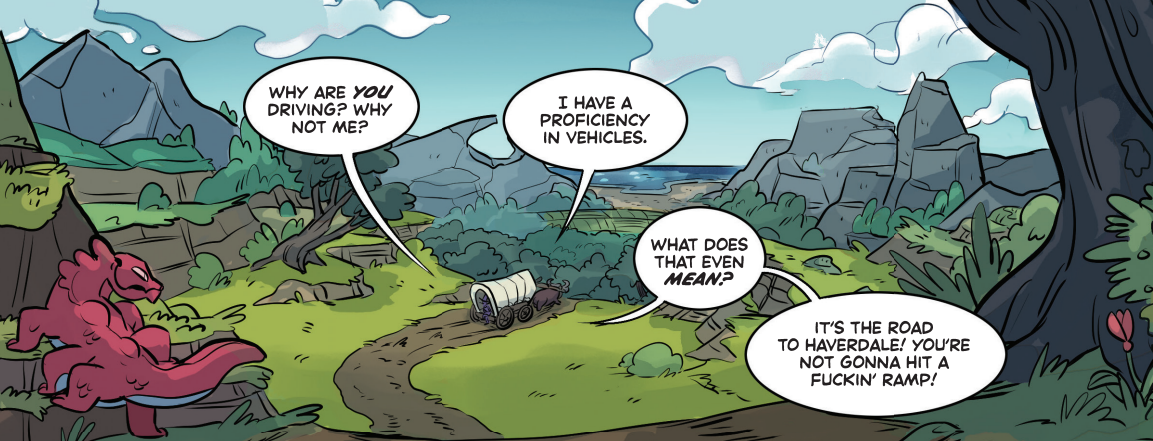
# THE ADVENTURE ZONE

Here There  
Be Gerblins



Clint McElroy • Griffin McElroy • Justin McElroy  
Travis McElroy • Carey Pietsch





WHY ARE *YOU* DRIVING? WHY NOT ME?

I HAVE A PROFICIENCY IN VEHICLES.

WHAT DOES THAT EVEN MEAN?

IT'S THE ROAD TO HAVERDALE! YOU'RE NOT GONNA HIT A FUCKIN' RAMP!

**MAGNUS BURNSIDES**  
RACE HUMAN  
CLASS FIGHTER  
+ PROFICIENCIES +  
→ Battle  
→ Carpentry  
→ Everything else... apparently

TRUST ME, IF THE LAW HASSLES US, I'M THE GUY YOU WANT AT THE FRONT OF THE WAGON.

BUT LOOK, IF YOU WANT TO DRIVE SO BAD, I MIGHT LET YOU SPELL ME THE NEXT TIME THE DWARF HAS TO STOP FOR A "PEE BREAK."

HELL, NO! I'VE GOT STUFF TO DO.

I'VE READ THE BOOKS. ADVENTURERS ARE SUPPOSED TO, LIKE, FORAGE FOR FOOD AND SHIT.

BOR-R-R-RING! NO, THANK YOU. NOT FOR TAAKO.

I AGREE. F THAT S!

**TAAKO**  
RACE ELF  
CLASS WIZARD  
+ PROFICIENCIES +  
→ Spell-casting  
→ Transmutation  
→ Gastronomy

WHAT ARE *YOU* DOING, MERLE?

I'M STUDYING MY CANTRIPS!

JUST SAY "MASTURBATING." WE GET IT.

"DON'T COME IN, MOM! I'M STUDYING MY CANTRIPS!!"

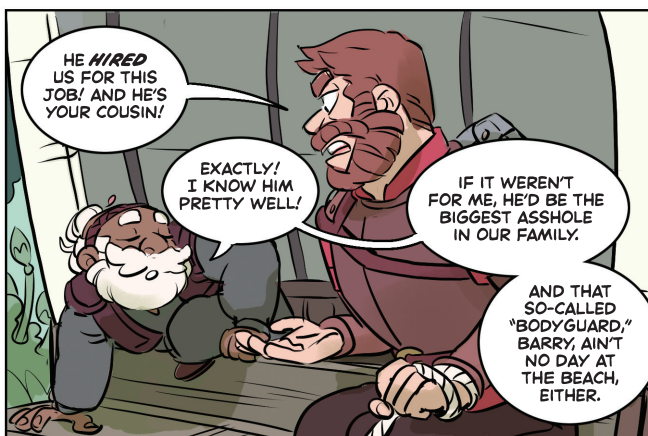
I HAPPEN TO BE DEEP IN THOUGHT!!

**MERLE**  
HIGHCHURCH  
RACE DWARF  
CLASS CLERIC  
+ PROFICIENCIES +  
→ Healing... supposedly  
→ Religion stuff  
→ Bleeding





I'M VERY  
CONFLICTED!  
I DON'T TRUST  
THIS BOGARD  
GUY!



HE *HIRED*  
US FOR THIS  
JOB! AND HE'S  
YOUR COUSIN!

EXACTLY!  
I KNOW HIM  
PRETTY WELL!

IF IT WEREN'T  
FOR ME, HE'D BE THE  
BIGGEST ASSHOLE  
IN OUR FAMILY.

AND THAT  
SO-CALLED  
"BODYGUARD,"  
BARRY, AIN'T  
NO DAY AT  
THE BEACH,  
EITHER.



WHY DIDN'T  
THEY JUST TAKE  
ALL THIS WITH  
THEM INSTEAD  
OF HAVING US  
HAUL IT?

I CAN'T FIND  
ANYTHING EDIBLE,  
THAT'S FOR SURE.



A BUNCH OF  
MINING STUFF,  
SHIT TO BLOW UP  
OTHER SHIT.

THE ONLY  
MINE IN THESE  
PARTS WAS LOST  
A DECADE AGO.



AND THE WAY YOUR COUSIN  
KEPT SAYING "THIS IS THE LAST JOB  
YOU'LL EVER NEED! THE *LAST JOB*  
YOU'LL *EVER* NEED!"

I GET THE WHOLE  
"WINK-WINK YOU'RE  
GONNA BE RICH" VIBE, BUT  
IT CAME ACROSS AS KIND  
OF MURDER-Y.



I AM...  
UNEASY.

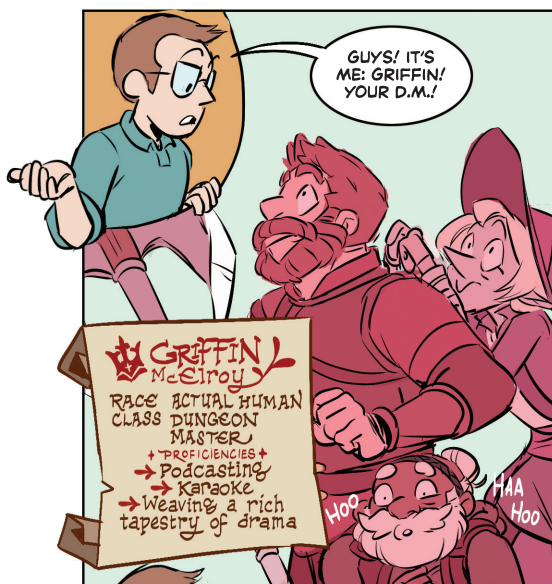
THEN YOU  
ARE JUST GONNA  
*LOVE* THIS.



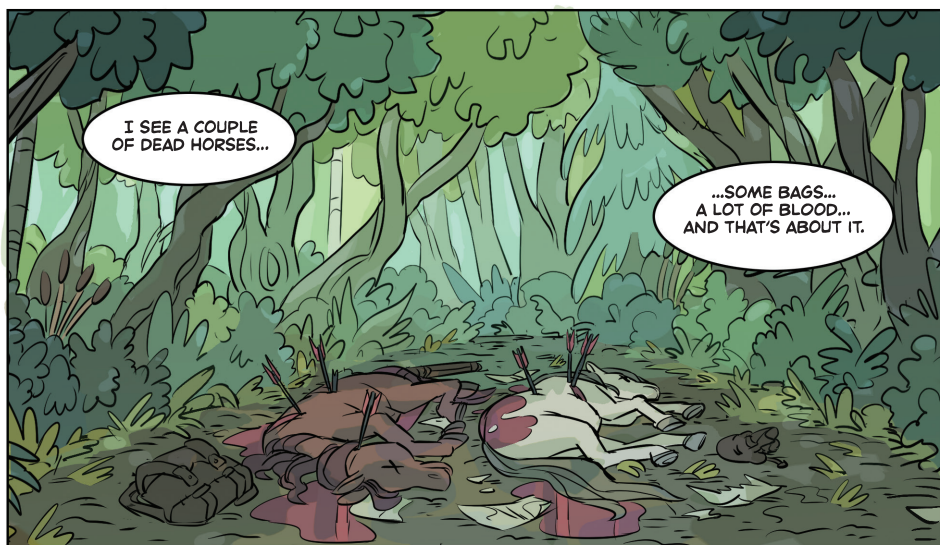
IT'S KIND OF  
TOUGH TO SEE...

...BUT I THINK  
THE SHIT HAS  
GONE SOUTH.







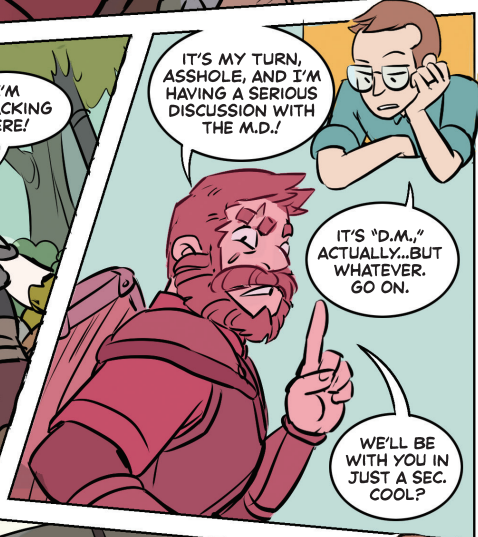




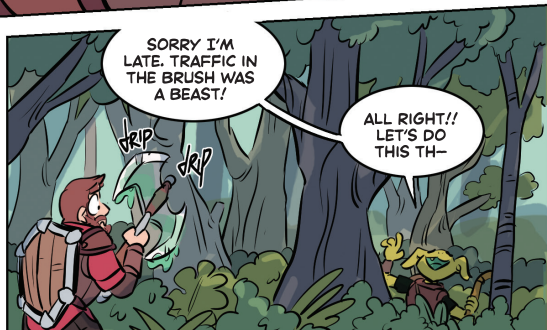






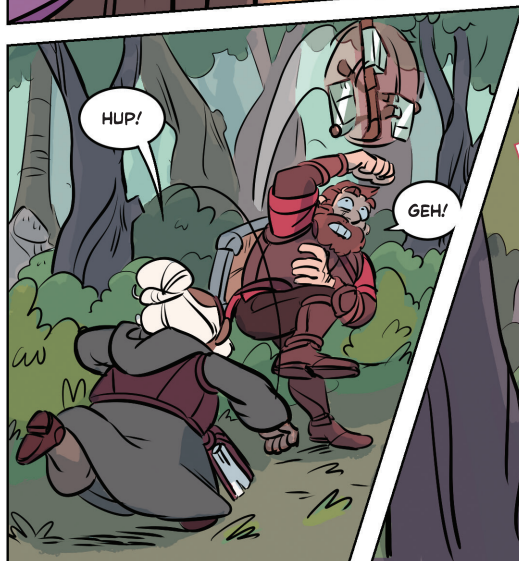
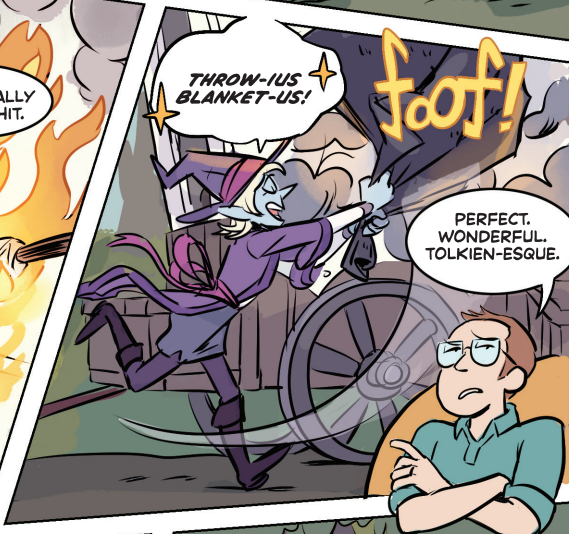






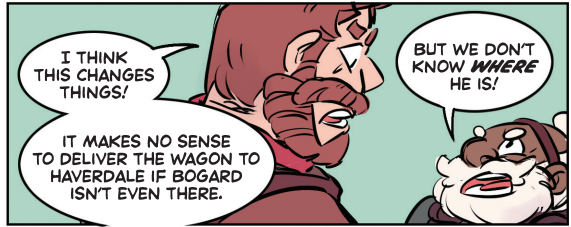














# THE RETURN TO THE TEST OF INITIATION

Written by Griffin McElroy Illustrations and character designs by Carey Pietsch

Welcome to the first ever official playable *TAZ* adventure: *The Return to the Test of Initiation!* In this adventure you'll get to play as some of your favorite characters from the Bureau of Balance and explore the moon base. Everything you need to play this adventure is included except dice, but if a question comes up that you can't find the answer to—like 'Exactly how many robot arms can Magnus carry at once?'—we recommend checking the official Fifth Edition *Dungeon Master's Guide* or *Player's Handbook* from Wizards of the Coast, or any of many other great resources on the internet.

## INTRODUCTION

"There are no legends about the Bureau of Balance. There are no tales of heroism shared from traveler to traveler across Faerun's roads. No poems recited around the tavern's hearth. The people of this world do not show the Bureau gratitude for the salvation they've been provided. And the reason for this is quite simple: They do not know that they have been saved.

"Such absence of information is the Bureau's stock-in-trade. For years, this world warred itself into oblivion, seeking artifacts known as the Grand Relics. Countless armies were assembled and lost in the pursuit of these immensely powerful objects—objects that seemed to cast an undeniable thrall over every living being that found themselves unlucky enough to encounter them. They promised a power that could change the world, and in this one regard, the Relics were truthful: Because of the unchecked fervor of those hunting for them, the world itself was rotting away.

"And then, in the blink of an eye, the world forgot the Grand Relics had ever existed.

"That piece of knowledge, among so many others, has been suppressed by the Bureau of Balance. Under the guidance of their Director, the Bureau now hunts the Relics themselves in secrecy. But, unlike those who sought the Relics in the past, they do not seek their power—they seek their annihilation.

"They watch the world for signs of the Relics from their headquarters in the sky: a false moon, which those living below have been lulled into believing has always been there. The Bureau's

members scour the land, chasing leads of the Relics' resting places. Their members are some of the world's most capable adventurers, equipped with technological marvels and magic-imbuéd equipment that would make them the envy of your average career treasure seeker.

"Theirs is an enormous responsibility. And to prove they are capable of handling it, each member of the Bureau of Balance must first pass a trial before joining the organization: The aptly named Test of Initiation.

"The members of your party have already passed this test. You survived an arena designed to challenge your ability to work as a team, not just to overpower the animatronic foes waiting within, but to outwit them as well. Every Bureau member can recall their rites of passage, and recite in great detail the feats of skill that led their party to victory.

"You each have your own tales of the tribulations you faced in the Test of Initiation.

"After tonight, you will have another."

## OVERVIEW

This adventure takes place aboard the Bureau of Balance headquarters, a wondrous, circular facility that floats in the night sky over Faerun. On the surface of the headquarters, a campus of lush, well-maintained grass is dotted with several dome-shaped buildings connected by paved roads. Each dome serves a particular need for the Bureau—there are several dormitories; training grounds; a strange shop known as the "Fantasy Costco" and the main gathering hall, which also hosts the Director's office and the Relic Dispos-



al Chamber. Elevators within each dome take passengers to other chambers serving different functions below, within the bowels of the facility.

Your players will be embodying characters from *The Adventure Zone*, all of whom serve different roles within the Bureau's various teams. Taako, Merle, and Magnus are Reclaimers, a group assigned to act on intel to retrieve the Grand Relics from the world below and bring them back to the Bureau to be destroyed. Killian and Carey are Regulators, a group which polices the exploits of the Reclaimers and neutralizes those who would fall prey to the Relics' thrall. Johann works aboard the facility itself as a sort of groundskeeper—his main role is to see to the well-being of the Voidfish, a mysterious entity that dwells within the heart of the Bureau's campus.

You will find character sheets for all six of these heroes in the back of this booklet. If your players are brand-new to Dungeons and Dragons Fifth Edition, you can find basic rules on the official D&D website at [dnd.wizards.com](http://dnd.wizards.com). (You can also use a basic Dungeon Master's guide there as well, if you're new to this, too. Also, if that's the case: Welcome to the jungle. I apologize in advance for all the shenanigans your soon-to-be former friends are about to try and pull.)

In the fiction of *The Adventure Zone*, it would be rare for particular combinations of these six heroes to work together as a unit. As the DM, it is up to you to figure out why your player characters are the ones who answered the call to action this evening. Maybe they're the only ones who answered their alarms in the middle of the night. Maybe Merle was "studying his cantrips." Maybe Taako just wasn't feeling it.

There's a certain amount of narrative dissonance that will be inherent in this adventure. I fully encourage you to just barrel on through it. Inform your players that this is a non-canonical companion piece to the story of the podcast and book — and, as such, their characters and the Bureau itself will face mortal peril, depending on the events that transpire.

In short: Tell your players, "I don't care if Magnus is alive later on in the adventure. If he gets

stabbed too many times tonight, Magnus is going to die." This is a very good and scary thing to tell your players, and, to be frank, is an energy I wish I'd brought to the table more often while we were recording the podcast.

-Griffin McElroy

## A RUDE AWAKENING

"You, and your companions, have been roused from your slumber in the middle of the night, and called before the Director in the gathering hall at the far edge of the Bureau of Balance moon base. Your walk across the campus from the dormitories to the hall was deathly quiet; the usual evening security detail that patrols these grounds is absent tonight. It is just you, strolling in silence, a sea of stars above, the unaware world below.

"The scene inside the gathering hall is similarly still. The guards who usually stand vigil during your meetings with the Director are nowhere to be seen. As you enter one by one, the Director calls you forward to the great dais at the back of the room, a grim look on her weary face. Only once you have all assembled does she reveal the reason for disrupting your rest."

The Director is a somewhat serious figure in the story of *The Adventure Zone*, and the meetings your players have had with her have all carried tremendous importance. This meeting is no different. She addresses the members of the Bureau with the utmost formality, as she holds the missions they conduct as her highest, most sacred duty.

Greet the heroes apologetically at first—both for waking them, and for assigning them a dangerous task which wouldn't normally fall directly under their job description. After a few moments of introduction—during which you should find an explanation for the absent playable characters listed in this booklet, if the situation requires it—it's time to outline the adventure your players will be running through.

"Several hours ago, we received reports from our Director of Security, Captain Lyssa, that the automatons we've developed for use in the Test



of Initiation had gone rogue. They breached their confinement in the workshop below the arena where the Test is conducted, and, if not for the quick thinking of Captain Lyssa and her team, would have continued their assault into the rest of the base. These machines are designed to test the combat capabilities of our recruits without remorse. I shudder to think of the casualties we would have suffered if their attack had gone unnoticed.

“However, Lyssa and her team were unsuccessful in neutralizing the threat altogether. They have contained the automatons inside the arena where the test is administered, but lack the personnel to properly handle the situation. As luck would have it, the majority of our internal security forces are on leave this weekend on an overnight team-building retreat.

“The automatons are maintained by a dwarven engineer named Carlyle, who has been missing since the automatons began their assault. If he’s still in the workshop under the arena, he’s almost surely been killed. For now, the door into the arena has been secured by Captain Lyssa, but we do not know how long it will hold out. I am asking you to enter the Test of Initiation once again, put an end to this robot rebellion, and—assuming he hasn’t already been lost to his own creations—rescue Carlyle.”

Understanding that this task is asking a lot of the heroes, the Director has planned compensation for their involvement: One token each for the Fantasy Gachapon, a device that bestows an assortment of magical items to those who perform exemplary works in the name of the Bureau. Also, upon completing their mission, each hero will also receive bonus compensation in the amount of 250 gold pieces each.

Due to her managerial role, the Director doesn’t know much in the way of specifics for how the automatons function, but can provide the following if pressed for more information:

- The automatons should not be able to act of their own volition. The fact that they’re seemingly doing just that is concerning, to say the least.
- A Test of Initiation was administered earlier that afternoon, and the arena had not been reset

since its completion. It is likely to be in a state of disrepair this evening.

- The standard Test of Initiation was designed for three participants: One who would engage three mechanical ogres on the arena floor; one who would support that participant with a cannon that fires three types of projectiles (one capable of healing combatants below, one capable of “marking” combatants to draw the attention of the automatons, and one capable of doubling the potency of a combatant’s next attack); and one, positioned on a catwalk above, would be tasked with defending a button (which delivers a paralyzing electric shock to the participant controlling the cannon) from waves of humanoid automatons. Only by working in tandem could the participants defeat all three ogres and pass the trial.

- The automatons were not designed with any natural weakness the heroes could exploit.

Upon finishing the briefing, the Director releases the heroes to seek out Leon the Artificer who facilitates the use of the Fantasy Gachapon, to equip themselves for the battle ahead. Following that, they are to report to Captain Lyssa by the entrance to the arena, accessible by an elevator that leads underneath the Training Dome.

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## A VISIT TO THE FANTASY GACHAPON

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“Having received a briefing from the Director, your party hastens to the chambers of Leon the Artificer, just within the Armory Dome located near the center of the campus. Leon, a bearded, bespectacled gnome, greets you groggily as you enter. He is standing behind a desk littered with tomes containing information on the magical items the Bureau can distribute to its members; he is dressed in a nightgown, having been awakened at the Director’s behest mere moments ago.

“Immediately behind Leon is the Fantasy Gachapon — a mysterious device comprised of a mechanism where Bureau members deposit the



tokens they've been allotted to activate a crank built into the machine's heavy iron base, and an enormous, bulbous glass tank containing several dozen objects of various shapes and sizes, all housed within discrete plastic capsules."

If you're new to the show, yes, this is essentially one of those toy-capsule vending machines you might find in our world. In *The Adventure Zone*, the Fantasy Gachapon is a method of distributing random magical items of varying levels of usefulness to players. We have fun, here.

After welcoming the group to his chambers, Leon the Artificer instructs each hero to approach the machine, insert their token, and turn the crank to receive a magical prize from within. If pressed for the reasoning about this circuitous method of equipping Bureau members, explain that the organization's main purpose is to disarm the world below of powerful magic items—by distributing random, less potent magical items in this manner, the Bureau avoids completely betraying its mission statement.

As your players drop their tokens into the machine and turn the crank, have them roll a D20. In the rear of this booklet, you will find a list of magical items numbered 1 to 20, which will dictate what they receive as a result. If another player rolls the same number as a player who previously used the machine, have them roll again until they land on a number that has not yet been claimed.

The list of these magical items also contains descriptions of their function. Explain each item's capabilities in character as Leon, consulting the large tomes on his desk that serve as encyclopedias for every item contained within the Fantasy Gachapon.

If you find your players needlessly antagonizing Leon — for instance, pretending they do not understand the very basic instructions on how to operate the Fantasy Gachapon — congratulations! You're playing with a listener of our podcast. Tormenting Leon is a time-honored tradition on *The Adventure Zone*, and we thoroughly encourage you to carry on that grand tradition in your game.

If you're feeling generous, or, for whatever reason, want to distribute additional items from the

Gachapon to your players, go for it. Maybe two capsules fall out of the machine instead of one. Maybe your players tie a string to their token to retrieve it from the bowels of the Gachapon. However, breaking the glass to retrieve all the items within is strictly prohibited. The glass is magically reinforced, and is virtually indestructible. (I literally just made that up because my players never attempted such heresy, but, screw it, I thought up the Fantasy Gachapon, and I can tailor the rules as I see fit.)

Not all items contained within the Fantasy Gachapon possess equal amounts of awe-inspiring practicality. If one of your players is unsatisfied with the item they receive, understand that this is the best imaginable scenario for you, the DM. If you can work in some moment where this apparent dud can serve as a lifesaving instrument of destiny, I guarantee the player who groused about their misfortune will be eternally impressed by your storytelling expertise. That's the secret sauce, folks.

After everyone has received their magical items from the Fantasy Gachapon, Leon instructs them to report to Captain Lyssa at the entrance to the arena. He then retires to his bedroom, through a small door located just next to the machine. Encourage your players to let the poor guy get some rest, and carry on with the adventure.

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## INTO THE BREACH

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"The elevator doors slide open with a pleasant chime as you reach your destination below the Training Dome, revealing a hallway that ends at a barricaded doorway into the arena beyond. Three Bureau security personnel are located in this hallway, all wearing the blue-and-white uniforms donned by the facility's internal employees.

"One guard is lying with his back against the wall of this hallway, barely clinging to consciousness as another guard sees to his superficial wounds. You presume the third guard in this chamber is Captain Lyssa—a human with tufts of short brown hair poking out of a bandage covering signs of the recent battle on her forehead. She



stops stacking chairs in front of the door into the arena as you emerge from the elevator, and turns to face you, clearly exasperated.

“‘Took you long enough,’ she says with a sigh.”

Captain Lyssa and her two companions were the first and only responders to the automaton attack this evening. She is exhausted, but resilient, and immensely resentful of her absent colleagues, who are at this very moment likely engaging in low-ropes courses and trust falls during their retreat.

Upon greeting the heroes, Lyssa explains the situation:

- Her team was able to destroy a handful of automatons before being routed into the hallway. The tide of the battle was turned when a larger automaton, one shaped like a spider, dropped into the arena and engaged the trio.
- By her count, only four automatons remain functional within: the aforementioned spider and three humanoid automatons, all of which come equipped with long arm-mounted blades.
- She saw no sign of Carlyle in the arena. He’s likely in the workshop, which is only accessible through an archway protected by a large wrought-iron gate on the far wall of the arena.
- Her team didn’t uncover any reason for the rebellion, but Lyssa assumes that whatever made the automatons go haywire will be found in the workshop behind the aforementioned gate.

• The arena has not been reset since the Test of Initiation conducted earlier in the day, and as a result, the three mechanical ogres used in that test are still lying vanquished on the arena floor. The cannon used in the test appeared operational, but she was unable to determine how much ammunition remained in its chambers. Whoever ran the test last must have been a real overachiever, because the catwalk above, containing the electric shock-administering button, has been completely destroyed.

After briefing the heroes, Lyssa and her companions agree to remove their barricade from the entrance to the arena, warning them that the door will be sealed behind them, on the off chance their rescue mission goes sideways. After a few tense moments, the makeshift barricade is

disassembled, and the heroes rush into the arena, the door slamming immediately behind them, as promised.

# THE TEST OF INITIATION, PART TWO

“Captain Lyssa slams the door behind you shut, with a boom that echoes throughout the arena — and in this moment, the scene is surprisingly still. The chamber is just as you remember it from your own trial; you’re standing near the edge of a circular pit 80 feet in diameter, the dusty floor strewn with debris from the Test of Initiation administered earlier that day.

“Shards of glass are scattered about the ground, fallen from the wrecked catwalk hanging above. The walls are splattered with the potions fired from the cannon used in the Test of Initiation, which is perched in the stands circling the pit, a ten-foot climb up the arena’s rusted metal enclosure. The only feature of the room left unscathed by the previous participant’s battle is the wrought-iron gate on the opposite wall from the door you just passed through, which covers a tunnel leading down into Carlyle’s workshop below.

“The three mechanical ogres that serve as antagonists in the trial are all lying defeated around the

## SOLDIER AUTOMATON

Medium construct, unaligned

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**Armor Class** 14 (natural armor)  
**Hit Points** 12  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12(+1)	13(+1)	1(-5)	3(-4)	1(-5)

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**Damage Immunities** poison  
**Condition Immunities** charmed, deafened, frightened, poisoned  
**Senses** blindsight 60 ft., passive Perception 6  
**Languages** —  
**Challenge** 1/4 (50 XP)

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**Automaton Phalanx:** When a Soldier Automaton is within 5 feet of another Soldier Automaton, both enemies gain +1 to AC.

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## ACTIONS

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



## SPIDER AUTOMATON

Medium construct, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 20

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** charmed, deafened, frightened, poisoned

**Senses** blindsight 60 ft., passive Perception 6

**Languages** —

**Challenge** 1/4 (50 XP)

**Repair Drone:** The Spider Automaton uses its eight tool-wielding appendages to quickly repair the Red Ogre Automaton. It first prioritizes fixing the Red Ogre Automaton downed in the middle of the room, then turns its attention to attacking the party.

### ACTIONS

**Red Ogre Repair:** Heals Red Ogre Automaton for 3d8 Hit Points. Upon first use, revives the Red Ogre Automaton and enables use of its upper body. Upon second use, the Red Ogre Automaton is fully operational.

**Drilling Stab:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## RED OGRE AUTOMATON

Large construct, unaligne

**Armor Class** 16 (natural armor)

**Hit Points** 0/40

**Speed** 25ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** charmed, deafened, frightened, poisoned

**Senses** blindsight 60 ft., passive Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

**Battle-damaged:** The Red Ogre Automaton was defeated in a previous battle, and begins the fight deactivated in the middle of the floor. Upon being repaired by the Spider Automaton, the Red Ogre Automaton regains use of its upper body, allowing it to crawl at half speed and attack as normal. The second time it is repaired, it also regains use of its legs.

**Control Plate:** Embedded within the Red Ogre Automaton's head—and faintly visible through gaps in the ogre's synthetic flesh—is a Control Plate, which will open the gate leading into the Workshop if it comes within 10 feet of it. It can be spotted with a DC 13 Investigation check, and removed from the still-functioning Red Ogre Automaton with a DC 15 Sleight of Hand check. Once the ogre is defeated, the Control Plate can be easily removed.

### ACTIONS

**Garbage Toss:** The Red Ogre Automaton grabs a few pieces of debris off the ground, and hurls it in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 8 (1d8 + 3) bludgeoning damage on a failed save.

**Haymaker:** *Unarmed Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) bludgeoning damage.

arena. Two of them appear to have been bombed by the same potent magical attack; the other, the Red Ogre, the largest one in the trio, appears to have been cut down by a powerful fighter. Chunks of its synthetic flesh have been torn away, revealing the metallic frame holding it up from within.

"The silence is broken mere seconds after you enter as four automatons power up in unison, their sensor lights flashing on as they acknowledge their new targets. Three humanoid automatons lunge forward without delay, their blade-arms held at the ready. Behind them, a spider-shaped automaton lifts two of its appendages in the air, revealing complex tools at their tips that hum and spin menacingly.

"It would appear your second Test of Initiation has begun."

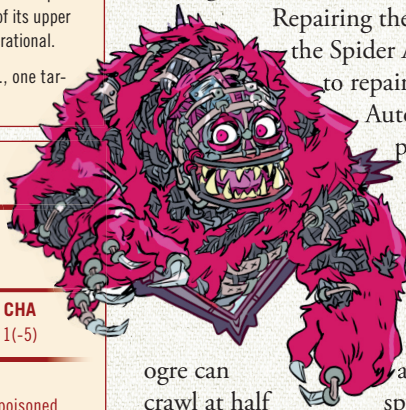
Repairing the ogre on its first turn, the Spider Automaton will attempt to repair the downed Red Ogre Automaton. If left unimpeded by your players, the Red Ogre is healed for 3d8 Hit Points (bouncing back from 0), and regains the use of the top half of its body. In this state, the ogre can attack as normal and crawl at half speed to close distance on your players.

On its second turn, the Spider Automaton will attempt to repair the Red Ogre Automaton again, this time restoring its full mobility, and healing its for another 3d8 Hit Points.

This mechanic constitutes the primary danger in this fight. Keep the pressure on your heroes with the other automatons as the Spider carries out its repairs. After fully restoring the ogre, the Spider's priority changes, and it will simply attack nearby heroes.

Using the Cannon: The cannon used in the Test of Initiation is still operational, but because the room has not been reset following the test conducted earlier in the day, its ammunition is limited. Just one potion of each type remains in the cannon's chamber:

- **Healing Potion:** Heals a target for 2d4 + 2 Hit





Points.

- **Strength Potion:** Doubles the damage dealt by the target's next attack, either magical or physical.

- **Rage Potion:** Forces the automatons in the room to attack the target during the next round of combat, after which point the potion's effect fades. In order to access the cannon, a hero would need to scale the metal wall from the pit up to the stands surrounding the arena with a DC 13 Athletics check. In order to successfully hit their target with a potion, they must roll a DC 10 Dexterity saving throw.

**Exiting the room:** In order to leave the arena and continue on into the workshop below, the party will need to find some way of opening the heavy iron gate at the edge of the room. It's extraordinarily heavy—a player who rolls a DC 20 Strength check could lift the gate slightly, enough for the other players to roll beneath it on their turns, but that would leave said hero stranded and vulnerable to the surviving automatons.

In order to raise the gate, the heroes must bring a Control Plate embedded within the Red Ogre's metal skull within 10 feet of the gate—at which point, a signal light embedded in the wall above the gate will illuminate, granting them access to the chamber beyond.

A hero who performs a DC 13 Investigation check on the ogre will spot the Control Plate, housed within its skull, through the exposed holes in its synthetic flesh. With a DC 15 Sleight of Hand check, a player can retrieve the plate from the Ogre if it's still activated—otherwise, the Control Plate can easily be retrieved from its body following the Automatons' defeat.

After defeating the automatons, players will find and discover an Ammo Cache for the cannon containing two Potions of Healing. These potions can heal a player for  $2d4 + 2$  Hit Points.

## THE MASTERMIND

"A silence falls on your party once again as you pass through the large corridor out of the arena and into the workshop. It's an

enormous space—in fact, it's nearly identical in shape and scale to the chambers where the Test of Initiation is administered. The walls to the left as you enter are lined with tools mounted on tall racks and crates filled to the brim with automaton components, all arranged in an orderly, deliberate manner. The walls to your right, however, are obscured by towering, chaotic piles of half-finished concepts for various animatronic monsters. Two imposing robotic arms ending in pneumatic clamps are hanging lifelessly above, tethered to the ceiling on a grid of rails that crisscross the entire room.

"As you approach the workshop, the quiet is disrupted by a shrill sound emanating from the far side of the workshop. It's the sound of cheerful, melodic whistling.

"The sound is coming from an enclosure at the far side of the workshop, which is separated from the rest of the chamber by a thick lattice grate made of gleaming solid steel, plated with a thick layer of glass. Through the lattice, you see a figure hunched over a control panel lined with multicolored buttons—a dwarven man wearing a thick pair of glasses and an industrial worker's helmet—who regards you with surprise as you step into the room.

"Wow," Carlyle remarks, his voice booming through a loudspeaker mounted above the heavy metal door into his compartment. "Looks like I need to ramp up the difficulty curve on the test a bit, huh?"

**Role-playing Carlyle:** Carlyle is a Bureau of Balance member, but he's a rare case: He's been left disillusioned by all of the Director's actions since the Bureau's founding, and has decided to eradicate this new global powerhouse before it can grow any further. He's unshakable in his resolve; try as they might, the heroes will be unable to convince him to call off his plan.

There should be something relatable in Carlyle's argument. The

Bureau is remarkably powerful, after all, with its impressive combat capabilities and ability to rewrite memories on a global





## DRAGON AUTOMATON

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 50

**Speed** 35ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** charmed, deafened, frightened, poisoned

**Senses** blindsight 60 ft., passive Perception 6

**Languages** —

**Challenge** 1 (200 XP)

**Metallic Frame:** The Dragon Automaton is an unfinished creation; it has nothing covering its metallic skeleton and vulnerable components housed within. As a result, it loses functionality continuously as it is damaged. When the Dragon Automaton drops below 35 Hit Points, its armor plating slides off, reducing its AC to 14. When it drops below 20 Hit Points, its Combustion Engine dies out, disabling its breath attack. When it is dropped below 10 Hit Points, its Mobility Systems are destroyed, reducing its speed to 0.

### ACTIONS

**Fire Breath (Recharge 5–6):** The Dragon Automaton exhales fire in a 50-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 8 (1d8 + 4) fire damage on a failed save, or half as much damage on a successful one.

**Claw:** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 8 (1d10 + 3) slashing damage.

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

scale. He's of entirely sound mind, and is simply dealing with this potential international threat in the only way he knows how by utilizing the very automatons the Bureau has commissioned for testing their new recruits.

Not to put too fine a point on it: Carlyle knows an army when he sees one. And this army, with their floating moon base and memory-altering magics, has grown unchecked for too long.

With the headquarters' security team on leave this evening, Carlyle knows his ideal window for completing this operation is closing quickly. Hoping to avoid any further delays, he attacks the heroes with the full capabilities his workshop provides. With a few button presses on his control panel, the pile of half-built automatons against the wall of the room topples, and a gargantuan mechanical dragon emerges from within.

Accessing the Safety Cage: Carlyle has locked himself within a Safety Cage, which is built into the wall of the workshop opposite from where the

## CARLYLE

Small humanoid (dwarf), unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 12

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	14 (+2)	8 (-1)

**Damage Immunities** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 1/2 (100 XP)

**Tinfoil Helmet:** Fearing a psychic assault from the Bureau of Balance, Carlyle has donned a tinfoil-lined safety helmet which grants him immunity from charming effects and psychic attacks. The helmet is not fastened in any visible way, and can be easily removed.

**Operator:** Carlyle begins the battle inside the Safety Cage, utilizing the Control Panel to attack the party with the Manufacturing Arms. When using the Control Panel, he can attack with both arms during his turn. If a party member makes their way into the Safety Cage, he shifts his attention away from the Control Panel, and will attack the encroaching hero directly.

### ACTIONS

**Manufacturing Arm Control:** Carlyle uses the Control Panel to take control of both Manufacturing Arms with his action (see next page).

**Wrench Slam:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

players just entered.

There are two means of entry into the cage. First is a heavy iron door, which has been padlocked and fused shut from within by Carlyle. A moderate Thieves Tools check will handle the lock, but the fused door requires a bit of strength to pry open. If investigated, the players will realize the fuse job was rushed and can easily be overcome with strength or melted down with fire.

The other is a large window, covered with a metal latticework that is shielded by a thick pane of glass. The glass can be broken, giving players options to attack Carlyle inside — but the metal latticework is extremely sturdy and would take some significant effort to penetrate.

As breaking into the Safety Cage should be the heroes' main objective, Carlyle will fend them off at all costs with the two Manufacturing Arms. The Dragon Automaton will pose immense danger to the heroes, but will mostly serve to keep them from their primary goal of sieging the cage.

Dragon rampage: The Manufacturing Arms are under Carlyle's direct control from within the



## MANUFACTURING ARM

Medium construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 20

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage** poison

**Condition Immunities** charmed, deafened, frightened, poisoned

**Senses** —

**Languages** —

**Challenge** 1/4 (50 XP)

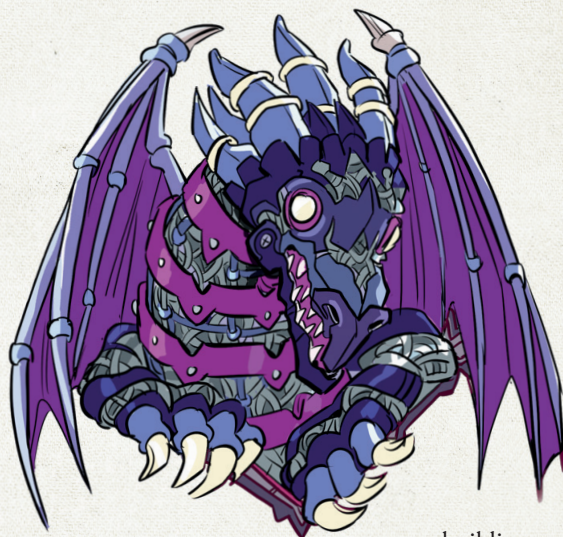
**Remote Controlled:** The Manufacturing Arms hang from the ceiling, and are controlled by Carlyle from within the Safety Cage. They will be instantly disabled if Carlyle is defeated or otherwise forced away from the control panel. Do not roll Initiative for the Manufacturing Arms — they'll simply be maneuvered by Carlyle during his turn.

**Electronic Bouncers:** The main priority of the Manufacturing Arms (and, by extension, Carlyle) is to protect the door leading into the Safety Cage. They will target any creature who attempts to enter the cage through any means.

### ACTIONS

**Reposition:** The Manufacturing Arm attempts to clamp onto a creature and lift them into the air. The targeted creature must make a DC 13 Dexterity saving throw; on a failed save, the creature is Grappled by the arm, and lifted 10 feet above the ground. If freed from its grasp while suspended in the air, the creature must make a DC 13 Dexterity saving throw, or take 1d6 Bludgeoning damage and land prone as they fall to the ground.

**Pound:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.



cage—but the Dragon seems to be operating on some sort of automated protocol, choosing a target from one of the heroes and attacking without restraint. The heroes can pick up on this behavior and use the Dragon's lack of judgment to turn its attacks against the Safety Cage.

Upon defeating Carlyle, any surviving automata drop to the floor, deactivated. The threat has been contained.

## CONCLUSION

“As you return to the surface from the arena beneath the Training Dome to report your success to the Director, you see the sunrise crest the edge of the moon base. Near the Hangar Bay, you see a squadron of recently returned security personnel—all wearing T-shirts acquired during their

team-building retreat at Camp Goodfriend—receiving a stern talking-to from Captain Lyssa. You leave them to their unenviable morning, and enter the gathering hall, where the Director is waiting for your debriefing.

“I see,” the Director says, unsettled. She takes a sip of a cup of coffee, one which you assume has supplanted her slumber throughout the night. “We’ve had members of the Bureau turn against us before, but never out of discontentment over how we carry out our mission. I fear this sentiment could be widely held throughout our membership.”

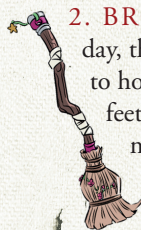
“The Director sighs, and walks to a window overlooking the waking world below. ‘I suppose that’s my problem to sort out. You’ve all done enough work tonight—exemplary work, all around. I owe you all a debt beyond measure; for now, please accept this as a symbol of my gratitude.’”

For completing the mission, each player receives a payment of 250 gold pieces—and, as a bonus for going above and beyond the call of duty, the Director also grants each party member one additional token for the Fantasy Gachapon. If your players wish to continue their heroes’ adventure in a new campaign, they’ll have one more magic item to bring with them as a souvenir.



# ITEMS

**1. RING OF FROST:** This wondrous ring makes any beverage the wearer holds instantly frosty, vastly improving most beverages while effectively ruining most teas and coffees. Oh, also, it grants the wearer resistance to Frost damage.



**2. BROOM OF FLYING:** Once per day, this mysterious broom allows its owner to hop aboard and fly at a speed of 60 feet. It can only remain in the air for five minutes, at which point its magic fades and any airborne passengers crash to the ground spectacularly.

**3. AWARENESS FRAMES:** This slick pair of thick-framed glasses grants the wearer +1 to all Perception and Investigation checks.

## 4. MALADY'S UNFORTUNATE

**FEDORA:** Once per day, this unstylish hat allows its wearer to turn completely invisible — however, the hat itself remains completely visible, floating in the air atop the wearer's head. The effect lasts for five minutes or until the hat is removed.



## 5. RING OF THE GIANT SLAYER:

This potent ring grants the wearer +1 to physical attack and damage rolls against enemies of the size large or higher.

**6. PHANTOM FIST:** This imposing gauntlet grants the user +1 to Unarmed attack and damage rolls. On a successful attack, the target must succeed on a DEX DC 13 save, or be knocked back 2d4 feet.

**7. THE GLUTTON'S FORK:** Once per day, this unsettling fork will allow the user to eat any non-magical item they can fit in their mouth and regain 2d6 Hit Points. Just tap the fork on the item and it will become edible.



**8. POCKET SPA:** This impossible tent contains a full, luxurious spa for the owner and their party to take advantage of during a short rest. While relaxing inside, visitors will regain an additional 3 Hit Points for each Hit Dice or healing items used during their rest.

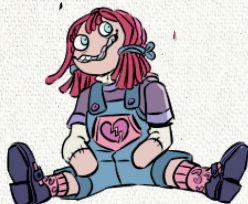


**9. ALL-OR-NOTHING COIN:** Once per day, the owner of this ornately-etched coin can substitute a regular 2-sided coin flip in place of a D20 roll. If the coin lands on heads, it is considered a Critical Hit. If the coin lands on tails, it is considered a Critical Failure.

**10. THE IMMOVABLE ROD:** This unassuming metal bar can be activated with the press of a button on its hilt, allowing it to freeze in place — even in mid-air — and become immovable. In this state, the rod can sustain a tremendous amount of weight before falling, and can only be moved by deactivating its button, or with a DC 30 Strength check.

**11. HAUNTED DOLL:** This eerie doll contains a powerful spirit within, who forms a bond with the owner of its vessel. If the owner of this doll should fall to 0 HP or below from any source of damage, the doll takes the hit instead, and shatters into pieces.

**12. TARANTULA'S BRACELET:** Once per day, this webbed accessory bestows upon its wearer the effects of the spell Spider Climb, allowing them to maneuver along walls and ceilings at their walking speed for 10 minutes. While the wearer is climbing, they also have advantage on Stealth checks.





### 13. THE FAILURE CAPE:

This preposterous garment allows its wearer to inspire their companions to action with their own disastrous maneuvers.

While in combat, should the wearer fail a roll during their action, the next player to act will gain +1 on their next action requiring a D20 roll.



### 14. RING OF THE GRAMMARIAN:

Once per day, the wearer of this humble ring can alter one letter on a spell's title to manipulate the spell being cast into having a different effect. For example, the spell Cause Fear could become Cause Bear. The effect of these altered spells are determined by the DM, but with the caster's intentions taken into account.

**15. SHRIEKING PENDANT:** This horrible necklace emits a shrill cry whenever its wearer is endangered by an enemy. Upon taking melee damage from an enemy attack, the pendant produces a haunting scream, forcing the next enemy to take disadvantage on their next attack.

**16. THE TIME BELT:** Once per encounter, this futuristic-looking belt allows its wearer to change the flow of battle in their favor. After taking damage from an enemy attack, the wearer may elect to act next, moving their position in the Initiative Order for the remainder of the fight.

**17. COUNTERWEIGHT BELL:** This ever-chiming bell is designed to increase the lethality of weapons to which it is affixed, at the cost of said weapon's accuracy. When tied to a melee weapon's hilt, that weapon deals an additional 2 points of damage on a successful attack—but bestows a -1 penalty to attack rolls, on account of the weapon's balance being thrown off.

### 18. SLIPPIES OF HASTE:

This comfortable pair of slippers grants their wearer advantage on Initiative rolls and +10 feet of movement speed. They also, surprisingly, provide a considerable amount of arch support.



**19. CHAOTIC EMERALD:** Once per day, this precious gemstone can be activated by its owner, casting the battlefield in a faint green light that reveals the future to their party. When the emerald is used, every player at the table must roll a D20. On their next turn, the player must use that die result to determine the failure or success of their action.

**20. BONUS CAPSULE:** This capsule was added to the machine by Leon as a special prize for those lucky enough to find it. It simply contains two additional Fantasy Gachapon tokens, which can be spent immediately to use the machine twice more.





# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Carey Fangbattle

Rogue 2 Purveyor of Sweet Flips Dragonborn Chaotic Good

LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

12 PASSIVE WISDOM (PERCEPTION)

12 PROFICIENCY BONUS

13

ARMOR  
CLASS

+3

INITIATIVE

30 ft.

SPEED

STRENGTH

+1

12

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+0

10

CHARISMA

+2

14

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

SAVING THROWS

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

SKILLS

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

Success

Failures

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8+3 Piercing
Dagger	+5	1d4+3 Piercing
Dagger (Thrown)	+3	1d4+3 Piercing

Dragon Breath (DEX DC 11): 2d6 Lightning, half on save (5 by 30 ft. Line)

ATTACKS & SPELLCASTING

Languages: Common, Draconic  
Proficiencies: Acrobatics, Crossbow, Sleight of Hand, Deception, Dexterity Saving Throws, Dice Set, Forgery Kit, Intelligence Saving Throws, Light Armor, Longsword, Perception, Persuasion, Rapier, Shortsword, Simple Weapons, Sleight of Hand, Stealth, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

CP	0	Leather
SP	0	2 Daggers
EP	0	Rapier
GP	15	Crowbar
PP	0	Thieves' Tools

EQUIPMENT



Sneak Attack (1d6)  
Thieves' Cant  
Cunning Action

Racial Traits:  
Draconic Ancestry:  
Blue Dragon Breath  
Weapon (1 per Rest)  
Damage Resistance

FEATURES & TRAITS



# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Johann

Bard 2

Inspiring Violinist

Half-Elf

True Neutral

LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

14 PASSIVE WISDOM (PERCEPTION)

+2 PROFICIENCY BONUS

13

ARMOR  
CLASS

+3

INITIATIVE

30 ft.

SPEED

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

17



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

SAVING THROWS

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

SKILLS

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

Success

Failures

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+2 Piercing
Shortbow	+4	1d6+2 Piercing

Spell Attack Bonus	+5
Spell Attack DC	=13
Spellcasting Ability	Cha

ATTACKS & SPELLCASTING

Languages: Giant, Common, Elvish  
Proficiencies: Acrobatics, Charisma  
Saving Throws, Crossbow, Sleight of Hand, Deception, Dexterity Saving Throws, Disguise Kit, Dulcimer, Insight, Light Armor, Longsword, Lute, Lyre, Perception, Performance, Persuasion, Rapier, Shortsword, Simple Weapons, Stealth, Viol

OTHER PROFICIENCIES & LANGUAGES

CP	0	Leather Armor
SP	0	Dagger, Shortbow
EP	0	Backpack, Clothes, Costume (2)
GP	15	Rations (1 day)(5)
PP	0	Waterskin
		Disguise Kit
		Lyre
		Violin

EQUIPMENT



Bardic Inspiration (D6)  
Jack of All Trades  
Song of Rest

Racial Traits:  
Darkevision  
Fey Ancestry

Cantrips  
Message  
Vicious Mockery  
1st Level Spells; 3 Slots  
Dissonant Whispers  
Healing Word  
Tasha's Hideous Laughter  
Charm Person  
Silent Image

FEATURES & TRAITS



# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Killian

Fighter 2 The Absolute Baddest Orc

Neutral Good

LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

13 PASSIVE WISDOM (PERCEPTION)

+2 PROFICIENCY BONUS

16

ARMOR  
CLASS

+2

INITIATIVE

30 ft.

SPEED

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+0

10



- ☒ +4 Strength  
☐ +0 Dexterity  
☒ +4 Constitution  
☐ +0 Intelligence  
☐ +1 Wisdom  
☐ +0 Charisma

SAVING THROWS

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

SKILLS

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

HIT DICE

Success

Failures

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Crossbow, Heavy	+6	1d10+2 Piercing
Handaxe	+4	1d6+2 Slashing

ATTACKS & SPELLCASTING

Languages: Common, Orc, Draconic  
Proficiencies: Acrobatics, Athletics, Constitution Saving Throws, Drum, Heavy Armor, Intimidation, Light Armor, Martial Weapons, Medium Armor, Perception, Shields, Simple Weapons, Strength Saving Throws, Survival

OTHER PROFICIENCIES & LANGUAGES

CP	0	Chain Mail
SP	0	2 Handaxes
EP	0	Crossbow, Heavy
GP	10	Backpack
PP	0	Hunting Trap
		Rope, Hempen (50 feet)
		Tinderbox
		Torch (10)
		Waterskin

EQUIPMENT



Fighting Style:  
Archery  
Second Wind  
Action Surge

Racial Traits:  
Darkvision  
Menacing  
Relentless Endurance  
Savage Attacks

FEATURES & TRAITS



# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Magnus Burnsides

Fighter 2 Folk Hero (To Some) Human

Lawful Good

LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

10 PASSIVE WISDOM (PERCEPTION)

+2 PROFICIENCY BONUS

15

ARMOR  
CLASS

+2

INITIATIVE

30 ft.

SPEED

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+0

11

CHARISMA

+1

13

- ☒ +4 Strength  
☐ +0 Dexterity  
☒ +4 Constitution  
☐ +0 Intelligence  
☐ +1 Wisdom  
☐ +0 Charisma

SAVING THROWS

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

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

SKILLS

Total 1d10

HIT DICE

Success

Failures

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Railsplitter +5 1d10 + 3 Slashing 1d6+2

Handaxe +5 1d6 + 3 Slashing (20/60)

ATTACKS & SPELLCASTING

Languages: Dwarvish, Common,  
Proficiencies: Acrobatics, Animal  
Handling, Athletics, Carpenter's  
Tools, Constitution Saving Throws,  
Heavy Armor, Light Armor, Martial  
Weapons, Medium Armor, Shields,  
Simple Weapons, Strength Saving  
Throws, Survival, Vehicles (Land),

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Railsplitter  
Shield  
Chain Mail  
2 Handaxes  
Backpack  
Crowbar  
Hammer  
Piton (10)  
Rope, Hempen  
(50 feet), Tinderbox  
Torch (10)  
Waterskin  
Woodcarver's Tools

EQUIPMENT

Fighting Style:  
Protection  
Second Wind  
Action Surge

FEATURES & TRAITS



# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Merle Highchurch

Cleric 2

Child of Pan

Beach Dwarf

Neutral Good

LEVEL

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

13 PASSIVE WISDOM (PERCEPTION)

+2 PROFICIENCY BONUS

14

ARMOR  
CLASS

-1

INITIATIVE

25 ft.

SPEED

STRENGTH

+1

13

DEXTERITY

-1

8

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

+0

10



- ☐ +1 Strength  
☐ -1 Dexterity  
☐ +3 Constitution  
☐ +1 Intelligence  
☒ +5 Wisdom  
☒ +2 Charisma

SAVING THROWS

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

SKILLS

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

Success

Failures

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+3	1d8 + 1 Bludgeoning
Club	+3	1d6 + 1 Bludgeoning

Spell Attack Bonus	+5
Spell Attack DC	=13
Spellcasting Ability	Wis

ATTACKS & SPELLCASTING

Languages: Common, Dwarvish, Halfling, Goblin, Proficiencies: Battleaxe, Brewer's Supplies, Charisma Saving Throws, Handaxe, Heavy Armor, Insight, Light Armor, Light Hammer, Medicine, Medium Armor, Nature, Religion, Shields, Simple Weapons, Survival, Warhammer, Wisdom Saving Throws

OTHER PROFICIENCIES & LANGUAGES

CP	0	Shield
SP	0	Chain Mail
	0	Club
EP	0	Warhammer
	0	Backpack
GP	15	Tinderbox
PP	0	Extreme Teen Bible

EQUIPMENT



Divine Domain:  
Nature  
Acolyte of Nature

Racial Traits:  
Darkvision  
Dwarven Resilience  
Tool Proficiency  
Stonecunning  
Dwarven Toughness

Cantrips  
Sacred Flame  
Shillelagh  
Spare the Dying

1st Level Spells; 2 slots  
Animal Friendship  
Cure Wounds  
Healing Word  
Shield of Faith

2nd Level Spells; 1 slot  
Zone of Truth

FEATURES & TRAITS



# THE ADVENTURE ZONE

## HERE THERE BE GERBLINS

### Taako

Wizard 2    Traveling Chef    High Elf    Chaotic Good

LEVEL    BACKGROUND    RACE    ALIGNMENT    EXPERIENCE POINTS

13 PASSIVE WISDOM (PERCEPTION)

+2 PROFICIENCY BONUS

12

ARMOR  
CLASS

+2

INITIATIVE

30 ft.

SPEED

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

- ☐ +1 Strength  
☐ -1 Dexterity  
☐ +3 Constitution  
☐ +1 Intelligence  
☒ +5 Wisdom  
☒ +2 Charisma

SAVING THROWS

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

SKILLS

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

Success

Failures

DEATH SAVES

NAME    ATK BONUS    DAMAGE/TYPE

Ray of Frost    +5    1d8 Cold

Quarterstaff    +2    1d8 Bludgeoning

Spell Attack Bonus    +5

Spell Save DC    +13

Spellcasting Ability    Int

ATTACKS & SPELLCASTING

Languages: Gnomish, Common, Elvish,  
Proficiencies: Alchemist's Supplies,  
Arcana, Cook's Utensils, Crossbow,  
Light, Dagger, Dart, Insight, Intelligence  
Saving Throws, Longbow, Longsword,  
Perception, Performance, Quarterstaff,  
Shortbow, Shortsword, Sling, Survival,  
Wisdom Saving Throws

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Umbrastaff

Backpack

Spellbook

Quarterstaff

A Winning Smile

EQUIPMENT



Arcane Recovery  
Arcane Tradition:  
School of transmutation  
Minor Alchemy  
Transmutation Savant

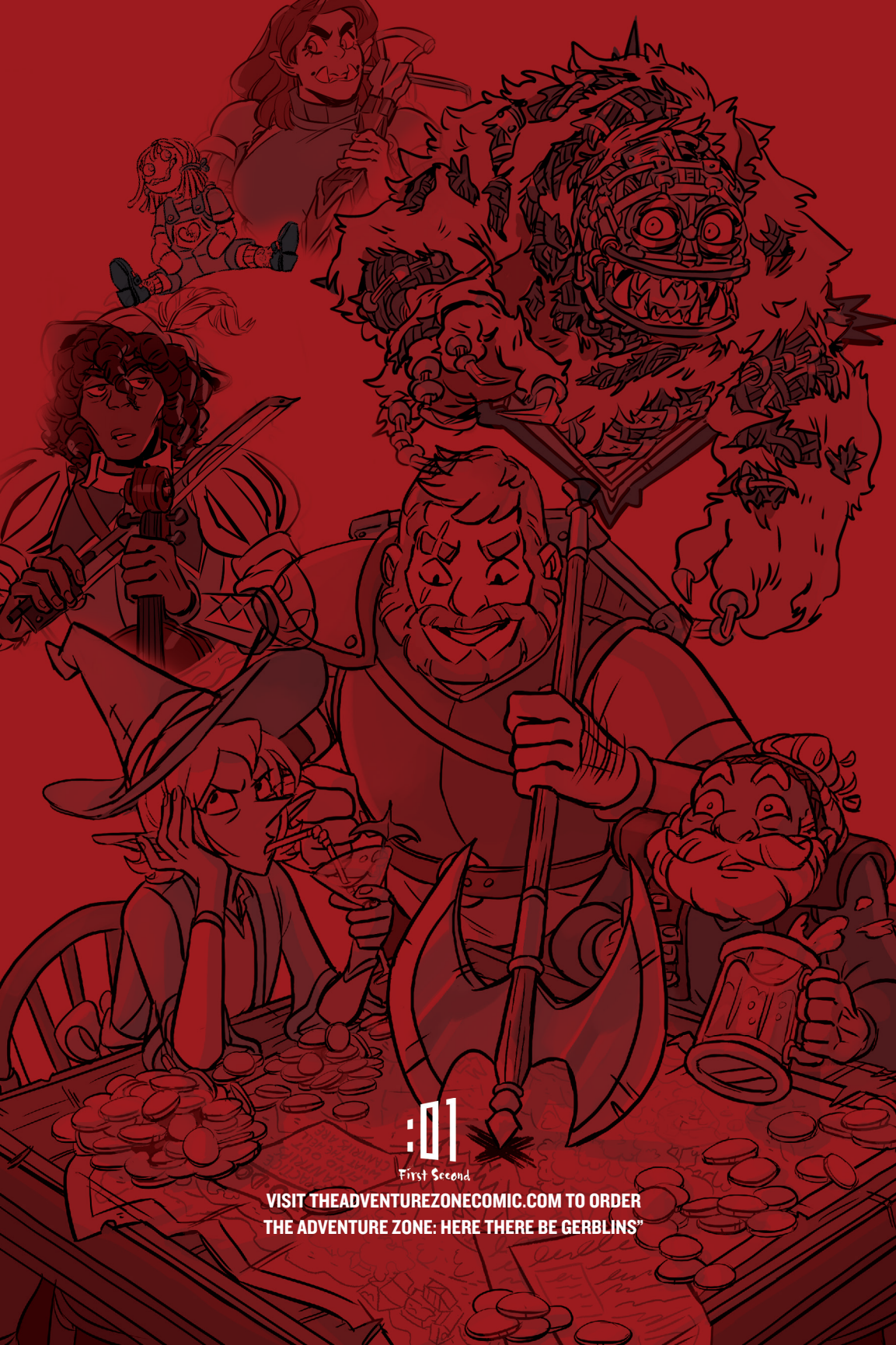
Racial Traits:  
Darkvision  
Fey Ancestry  
Trance

Cantrips  
Mage Hand  
Prestidigitation  
Ray of Frost (Ranged  
+5)

1st Level Spells; 3 slots  
Charm Person  
Feather Fall  
Ice Knife  
Magic Missile  
Thunderwave

FEATURES & TRAITS





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First Second

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