

THE WORLD'S GREATEST ROLEPLAYING GAME™

DUNGEONS & DRAGONS



D&D
BEYOND
SCIIONS OF
ELEMENTAL EVIL

Scions of Elemental Evil

Beneath the Temple of Elemental Evil lies a labyrinth of tombs and ritual chambers. For years these dungeons have lain in ruin. Now forsaken souls return, raising an army of evil to destroy the world.

Scions of Elemental Evil is part of a yearlong celebration of Dungeons & Dragons and its 50th anniversary. This adventure uses the 2024 *Player's Handbook*, along with the **Free Rules** necessary to play this adventure.

The adventure, set in Greyhawk, is designed for four to six level 4 characters. Accompanying the adventure are character sheets for the six protagonists of the beloved 1980s *Dungeons & Dragons* animated series: 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.

Using This Supplement

This product includes all of what you need to run the adventure.

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.

The following appendixes are included:

Appendix A presents three magic items from the 2024 *Dungeon Master's Guide* that appear in this adventure. Characters can acquire these items during play. At your discretion, the characters might earn one or more of these treasures as a reward for completing this adventure.

Appendix B details various creatures encountered in this adventure. Their names appear in **bold** in the adventure.

Background

Long ago, elemental cultists used a chamber hidden within the Temple of Elemental Evil to summon extraplanar allies and threaten the region of Flanaess. Called the Primordial Nexus, the chamber was buried in rubble when heroes defeated the cultists.

Now, a fanatic named Ulsedra Vox has excavated the Primordial Nexus. Reverent of the Para-elements ash, ice, magma, and ooze, Vox communes with the Elder Elemental Eye, an entity of chaos and destruction. The entity imparted knowledge about the Primordial Nexus's magic in exchange for Vox's promise to use this power to kill as many nonbelievers as she can.

Vox's activities around the temple caught the attention of three new cults devoted to the Para-elemental deities of ash, ice, and ooze. Sensing the Elder Eye's involvement, the cults united to help Vox. Together, the cultists are the Primordial Alliance, and Vox leads them as a self-styled queen. Unless the characters stop Vox and the cultists, Vox will summon an army of elemental monsters to wreak havoc on the world.

ABOUT THE ORIGINAL

First published in 1984, the 128-page module *The Temple of Elemental Evil* spanned multiple chapters. Written by Gary Gygax and Frank Mentzer, the module included descriptions of the village of Hommlet, the notorious shantytown of Nulb, and the sprawling temple, in which the forces of evil have long congregated. *The Temple of Elemental Evil* was ranked the fourth-greatest Dungeons & Dragons adventure of all time by *Dungeon* magazine on the game's 30th anniversary in 2004.

Adventure Hooks

At the start of the adventure, the characters are summoned before Queen Yolande, ruler of the nation Celene. If answering the queen's call isn't sufficient motivation, you can further persuade the party with one of the following adventure hooks:

Royal Agents. Word of a growing evil in the marshes has caused concern in the neighboring kingdom of Furyondy. The characters are secret agents sent to gather intelligence for King Belvor IV.

Mercenaries. The last time evil arose in these parts, it disrupted vital trade routes. A powerful collective of merchants asks the adventurers to investigate new threats that could interrupt business.

Setting the Adventure

This adventure takes place in Flanaess, a region in the Greyhawk campaign setting. You can set the adventure on a different world if you wish. Consider the following suggestions:

Dragonlance. The ruined temple lies in the mountains between Solace and Haven. The Primordial Nexus is a remnant shard of the god Chaos, who was trapped by Reorx long before recorded history began. Queen Yolande is replaced by the Forestmaster, a wise unicorn that lives in the Darken Wood.

Eberron. In Aundair, the temple lies in the wilderness around the town of Wyr. Instead of Queen Yolande, an orc Gatekeeper called Rhasshaven seeks the characters' help. The Dreaming Dark replaces the Elder Elemental Eye.

Forgotten Realms. The Sword Coast's Dessarin Valley is plagued by evil related to elemental forces. The temple is located in the Sumer Hills. Laeral Silverhand, the Open Lord of Waterdeep, replaces Queen Yolande.

Overview

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

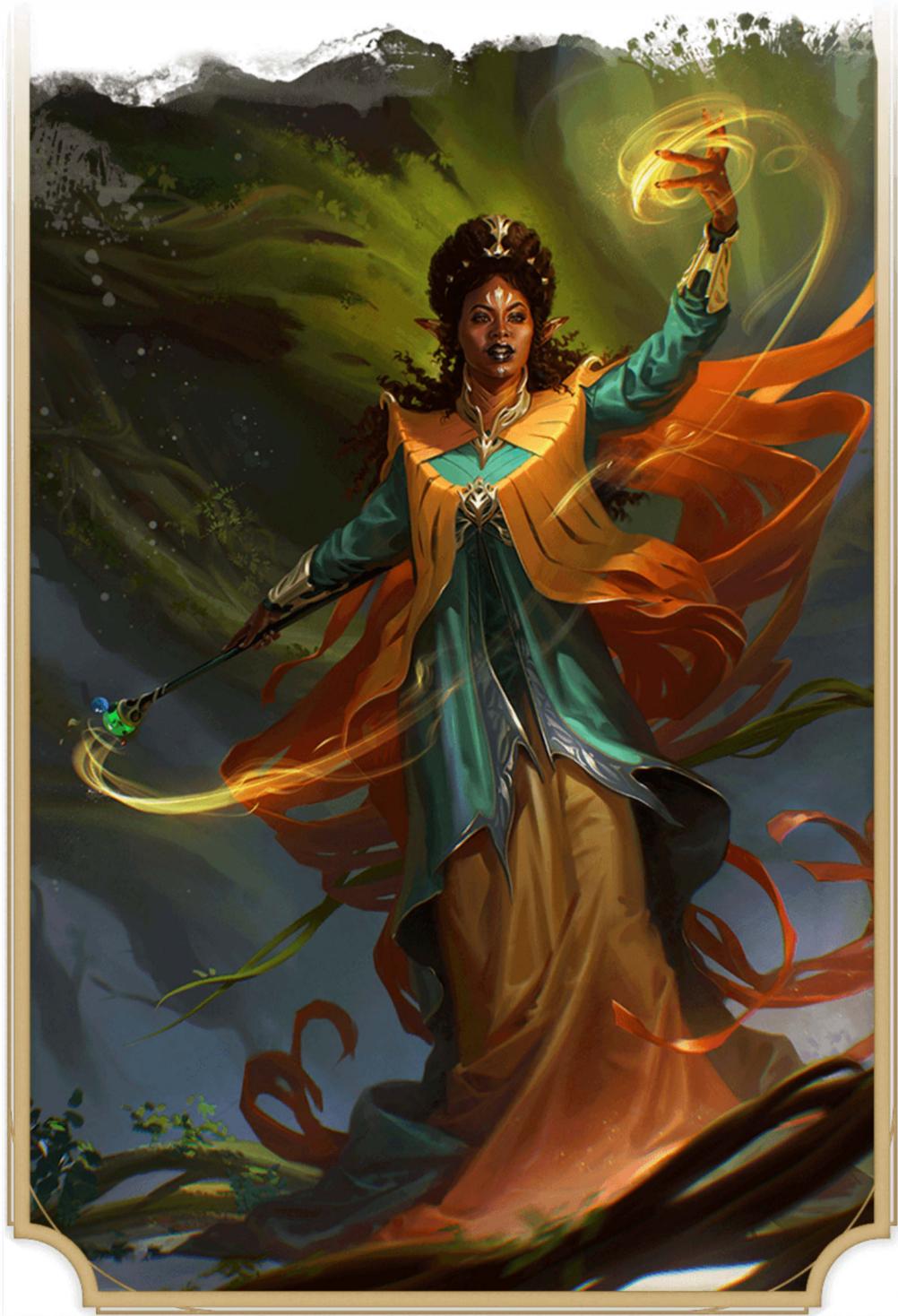
Rise of Elemental Evil. Queen Yolande sends the characters to the Temple of Elemental Evil. There, the characters must eliminate Para-elemental cult leaders. The characters confront three cult leaders before finding a portal that leads deeper into the temple.

Para-elemental Queen. The characters must stop Ulsedra Vox, the self-styled Para-elemental queen, from awakening her elemental army.

Rise of Elemental Evil

The adventure begins in Celene, a prominent nation ruled by Queen Yolande. The queen is an accomplished elf wizard who has united armies to stand against invaders. She summons the characters to her palace to help with a sensitive matter, providing no information other than her problem is urgent.

ARTIST: KATERINA LADON



QUEEN YOLANDE

Elf Queen's Palace

Read or paraphrase the following text to start the adventure:

Your adventuring group has earned renown, and word of your brave exploits reached Queen Yolande, ruler of the elven realm of Celene. The queen has requested an audience with you in her palace, stating she urgently needs your help.

When you arrive at the palace, knights escort you through a majestic courtyard and sweeping front gates into the queen's royal chamber. There, seated regally on a magnificent marble throne, is Queen Yolande. She wears a flowing gown embroidered with silk butterflies, and her piercing eyes regard you with intense interest.

"Step forward, heroes," the queen says. "Word of your exploits has brought solace to my ears in these troubled times, and I am honored that you've answered my summons. Please, name yourselves and regale me with your deeds."

Go around the table, allowing each player to introduce their character.

The Queen's Briefing

After the introductions, Queen Yolande nods in appreciation. She continues:

"What I am about to tell you requires the utmost discretion," the queen says. "My spies have uncovered evidence of several new cults based in the Temple of Elemental Evil. The cultists are planning the widespread death of innocents across this region, and I won't stand for it.

"My spies infiltrated Nulb, a village near the temple, and stole a record book from a cult recruiter. This book revealed the names of the cults and their leaders, as well as the existence of their plot. Look at this page torn from the book and see what I mean."

Queen Yolande hands you a parchment.

Distribute **Handout: Cult Recruiter's Note** to the players. Give them a few moments to read the handout before Queen Yolande continues:

ORDER OF
FALLING ASH

CINDERHIDE

CHILDREN OF
SUFFOCATING OOZE

GARTHEZZ DRULE

CHILDREN OF
SPLINTERED ICE

KARA BLAYNE

ULSEDRA VOX,
PARA-ELEMENTAL QUEEN.

SHE BRINGS
CATACLYSM NIGH.

HANDOUT: CULT RECRUITER'S NOTE

"The Order of Falling Ash is known to us. This cult has long plotted to sow chaos in Celene; an undercover cult member recently failed to poison me. I have no doubt the other cults are equally dangerous.

"My spies believe these cult leaders work as we speak to bring about the cataclysm this page predicts. The details aren't clear. However, we believe the cultists plan to use a chamber underneath the temple to summon allies to their destructive cause.

"You must find the leaders, eliminate them, and stop the cults' plot. However, the temple is crawling with cultists. Instead of battling them all directly, I suggest employing subterfuge. My spies have sown whispers about new cultists who plan to pledge fealty to the Para-elements. We hope this will allow you to infiltrate the temple, posing as recruits.

"An agent of Celene in disguise will escort you in a cart to the outskirts of the temple. From there, I suggest you pose as cultists while undertaking your mission.

"Here are your disguises. Once you don them, ask me your questions."

The queen snaps her fingers, and an elven man in green-and-gold courtier attire emerges from behind a nearby curtain. In his arms are enough sets of black robes and silver masks for each character.

Questioning the Queen

Queen Yolande provides the following answers to the characters' questions:

What Are You Paying? "If you can end this evil, I'll award you each with a blue sapphire from my crown jewels." (Each gem is worth 1,000 GP.)

Tell Us More about the Attempt on Your Life. "My handmaiden, Ciande, was recently caught trying to poison my wine. Ciande died trying to evade arrest, but we found scrolls in her quarters tying her to the Order of Falling Ash. Our investigation uncovered details from there."

Why Does the Order of Falling Ash Want to Destroy Celene? "Those who worship Elemental Evil want to wipe out order and replace it with chaos. They hate my realm because they hate all that is good."

Why Choose Us? "My knights are trained to face evil directly, but this task requires discretion. The temple is outside my realm, and my spies haven't the combat prowess needed to eliminate our enemies. I need true heroes to stop these cults; I need you."

What Do You Know about This Temple? "It was a place that harbored great evil. I thought it was destroyed long ago." (If the players are interested, Queen Yolande details the temple's history as described in the "Temple of Elemental Evil" section later in this adventure.)

Where Is the Temple? "The temple is a three-day journey by cart from the palace. On the morning of the fourth day, you should begin your mission."

Who Is Taking Us to the Temple? "My agent Filonia will drive you in an ox cart to the temple's outskirts. She will brief you further along the journey."

The Queen's Boon

Once the characters have asked all their questions, read or paraphrase the following:

Queen Yolande snaps her fingers. The courtier ducks behind the curtain again and emerges carrying a beautiful pair of green boots on a cushion.

“Take these magical boots to help in your mission. They will help you avoid the cultists’ notice, should you wish to employ discretion.”

The boots are *Boots of Elvenkind* (see appendix A). The queen explains their function. Before proceeding, the characters must decide who wears the boots.

Leaving the Palace

Queen Yolande invites the characters to undertake any small preparations they wish before embarking on their journey.

When the characters are ready to leave, a woman dressed in nondescript leathers and a gray cloak approaches them. This is Filonia, an elf **Knight**, in disguise as a cloth merchant. Filonia’s gear and weapons are stashed in an ox cart parked in the palace courtyard, where Filonia escorts the characters.

Road to the Temple

During the following three days of travel, Filonia reveals herself to be a polite and disciplined soldier. The agent’s genuine affection for the queen and Celene is clear.

Filonia has orders to drive the characters to the temple, camp nearby during the characters’ mission, then return with them to Queen Yolande’s palace. If the characters don’t return in a week, Filonia must return to Celene.

Filonia is briefed on the cults. If the characters ask, she reveals the information in the following sections.

Primordial Alliance

Ulshedra Vox heads an alliance of three cults, each sworn to a different deity of Elemental Evil. These deities represent Para-elemental forces of ash, ice, and ooze. The cults despise one another, but they have sworn to work together under Vox to bring pain and suffering to the world. Vox now reveres the power of all Para-elements, though she originally only worshiped the primordial might of Chlimbia, Prince of Magma.

The Children of Splintered Ice, Children of Suffocating Ooze, and Order of Falling Ash are based on the temple’s ground floor. The self-styled Para-elemental Queen, Ulshedra Vox, is based deeper in the temple in the Primordial Nexus. The characters confront Vox in the “**Para-elemental Queen**” section later in the adventure.

Children of Splintered Ice

This violent pirate crew trolled the cold waters of Lake Quag before they fell into the worship of Elemental Evil. The crew’s leader, Captain Kara Blayne, leads her pirates in the worship of Cryonax, an enormous yeti with tentacles for arms known as the Prince of Ice.

The bodies of the Children of Splintered Ice are blue with cold. Strange and fanatical, they stand motionless like statues until Blayne rouses them to action. Blayne can be found in **area T10** (see map 1.1).

Children of Suffocating Ooze

Members of a street gang from the Free City of Greyhawk form this cult. Their bodies glisten with oozy pustules, a gift from their evil god Bwimb II.

Known as the Princess of Ooze, Bwimb II saved the gang members' lives in exchange for their perpetual servitude. The Children of Suffocating Ooze are led by Captain Garthezz Drule, who can be found in **area T6** (see **map 1.1**).

Order of Falling Ash

This cult hopes to assassinate Queen Yolande of Celene and wrest control of the nation. In addition to the members based in the temple, cult operatives pose as Queen Yolande's loyal servants.

The Order of Falling Ash is led by the **Succubus** Cinderhide, who serves Gazra, a pit fiend known as the Prince of Ash. Cinderhide can be found in **area T8** (see **map 1.1**).

Temple of Elemental Evil

Thirteen years ago, an alliance of outlaws unearthed a long-buried temple to Elemental Evil. Soon after, wickedness corrupted the land for miles around: crops failed, plagues spread, trade ended, and evil creatures congregated at the temple to plot destruction.

The forces of good repeatedly beat back the evil that festered in the temple. The temple lay in ruin for five years until Ulsedra Vox awakened the evils once again.

Arriving at the Temple

Filonia stops the cart on a disused trail about 10 minutes from the temple. The elf plans to camp here during the characters' mission.

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

The Temple of Elemental Evil looms imposing and ominous at the end of the trail. Diabolic carvings leer from the temple's walls, which stand 30 feet high. A gabled roof rises 50 feet at its peak.

The temple is a ruin of gaping holes in the roof and collapsed buttresses. Three darkened archways open into the building's interior at its southern end.

Map 1.1 depicts the temple's layout. The characters enter from the trail on the southern side of the map.

Infiltrating the Cult

The characters aren't required to pose as cult initiates to complete this adventure, but they may wish to do so to avoid battling numerous cultists at once.

Characters posing as cultists must wear their silver masks and black robes at all times or the temple's cultists attack them. A character posing as a cultist must make a DC 10 Charisma (**Deception**) check each time a cultist might find them suspicious. If any character fails this check, the cultists in the area attack all the characters, assuming they're frauds.

Cultists who believe the characters are initiates freely share the following information:

The Primordial Alliance is a union of elemental cults, as described in the “**Primordial Alliance**” section. The alliance is led by a woman named Ulsedra Vox, a human devotee of Chlimbia, Prince of Magma. Vox recently developed terrifying elemental abilities, but the cultists know no further details.

The cultists helped excavate a chamber called the Primordial Nexus. Vox is working in the nexus to call forth an army of elemental minions (see “**Para-elemental Queen**”).

To enter the nexus, a creature must place an elemental key in the keyhole on the southern end of the high altar (**area T9** on **map 1.1**). Only the cult leaders carry these keys.

Vox is a ruthless leader. Last week she executed a cultist named Werth for daring to suggest Vox’s plan might not work. (This is the body found in **area T1** of **map 1.1**.)

When Vox’s work is done, the cultists will lead the elemental army on a rampage throughout Flanaess.

Temple Features

The temple has the following features:

Ceilings. The ceilings are 30 feet high. Where rubble is depicted on the map, the roof has collapsed and is open to the sky.

Cultists. All cultists in and around the temple are Chaotic Evil and fight to the death. The cultists attack if they realize the characters are enemies. The temple’s large size and tall piles of rubble mean the sounds of combat in one area don’t alert cultists in other areas.

Doors. The interior doors are made of wood and are unlocked.

Light. During the day, the interior spaces are illuminated with **Bright Light** spilling in from outside. At night, torches along the interior walls cast **Dim Light**.

Rubble. As shown on the map, areas of rubble are **Difficult Terrain** and can provide cover.

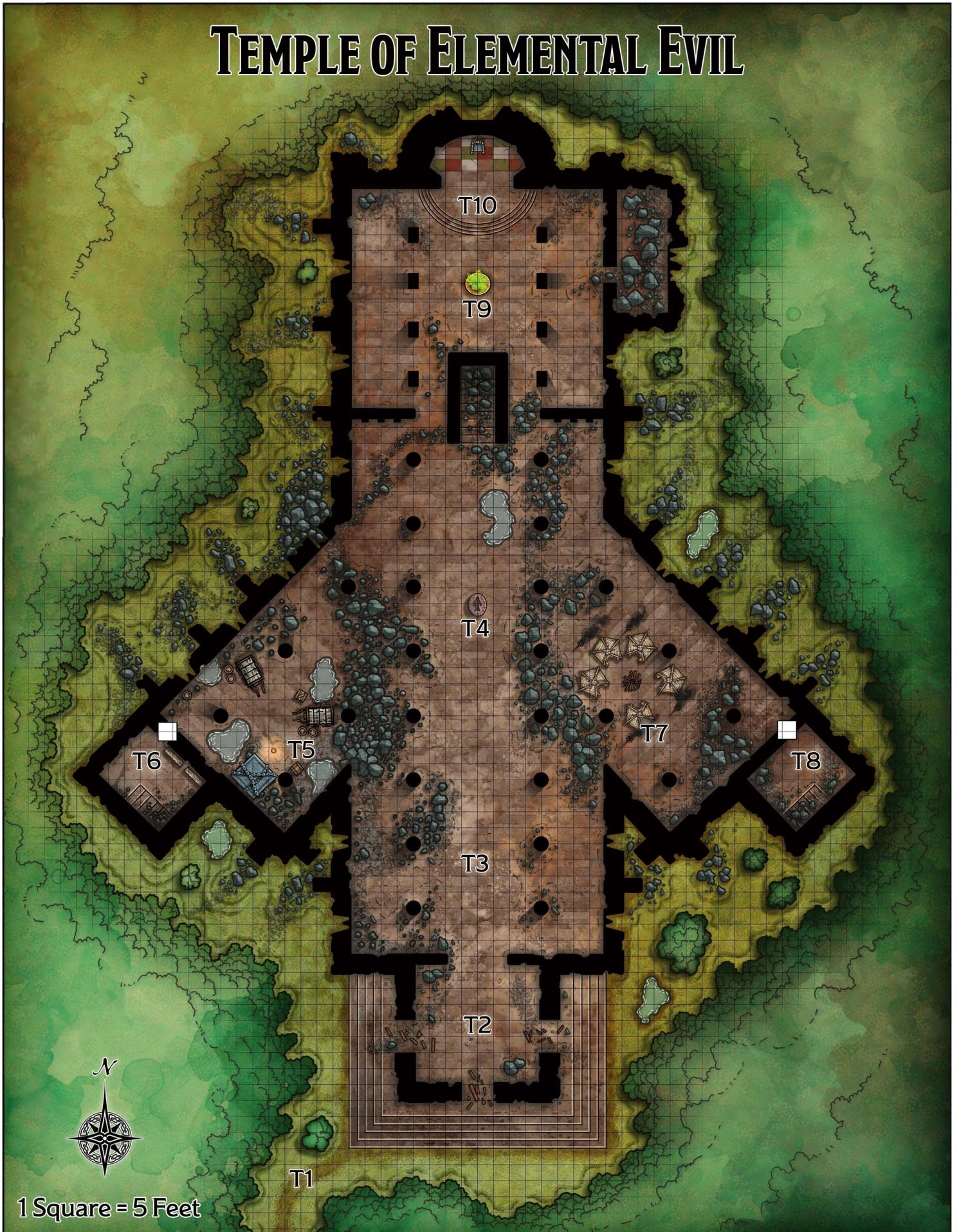
Stone Construction. The temple is made of old, durable stones.

Windows. The temple’s windows are shaped like arrow slits and shielded with iron bars. Only Tiny creatures can squeeze through them. Each windowsill is 15 feet above the ground outside.

Temple Locations

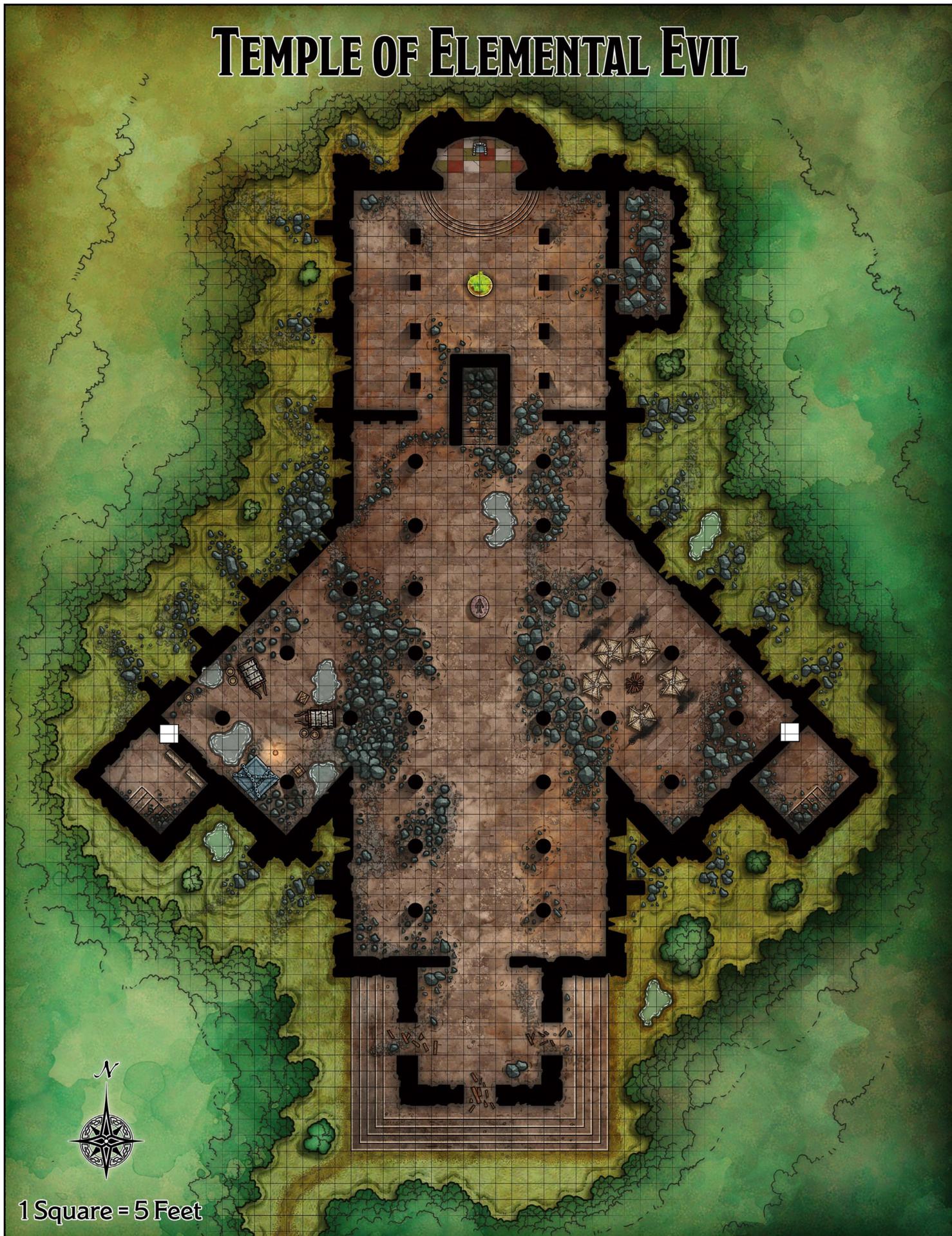
The following locations are keyed to map 1.1.

TEMPLE OF ELEMENTAL EVIL



MAP 1.1: TEMPLE OF ELEMENTAL EVIL (DM-VERSION ABOVE, PLAYER-VERSION BELOW)

TEMPLE OF ELEMENTAL EVIL



1 Square = 5 Feet

T1: Temple Grounds

Overgrown thornbushes and weeds choke the temple grounds. From the west, shuffling sounds and ominous chuckling herald the approach of cultists.

This area is overgrown with foliage and is **Difficult Terrain**.

The approaching group consists of four human **Cultist Fanatics** patrolling the temple grounds. The cultists complete a route around the temple every 20 minutes. They'll arrive within sight of the vestibule entrance (area T2) in 3 minutes and be out of sight again in 5 minutes. The characters can slip into the temple without alerting the cultists by hurrying into the vestibule or waiting until the cultists are gone.

Alternatively, the characters can use the heavy undergrowth to ambush the cultists, causing the cultists to have Disadvantage on their Initiative rolls.

Dumped Body. As a **Search** action, a character can examine the temple's southern-facing end and make a DC 12 Wisdom (**Perception**) check. On a successful check, the character notices black cloth behind the rubble between the western wall of **area T3** and the southeastern wall of **area T5**.

If the characters investigate, they find cloth wrapped around the body of a young human man with short brown hair and deep cuts across his neck. This corpse belongs to Werth, a cultist Vox executed last week for disloyalty.

There is nothing of value on Werth's body. As a **Search** action, a character can examine the body and make a DC 14 Wisdom (**Medicine**) check. On a successful check, the character determines the young man died of exsanguination somewhere else and his body was brought here. (Werth was killed on the altar in **area T4**.)

T2: Vestibule

Broken doors lie on the ground near entrances to the south, east, and west. Inside, wall carvings depict scenes of debauched horror.

To the north, the vestibule widens into a vaulted nave. A giant, bipedal statue with a fiendish face grins devilishly in the opening leading to the nave.

The statue guards the temple's nave (area T3) and uses the game statistics of a **Stone Golem**, except it speaks and understands Common. While the characters keep their distance, the guardian doesn't move. If a creature hasn't observed the guardian moving or acting, that creature must succeed at a DC 15 Intelligence (**Investigation**) check to discern that the guardian is animate.

Guardian's Challenge. When a character comes within 5 feet of the statue, the guardian animates and says:

"Oblivion is nigh! State your intent or leave, puny fleas."

Each character can make a DC 10 Intelligence (**Arcana**) check upon hearing the guardian's challenge (this doesn't require an action). On a successful check, the character realizes this creature is incredibly powerful and likely to kill the characters if a fight breaks out. If the guardian attacks, it doesn't pursue characters who leave this area.

The golem steps aside to let the characters pass if a character expresses loyalty to Elemental Evil, the intent to join the cults, or any similar sentiment. The guardian does nothing if the characters don't answer, but if a character condemns the cults or tries to step past the guardian into area T3 without expressing positive sentiment toward Elemental Evil, the guardian attacks. The characters' actions in other nearby temple areas don't prompt the statue to attack.

Combat in this area alerts Peluze, the **Incubus** in area T3, who joins the fight on Initiative count 0 (losing Initiative ties) on the third round.

T3: Nave

The temple's nave lies in ruin. Piles of masonry from the roof litter the floor. From somewhere ahead, you hear muffled voices and low chants.

A silver-masked cultist waits in the middle of the floor. Leathery, bat-like wings spread from behind the cultist's black robes.

This is Peluze, an **Incubus** loyal to the Order of Falling Ash. A powerful Fiend in his own right, Peluze has accepted the important duties of welcoming recruits to the temple and solving any intercult squabbles that arise.

Speaking to Peluze. If the characters approach wearing cult initiates' masks and robes, Peluze addresses them:

"Welcome to the Primordial Alliance. Your Para-elemental Queen, Ulsedra Vox, awaits your service in the coming calamity. First, I must assign you to your order. To which element do you pledge: ash, ice, or ooze?"

Peluze becomes suspicious if the characters ask more than one question: he assumes they've been briefed on the cultists' alliance. If Peluze is suspicious, characters must assure him of their loyalty and succeed on a DC 10 Charisma (**Deception**) check to convince him. Peluze attacks the characters if they fail to convince him.

When a character claims loyalty to an element, Peluze offers them welcome. He then directs them as appropriate:

Ash. "Turn right into the east wing. There you'll find the Order of Falling Ash." Peluze points to **area T7**.

Ooze. "Turn left into the west wing. The Children of Suffocating Ooze await you there." Peluze points to **area T5**.

Ice. "Move ahead to the elemental throne and join the Children of Splintered Ice." Peluze points behind him to **area T10**.

If the characters ask to see Ulsedra Vox, Peluze says the Para-elemental queen is busy working on a cataclysmic ritual deeper in the temple. Peluze tells the characters Vox must not be disturbed, and that Vox will kill the characters if they disobey.

Fellow Cultists. If the characters follow Peluze's directions, the cultists in the temple welcome them as allies (see "Infiltrating the Cult" above).

T4: Central Altar

This seven-foot-long, oval altar is made of pink stone. A depression atop the altar is stained blackish red.

The cult leaders execute disloyal cultists here. As a **Study** action, a character can examine the top of the altar and make a DC 10 Intelligence (**Nature**) check. On a successful check, the character identifies the stains as blood. The blood belonged to Werth, a cultist Vox executed last week. (Werth's body is in **area T1**.)

T5: West Wing

Dirty, scarred cultists lounge near the pools of murky water that mar this chamber's floor. Barrels and crates surround a pair of covered wagons. A door stands in the southwest wall, from which emanates muffled, intermittent violin music.

The Children of Suffocating Ooze are lounging around their camp here; they are four human **Berserkers**.

Containers and Wagons. The barrels and crates hold food and digging supplies. A creature hiding behind a crate or barrel has **Half Cover** against attacks. A creature hiding behind a covered wagon has **Total Cover**.

Pools. The temple floor collapsed in these areas, creating 10-foot-deep pits filled with murky rainwater.

T6: Nightfall Vestry

When the characters open the door to this area, read or paraphrase the following:

A man stands with his back to the door, playing a mournful tune on a violin. Cascading from his shoulders is a crimson velvet cape. Two gray oozes slither around him as though dancing to his music. In the room's southeast corner, an impassable stairway is choked with rubble.

Garthezz Drule, a human **Tough Boss** and leader of the Children of Suffocating Ooze, is inside the vestry writing a love song. Drule keeps two Chaotic Evil **Gray Oozes** here as guards. They see Drule as an ally thanks to the cult's influence.

As an **Influence** action, characters can show interest in Drule's music and make a DC 12 Charisma (**Deception** or **Persuasion**) check. On a successful check, Drule stops playing, motions for his oozes to stand down, and chats with the characters. If Drule becomes suspicious that the characters are enemies, he and the oozes attack.

Fighting Drule. On his first turn, Drule throws his **Bead of Force** (see **appendix A**) in an area where the greatest number of characters would be affected.

Drule's Music. Drule is composing a love song for Cinderhide, leader of the Order of Falling Ash, with whom he is smitten. Drule finds Cinderhide's demonic powers of manipulation fascinating, though she has shown no interest in the gang leader. Drule is not yet pleased with his song's final verses.

GARTHEZZ DRULE

Garthezz Drule fancies himself a poet and musician, though his only accomplishments are as a gang leader. Drule once called his gang the Glinting Blades. The Blades were based in the Free City of Greyhawk until a wronged nobleman attempted to drown the gang's members in a well. As darkness descended upon him, Drule heard the call of Bwimb II, who promised to preserve the lives of Drule and his crew in exchange for their worship. Drule agreed. The gang emerged from the well and slaughtered the nobleman; as promised, the Glinting Blades became the Children of Suffocating Ooze. The gang traveled to the Temple of Elemental Evil to serve the Princess of Ooze forever.

As an **Influence** action, a character can offer to help with Drule's song and make a DC 12 Charisma (**Performance**) check. On a successful check, the character improves the song. Ecstatic, Drule sends the characters away, insisting that he must practice the finished song for a few hours before playing it for Cinderhide. If the character fails, Drule grumpily orders them to leave him to his work.

Treasure. Drule carries a key to the high altar (area T9) on a cord around his neck. If he hasn't used it in combat, Drule carries a *Bead of Force* (see **appendix A**) in his breast pocket.

T7: East Wing

Robed cultists lounge near tents pitched on the flagstones in this camp. Braziers filled with burning coals dot the camp, polluting the air with swirling ash.

The six elf **Cultists** and four elf **Cultist Fanatics** of the Order of Falling Ash camp here. All ten are ashen creatures (see the "Ashen Creatures" sidebar).

ASHEN CREATURES

Many Humanoids involved with the Order of Falling Ash are touched by Gazra, Prince of Ash, a powerful Fiend of Elemental Evil. These Humanoids use the stat block indicated. When an ashen creature dies, its body becomes a cloud of ash that lasts for 5 minutes before dispersing. Equipment the creature is wearing or carrying isn't turned to ash. The cloud doesn't obscure vision.

Braziers. As an action, a creature can kick over a brazier, causing scorching ash to explode outward. Each creature in a 15-foot **Cone** originating from the brazier must make a DC 12 Dexterity saving throw, taking 7 (2d6) Fire damage on a failed save or half as much damage on a successful one.

T8: Dawn Vestry

When the characters open the door to this area, read or paraphrase the following:

A redheaded elf woman stands with her back to the door. She whispers, "It is done. In a fortnight, the elven queen dies."

Cinderhide, a **Succubus** and leader of the Order of Falling Ash, has just used one of a pair of **Sending Stones** (see appendix A) to communicate with an operative in Queen Yolande's court. Cinderhide has just returned from a reconnaissance mission in Celene and remains in an elf's form.

Observing Cinderhide. The cult leader is engrossed in her murderous thoughts and doesn't notice the characters opening the door to this area. If a character wishes to leave the area without alerting Cinderhide to their presence, the character must make a DC 12 Dexterity (**Stealth**) check. On a successful check, the character silently slips away. On a failure, Cinderhide notices the character and screams at them to leave the room and close the door.

Fighting Cinderhide. If the characters fight Cinderhide, when combat begins, she dismisses her elf disguise (no action required), spreads her wings and cackles evilly before attacking.

Warning the Queen. The characters realize that Cinderhide's utterance portends another attempt on Queen Yolande's life. If the characters warn the queen when they return to her palace, Queen Yolande gives them each an extra 500 GP gem from her crown jewels (see the "Rewards" section at the end of the adventure).

CINDERHIDE

The succubus known as Cinderhide has hated Queen Yolande and her court ever since a knight unmasked the succubus's true nature and drove her from the Curling Ivy tavern, where Cinderhide masqueraded as a bartender. Cinderhide turned her attention from draining the life of unsuspecting patrons to targeting the queen. The succubus doubled down on her efforts when her patron god, Gazra, ordered her to found the Order of Falling Ash. Now convinced the cult is her path to power, Cinderhide will do anything to unseat Queen Yolande, even if it means working with cults of other gods she distrusts.

Treasure. Cinderhide carries a key to the high altar (area T9). In her pocket is one of a pair of **Sending Stones** (see appendix A); the other stone is in the possession of a traitorous elf named Saris, who is one of the pages in Queen Yolande's court.

T9: High Altar

An enormous bronze bowl eight feet across stands here on six short legs. Green flames dance inside the bowl.

This altar magically transports cultists to and from the Primordial Nexus (see “**Para-elemental Queen**”). The magical flames in the bowl don’t damage anyone who touches them.

Hidden Keyhole. A keyhole is set into the bowl’s southern rim. Characters who learned about this keyhole from the cultists (see the “**Infiltrating the Cult**” section earlier in this part) easily find the keyhole. Otherwise, as a **Search** action, a character can make a DC 10 Wisdom (**Perception**) check to examine the bowl. On a successful check, the character finds the keyhole.

Portal. When a cult leader’s key (see **areas T6, T8, and T10**) is turned in this lock, the altar’s flames roar to the ceiling and form a burning archway that acts as a portal. Creatures who climb into the bowl and walk through the flames are teleported to the **Primordial Nexus** (see map 1.2). The portal remains as long as the key is in place and for 1 minute after the key is removed.

T10: Elemental Throne

Curved steps ascend from a circular dais to a looming throne adorned with grinning skulls. A woman dressed in a long, fur-trimmed pirate’s coat kneels in prayer before the throne. Four leather-clad ruffians stand motionless in formation near her, their forms rimed in glittering frost.

The praying woman is Captain Kara Blayne, a human **Pirate Captain** and leader of the Children of Splintered Ice. The ruffians are Blayne’s cultists; they are human **Pirates**. All four are ice creatures (see the “Ice Creatures” sidebar).

ICE CREATURES

Cultists from the Children of Splintered Ice are touched by Cryonax, Prince of Ice. These Humanoids use the stat blocks indicated. When an ice creature dies, its body collapses into a pile of ice shards. Equipment it’s wearing or carrying isn’t turned to ice.

The cultists are under a magical effect originating from Cryonax, the deity the cult venerates.

Thanks to the effect, the four cultists have the **Paralyzed** condition until Blayne orders them to fight (Blayne must do this on her turn, but it doesn’t require an action).

The characters can sneak up on Blayne with a successful DC 17 Dexterity (**Stealth**) check. If the characters interrupt Blayne, she barks at them to leave her to her prayers. Blayne orders her cultists to join the fight as soon as she realizes the characters are attacking her.

Treasure. Kara Blayne carries a key to the high altar (area T9).

CAPTAIN KARA BLAYNE

The wicked Kara Blayne was captain of the *Black Crab* when the ship sank to the icy depths of Lake Quag during a terrible storm. While underwater, the god Cryonax promised to imbue Captain Blayne and her pirates with the power to temporarily breathe water in exchange for leading the god's cult from the Temple of Elemental Evil. Blayne agreed. Once the crew emerged from the water, Blayne brought the pirates to join the Primordial Alliance.

Para-elemental Queen

Ulsedra Vox recently learned from the Elder Elemental Eye how to activate the portal in the Temple of Elemental Evil's high altar. The portal led to the buried Primordial Nexus 500 feet underground. Vox excavated the nexus; now, she uses its power to summon evil elemental monsters to do her destructive bidding.

By the time the characters confront her, Vox has called forth her first minions. The characters must defeat Vox and these monsters before the minions become an army.

ULSEDRA VOX, PARA-ELEMENTAL QUEEN

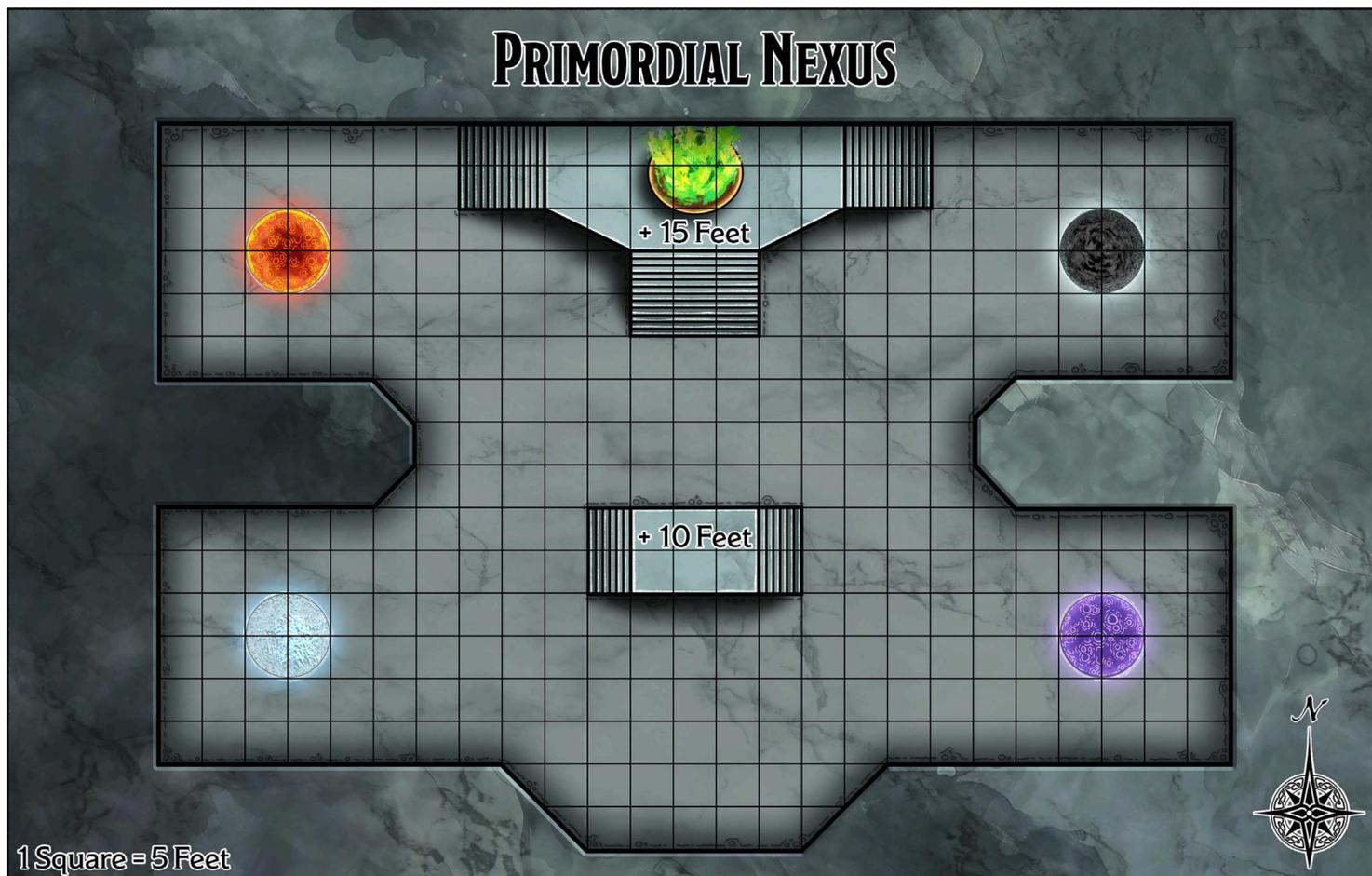
Ulsedra Vox leads the Primordial Alliance. Murderous and egomaniacal, Vox believes loosing evil elemental powers to rampage across the world will elevate her to godhood. Vox believes the Elder Elemental Eye chose her for this purpose. During combat, Vox speaks to the entity as if it were next to her. Though she initially revered only Chlimbia, Prince of Magma, Vox now worships all Para-elements. Vox decorates her body with sigils written in ash, and fire and frostbite scar her limbs.

Primordial Nexus

The characters are magically transported to the Primordial Nexus when they step through the portal on the temple's high altar (area T9 of map 1.1).

The nexus is shown on map 1.2. The characters arrive in the brazier shown on the map. The brazier's portal works the same way as the portal in the high altar.

PRIMORDIAL NEXUS



MAP 1.2: PRIMORDIAL NEXUS

Primordial Nexus Features

The nexus has the following features:

Ceiling. The ceiling is 30 feet high.

Light. The nexus's elemental pools cast **Bright Light**.

Obsidian Construction. The nexus is made from obsidian bedrock.

Confronting Vox

When the characters arrive in the nexus, read or paraphrase the following:

This area splits into four antechambers, each holding a circular pool.

The northeast pool glows silver and spews ashes; the southeast glows violet and bubbles with slimy goop; the southwest glows blue and blasts icy snow; and the northwest glows red and burbles with lava. Lumpy figures writhe near the pools' surfaces.

A black-cloaked woman with primordial sigils painted on her face stands on a platform in the room's middle. She fixes you with a wild stare.

"Soon, everyone shall bow to me! My minions, destroy them!" she shouts.

The lumps in the pools take shape into towering, bipedal monsters that crawl from the pools, ready to attack. The woman screams and erupts in a gout of multicolored flame, transforming into an enormous elemental monster with lava dripping from a body of boulders!

The woman is Ulsedra Vox, the Para-elemental Queen. When Initiative is rolled, Vox transforms into a Large monster made of elemental energy; use the game statistics of a **Fire Elemental**.

When the **Fire Elemental** would be destroyed, Vox transforms into an unharmed, Chaotic Evil human **Cultist Fanatic**. The transformation doesn't require Vox to use an action.

Vox's Minions. One Para-elemental minion is next to each pool. Each minion uses the game statistics of an **Ogre**, except its weapons deal damage based on its pool's associated element instead of Bludgeoning damage, as indicated in the Para-elemental Pools table below. Each minion also has Resistance to the same damage type that its weapons deal.

Para-elemental Pools

Pool	Element	Damage
Northeast	Ash	Fire
Southeast	Ooze	Acid
Southwest	Ice	Cold
Northwest	Magma	Fire

Elemental Pools. The pools are bottomless and connect directly to their corresponding Para-elemental Plane. The pools have no lip. Any creature that falls or is shoved into a pool by an Unarmed Strike takes 55 (10d10) damage of the type indicated on the Para-elemental Pools table. A creature still in a pool at the end of their next turn is sucked into the hostile plane and destroyed.

Treasure. Vox carries a key that can be used to access the portal in the brazier at the northern end of the map and in the high altar in **area T9** of **map 1.1**.

Conclusion

Once the characters defeat Ulsedra Vox, any cultists remaining inside the temple flee when told their leader is gone. The characters can easily leave the building.

On the temple's outskirts, the characters rejoin the elf Filonia in her small camp. Pleased beyond measure to see the characters, the knight asks to hear tales of their mission during their return to Celene.

Rewards

When the characters return to Queen Yolande's palace, word quickly spreads of their success. The queen's attendants prepare a lavish banquet in the characters' honor. Courtiers and palace residents extol the characters' heroism and thank them for their service.

At the banquet, Queen Yolande presents each character with a blue sapphire worth 1,000 GP as promised. If the characters warn the queen about the upcoming attempt on her life, Queen Yolande is deeply grateful and gives each of them an additional gem worth 500 GP.

Although the forces of Elemental Evil are thwarted, the threat to Queen Yolande and Celene is far from over. At the banquet, the queen offers the characters employment as royal bodyguards dedicated to stamping out cult threats. If the characters accept, more adventures lie ahead!

Appendix A: Magic Items

This product uses magic items from the 2024 *Dungeon Master's Guide*, which are presented below. The characters might find these magic items during this adventure.

Bead of Force

Wondrous Item, Rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *Beads of Force* are found together.

You can take a **Magic** action to throw the bead up to 60 feet. The bead explodes in a 10-foot-radius **Sphere** on impact and is destroyed. Each creature in the Sphere must succeed on a DC 15 Dexterity saving throw or take 5d4 Force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save or are partially within the area are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can pass through.

An enclosed creature can take a **Utilize** action to push against the sphere's wall, moving the sphere up to half the creature's Speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Boots of Elvenkind

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have Advantage on Dexterity (**Stealth**) checks.

Sending Stones

Wondrous Item, Uncommon

Sending Stones come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast **Sending** from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone, and you don't cast the spell.

Once *Sending* is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Appendix B: Creatures

The following creatures appear in this adventure. These creatures appear in the 2025 *Monster Manual*.

Berserker

Medium or Small Humanoid, Neutral

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

HP 67 (9d8 + 27)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	16	+3	+3	Int	9	-1	-1
Dex	12	+1	+1	Wis	11	+0	+0
Con	17	+3	+3	Cha	9	-1	-1

Gear Greataxe, Hide Armor

Senses Passive Perception 10

Languages Common

CR 2 (XP 450; PB +2)

Traits

Bloodied Frenzy. While **Bloodied**, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) Slashing damage.

Cultist

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)

HP 9 (2d8)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	11	+0	+0	Int	10	+0	+0
Dex	12	+1	+1	Wis	11	+0	+2
Con	10	+0	+0	Cha	10	+0	+0

Skills **Deception** +2, **Religion** +2

Gear **Leather Armor**, **Sickle**

Senses Passive Perception 10

Languages Common

CR 1/8 (XP 25; PB +2)

Actions

Ritual Sickle. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.

Cultist Fanatic

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +2 (12)

HP 44 (8d8 + 8)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	11	+0	+0	Int	10	+0	+0
Dex	14	+2	+2	Wis	14	+2	+4
Con	12	+1	+1	Cha	13	+1	+1

Skills Deception +3, Persuasion +3, Religion +2

Gear Holy Symbol, Leather Armor

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Light, Thaumaturgy*

2/Day: *Command*

1/Day: *Hold Person*

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the *Spiritual Weapon* spell, using the same spellcasting ability as Spellcasting.

Fire Elemental

Large Elemental, Neutral

AC 13 Initiative +3 (13)

HP 93 (11d10 + 33)

Speed 50 ft.

		Mod	Save			Mod	Save
Str	10	+0	+0	Int	6	-2	-2
Dex	17	+3	+3	Wis	10	+0	+0
Con	16	+3	+3	Cha	7	-2	-2

Resistances Bludgeoning, Piercing, Slashing

Immunities Fire, Poison; **Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious**

Senses **Darkvision** 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

CR 5 (XP 1,800; PB +3)

Traits

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot **Emanation** originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start **burning**.

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds **Bright Light** in a 30-foot radius and **Dim Light** for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The elemental makes two Burn attacks.

Burn. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts **burning**.

Gray Ooze

Medium Ooze, Unaligned

AC 9 **Initiative** -2 (13)

HP 22 (3d8 + 9)

Speed 10 ft., Climb 10 ft.

		Mod	Save			Mod	Save
Str	12	+1	+1	Int	1	-5	-5
Dex	6	-2	-2	Wis	6	-2	-2
Con	16	+3	+3	Cha	2	-4	-4

Skills **Stealth** +2

Resistances Acid, Cold, Fire

Immunities **Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained**

Senses **Blindsight** 60 ft.; Passive Perception 8

Languages None

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

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the **Mending** spell on the weapon.

The ooze can eat through 2-inch-thick, nonmagical metal or wood in 1 round.

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the **Mending** spell on the armor.

Incubus

Medium Fiend, Neutral Evil

AC 15 **Initiative** +3 (13)

HP 66 (12d8 + 12)

Speed 30 ft., Fly 60 ft.

		Mod	Save			Mod	Save
Str	8	-1	-1	Int	15	+2	+2
Dex	17	+3	+3	Wis	12	+1	+1
Con	13	+1	+1	Cha	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

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

Traits

Succubus Form. When the incubus finishes a Long Rest, it can **shape-shift** into a **Succubus**, using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The incubus makes two Restless Touch attacks.

Restless Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (3d6 + 5) Psychic damage, and the target is **cursed** for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

Spellcasting. The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Disguise Self, Etherealness*

1/Day Each: *Dream, Hypnotic Pattern*

Bonus Actions

Nightmare (Recharge 6). *Wisdom Saving Throw:* DC 15, one creature the incubus can see within 60 feet. *Failure:* If the target has 20 Hit Points or fewer, it has the **Unconscious** condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

Knight

Medium or Small Humanoid, Neutral

AC 18 Initiative +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	16	+3	+3	Int	11	+0	+0
Dex	11	+0	+0	Wis	11	+0	+2
Con	14	+2	+4	Cha	15	+2	+2

Immunities Frightened

Gear Greatsword, Heavy Crossbow, Plate Armor

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

Ogre

Large Giant, Chaotic Evil

AC 11 **Initiative** -1 (9)

HP 68 (8d10 + 24)

Speed 40 ft.

		Mod	Save			Mod	Save
Str	19	+4	+4	Int	5	-3	-3
Dex	8	-1	-1	Wis	7	-2	-2
Con	16	+3	+3	Cha	7	-2	-2

Gear **Greatclub, Javelins** (3)

Senses **Darkvision** 60 ft.; **Passive Perception** 8

Languages Common, Giant

CR 2 (XP 450; PB +2)

Actions

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Pirate

Medium or Small Humanoid, Neutral

AC 14 **Initiative** +5 (15)

HP 33 (6d8 + 6)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	10	+0	+0	Int	8	-1	-1
Dex	16	+3	+5	Wis	12	+1	+1
Con	12	+1	+1	Cha	14	+2	+4

Gear **Daggers** (6), **Leather Armor**

Senses **Passive Perception** 11

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Multiattack. The pirate makes two Dagger attacks. It can replace one attack with a use of Enthralling Panache.

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 12, one creature the pirate can see within 30 feet. *Failure:* The target has the **Charmed** condition until the start of the pirate's next turn.

Pirate Captain

Medium or Small Humanoid, Neutral

AC 17 Initiative +7 (17)

HP 84 (13d8 + 26)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	10	+0	+3	Int	10	+0	+0
Dex	18	+4	+7	Wis	14	+2	+5
Con	14	+2	+2	Cha	17	+3	+6

Skills **Acrobatics** +7, **Perception** +5

Gear **Pistol, Rapier**

Senses **Passive Perception** 15

Languages **Common** plus one other language

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

Actions

Multiattack. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the **Charmed** condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Stone Golem

Large Construct, Unaligned

AC 18 **Initiative** +3 (13)

HP 220 (21d10 + 105)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	22	+6	+6	Int	3	-4	-4
Dex	9	-1	-1	Wis	11	+0	+0
Con	20	+5	+5	Cha	1	-5	-5

Immunities Poison, Psychic; **Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**

Senses **Darkvision** 120 ft.; **Passive Perception** 10

Languages Understands Common plus two other languages but can't speak

CR 10 (XP 5,900; PB +4)

Traits

Immutable Form. The golem can't **shape-shift**.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

Force Bolt. Ranged Attack Roll: +9, range 120 ft. Hit: 22 (4d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the **Slow** spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

Succubus

Medium Fiend, Neutral Evil

AC 15 Initiative +3 (13)

HP 71 (13d8 + 13)

Speed 30 ft., Fly 60 ft.

		Mod	Save			Mod	Save
Str	8	-1	-1	Int	15	+2	+2
Dex	17	+3	+3	Wis	12	+1	+1
Con	13	+1	+1	Cha	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

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

Traits

Incubus Form. When the succubus finishes a Long Rest, it can **shape-shift** into an **Incubus**, using that stat block instead of this one.

Actions

Multiattack. The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

Fiendish Touch. Melee Attack Roll: +7, reach 5 ft. Hit: 16 (2d10 + 5) Psychic damage.

Charm. The succubus casts **Dominate Person** (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature **Charmed** by the succubus within 5 feet. *Failure:* 13 (3d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus **shape-shifts** into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

Tough Boss

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

		Mod	Save			Mod	Save
Str	17	+3	+5	Int	11	+0	+0
Dex	14	+2	+2	Wis	10	+0	+0
Con	16	+3	+5	Cha	11	+0	+2

Gear Chain Mail, Heavy Crossbow, Warhammer

Senses Passive Perception 10

Languages Common plus one other language

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

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Multiattack. The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

Warhammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

Heavy Crossbow. *Ranged Attack Roll:* +4, range 100/400 ft. *Hit:* 13 (2d10 + 2) Piercing damage.

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



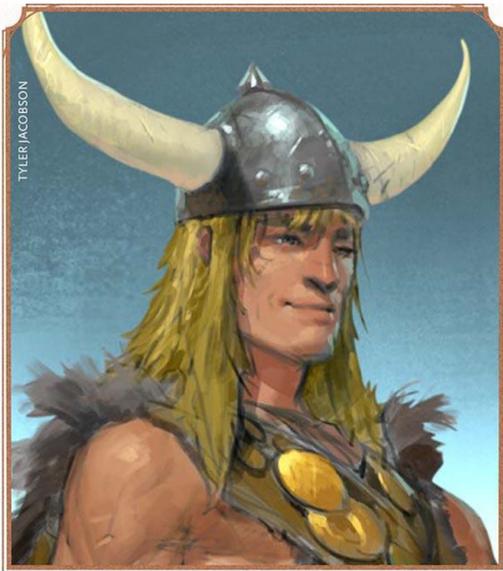
NIKO



PRESTO



SHEILA



PROFICIENCY BONUS

+2

INTELLIGENCE

+0 10

MODIFIER SCORE

STRENGTH

+5 10 (20)

MODIFIER SCORE

+7 Saving Throw

+7 Athletics

+0 Saving Throw

+0 Arcana

+0 History

+0 Investigation

+2 Nature

+0 Religion

DEXTERITY

+2 14

MODIFIER SCORE

+2 Saving Throw

+4 Acrobatics

+2 Sleight of Hand

+4 Stealth

WISDOM

+1 12

MODIFIER SCORE

+1 Saving Throw

+3 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+3 Survival

CONSTITUTION

+3 17

MODIFIER SCORE

+5 Saving Throw

CHARISMA

+2 14

MODIFIER SCORE

+2 Saving Throw

+2 Deception

+4 Intimidation

+2 Performance

+4 Persuasion

HEROIC INSPIRATION

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 53

CURRENT MAX

HIT DICE

SPENT 4D12

MAX

DEATH SAVES

◆◆◆ SUCCESSES

◆◆◆ FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
THUNDEROUS GREATCLUB	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED, MASTERY: PUSH
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60), MASTERY: VEX

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

RAGE

UNARMORED DEFENSE*

WEAPON MASTERY (GREATAXES, GREATCLUBS, HANDAXES)*

DANGER SENSE

RECKLESS ATTACK

FRENZY

PRIMAL KNOWLEDGE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP SP EP GP PP

76

Equipment

Thunderous Greatclub

4 Handaxes

Explorer's Pack

Carpenter's Tools

Healer's Kit

Iron Pot

Shovel

Traveler's Clothes

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 succeed on 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 BACKGROUND MONK CLASS
 HUMAN SPECIES WARRIOR OF THE OPEN HAND SUBCLASS

4 LEVEL

SIZE MEDIUM

INITIATIVE +4

ARMOR CLASS 16 SHIELD

HIT POINTS
 TEMP 35 MAX
 CURRENT

HIT DICE
 SPENT 4D8 MAX

DEATH SAVES
 SUCCESSIONS
 FAILURES

SPEED 40 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
QUARTERSTAFF OF THE ACROBAT	+8	1D6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1D8)
UNARMED STRIKE	+6	1D6 + 4 BLUDGEONING	
DAGGER	+6	1D6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS +2

INTELLIGENCE
 MODIFIER +0 SCORE 10

- +0 Saving Throw
- +0 Arcana
- +0 History
- +2 Investigation
- +2 Nature
- +0 Religion

STRENGTH
 MODIFIER +1 SCORE 12

- +3 Saving Throw
- +3 Athletics

WISDOM
 MODIFIER +2 SCORE 14

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

DEXTERITY
 MODIFIER +4 SCORE 18

- +6 Saving Throw
- +6 Acrobatics
- +4 Sleight of Hand
- +6 Stealth

FEATS

ABILITY SCORE IMPROVEMENT*
 SKILLED*
 TOUGH*

CLASS FEATURES

MARTIAL ARTS
 UNARMORED DEFENSE*
 MONK'S FOCUS (4 FOCUS POINTS)
 UNARMORED MOVEMENT*
 UNCANNY METABOLISM
 DEFLECT ATTACKS
 OPEN HAND TECHNIQUE
 ABILITY SCORE IMPROVEMENT*
 SLOW FALL

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

*The effects of these rules are included in these game statistics.

CONSTITUTION
 MODIFIER +1 SCORE 13

- +1 Saving Throw

CHARISMA
 MODIFIER +0 SCORE 10

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

LANGUAGES COMMON, DRAGONIC, ELVISH

ALIGNMENT NEUTRAL GOOD

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

35

HEROIC INSPIRATION

Equipment

Quarterstaff of the Acrobat

5 Daggers

Calligrapher's Supplies

Cartographer's Tools

Explorer's Pack

Fine Clothes

Lamp

Oil (3 flasks)

Parchment (12 sheets)

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 or 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		<div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;"> 4 </div> LEVEL
NOBLE BACKGROUND	FIGHTER CLASS	
HUMAN SPECIES	CHAMPION SUBCLASS	

SIZE MEDIUM
INITIATIVE +1
SPEED 30 FEET

ARMOR CLASS 21 SHIELD	HIT POINTS	HIT DICE	DEATH SAVES
	CURRENT	TEMP 44 MAX	SPENT 4D10 MAX
			SUCCESSSES FAILURES

WEAPON ATTACKS			
Name	Atk Bonus	Damage	Properties
FLAIL	+6	1D8 + 4 BLUDGEONING	MASTERY: SAP
JAVELIN	+6	1D6 + 4 PIERCING	THROWN (RANGE 30/120), MASTERY: SLOW

PROFICIENCY BONUS +2

INTELLIGENCE +2 14 MODIFIER SCORE
--

STRENGTH +4 18 MODIFIER SCORE
<input checked="" type="radio"/> +6 Saving Throw <input checked="" type="radio"/> +6 Athletics

<input type="radio"/> +2 Saving Throw <input type="radio"/> +2 Arcana <input checked="" type="radio"/> +4 History <input checked="" type="radio"/> +4 Investigation <input type="radio"/> +2 Nature <input type="radio"/> +2 Religion
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DEXTERITY +1 12 MODIFIER SCORE
<input type="radio"/> +1 Saving Throw <input checked="" type="radio"/> +3 Acrobatics <input type="radio"/> +1 Sleight of Hand <input type="radio"/> +1 Stealth

WISDOM +0 10 MODIFIER SCORE
<input type="radio"/> +0 Saving Throw <input type="radio"/> +0 Animal Handling <input checked="" type="radio"/> +2 Insight <input type="radio"/> +0 Medicine <input checked="" type="radio"/> +2 Perception <input type="radio"/> +0 Survival

FEATS
ABILITY SCORE IMPROVEMENT* DEFENSE (FIGHTING STYLE)* SKILLED* TOUGH*

CLASS FEATURES
FIGHTING STYLE* SECOND WIND WEAPON MASTERY (GREATSWORDS, FLAILS, JAVELINS, LONGSWORDS)* ACTION SURGE TACTICAL MIND IMPROVED CRITICAL REMARKABLE ATHLETE ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS
RESOURCEFUL SKILLFUL* VERSATILE*

*The effects of these rules are included in these game statistics.

CONSTITUTION +2 15 MODIFIER SCORE
<input checked="" type="radio"/> +4 Saving Throw

CHARISMA -1 8 MODIFIER SCORE
<input type="radio"/> -1 Saving Throw <input type="radio"/> -1 Deception <input type="radio"/> -1 Intimidation <input checked="" type="radio"/> +1 Performance <input checked="" type="radio"/> +1 Persuasion

LANGUAGES	COMMON, DRAGONIC, ELVISH
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ALIGNMENT	LAWFUL NEUTRAL
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HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES
ARMOR TRAINING <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy <input checked="" type="checkbox"/> Shields PROFICIENCIES SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS
CP SP EP GP 83 PP

Equipment

Shield of the Cavalier

Chain Mail

Flail

8 Javelins

Dungeoneer's Pack

Dice Set

Fine Clothes

Perfume

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.



HANK
 CHARACTER NAME

GUARD RANGER
 BACKGROUND CLASS

HUMAN HUNTER
 SPECIES SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +3

SPEED
 30 FEET

ARMOR CLASS
 15
 SHIELD

HIT POINTS
 TEMP 40
 MAX

HIT DICE
 SPENT 4D10
 MAX

DEATH SAVES
 SUCCESSSES
 FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
<i>ENERGY BOW</i> (LONGBOW)	+8	1D8 + 4 FORCE	AMMUNITION (RANGE 150/600), HEAVY, TWO-HANDED, MASTERY: SLOW
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX

PROFICIENCY BONUS
 +2

INTELLIGENCE
 MODIFIER +0 SCORE 10

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

STRENGTH
 MODIFIER +2 SCORE 14

- +4 Saving Throw
- +4 Athletics

FEATS

ABILITY SCORE IMPROVEMENT*
 ALERT
 ARCHERY (FIGHTING STYLE)*
 TOUGH*

CLASS FEATURES

FAVORED ENEMY
 SPELLCASTING
 WEAPON MASTERY (LONGBOWS, SHORTSWORDS)*
 DEFT EXPLORER*
 HUNTER'S LORE
 HUNTER'S PREY
 ABILITY SCORE IMPROVEMENT*

DEXTERY
 MODIFIER +3 SCORE 17

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

WISDOM
 MODIFIER +2 SCORE 14

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

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

CONSTITUTION
 MODIFIER +1 SCORE 12

- +1 Saving Throw

CHARISMA
 MODIFIER +0 SCORE 10

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

HEROIC INSPIRATION

LANGUAGES | COMMON, DRAGONIC, ELVISH, GOBLIN, SYLVAN

ALIGNMENT | LAWFUL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP 124 PP

Spellcasting

Spellcasting Ability: Wisdom

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**, R means it's a Ritual, and M means it requires a specific Material component.

Equipment

Energy Bow

Studded Leather Armor

Shortsword

Druidic Focus (**sprig of mistletoe**)

Explorer's Pack

Dice Set

Hooded Lantern

Manacles

Traveler's Clothes

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

CURRENT	TEMP	SPENT	DEATH SAVES
	35	4D8	◆◆◆ SUCCESSES
	MAX	MAX	◆◆◆ FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
NIKO'S MACE	+4	1D6 + 2 BLUDGEONING	

PROFICIENCY BONUS
 +2

INTELLIGENCE
 MODIFIER: -1 SCORE: 8

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

STRENGTH
 MODIFIER: +2 SCORE: 14

- +2 Saving Throw
- +2 Athletics

WISDOM
 MODIFIER: +4 SCORE: 18

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

DEXTERITY
 MODIFIER: +0 SCORE: 10

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

FEATS

ABILITY SCORE IMPROVEMENT*
 HEALER
 TOUGH*

CLASS FEATURES

SPELLCASTING
 DIVINE ORDER (THAUMATURGE)*
 CHANNEL DIVINITY
 DISCIPLE OF LIFE
 LIFE DOMAIN SPELLS*
 PRESERVE LIFE
 ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

*The effects of these rules are included in these game statistics.

CONSTITUTION
 MODIFIER: +1 SCORE: 13

- +1 Saving Throw

CHARISMA
 MODIFIER: +2 SCORE: 14

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

HEROIC INSPIRATION

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, HERBALISM KIT

COINS

CP	SP	EP	GP	PP
	2		28	

Spellcasting

Spellcasting Ability: Wisdom

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

Level 2 Cleric Spells (Slots: 3)

Spell	School	Special*
*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.		

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.

Equipment

Niko's Mace

Chain Shirt

Shield

Holy Symbol

Priest's Pack

Herbalism Kit

Bedroll

Book (philosophy)

Lamp

Oil (3 flasks)

Traveler's Clothes

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).

Spellcasting

Spellcasting Ability: Intelligence

Spell DC: 14

Spell Attack Modifier: +6

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 (Slots: 3)

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**, R means it's a Ritual, and M means it requires a specific Material component.

Equipment

Hat of Many Spells (Arcane Focus)

2 Daggers

Robe

Spellbook

Scholar's Pack

Calligrapher's Supplies

Fine Clothes

Lamp

Oil (3 flasks)

Parchment (12 sheets)

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 , <i>Enlarge/Reduce</i> (enlarge effect); on a 2 , <i>Enlarge/Reduce</i> (reduce effect); on a 3 , <i>Faerie Fire</i> ; on a 4 , <i>Fireball</i> ; on a 5 , <i>Gust of Wind</i> ; on a 6 , <i>Invisibility</i> (cast on yourself); on a 7 , <i>Lightning Bolt</i> ; on an 8 , <i>Phantasmal Force</i> ; on a 9 , <i>Polymorph</i> ; on a 10 , <i>Stinking Cloud</i> .
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.
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

ARMOR CLASS
 14
 SHIELD

HIT POINTS
 TEMP 35
 MAX

HIT DICE
 SPENT 4D8
 MAX

DEATH SAVES
 SUCCESSSES
 FAILURES

INITIATIVE
 +3

SPEED
 30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX
DAGGER	+5	1D4 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60), MASTERY: NICK
SHORTBOW	+5	1D6 + 3 PIERCING	AMMUNITION (RANGE 80/320), TWO-HANDED

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +2 14
 MODIFIER SCORE

STRENGTH
 -1 8
 MODIFIER SCORE

-1 Saving Throw
 -1 Athletics

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

DEXTERITY
 +3 17
 MODIFIER SCORE

+5 Saving Throw

+5 Acrobatics
 +7 Sleight of Hand
 +7 Stealth

WISDOM
 +2 14
 MODIFIER SCORE

+2 Saving Throw

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

FEATS

ABILITY SCORE IMPROVEMENT*
 LUCKY
 TOUGH*

CLASS FEATURES

EXPERTISE*
 SNEAK ATTACK (2D6)
 THIEVES' CANT*
 WEAPON MASTERY (DAGGERS, SHORTSWORDS)*
 CUNNING ACTION
 FAST HANDS
 SECOND-STORY WORK
 STEADY AIM
 ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

*The effects of these rules are included in these game statistics.

CONSTITUTION
 +1 12
 MODIFIER SCORE

+1 Saving Throw

CHARISMA
 +1 12
 MODIFIER SCORE

+1 Saving Throw

LANGUAGES | COMMON, DRAGONIC, ELVISH, SYLVAN, THIEVES' CANT

ALIGNMENT | NEUTRAL GOOD

HEROIC INSPIRATION

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

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

39

Equipment

Cloak of Invisibility

Leather Armor

2 Daggers

Shortsword

Shortbow

20 Arrows

Quiver

Thieves' Tools

Burglar's Pack

Carpenter's Tools

Healer's Kit

Iron Pot

Shovel

Traveler's Clothes

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 cloak.

Adventure Credits

Lead Designer: Amanda Hamon

Designer: Will Doyle

Rules Developer: Ron Lundeen

Editors: Judy Bauer (lead), Janica Carter, Sadie Lowry, Cindi Rice

Art Directors: Josh Herman (lead), Emi Tanji

Graphic Designer: Matt Cole (lead)

Cover Illustrator: David Auden Nash

Cartographers: Stacey Allan, Will Doyle

Illustrators: CoupleofKooks, Tyler Jacobson, Katerina Ladon

Consultants: Rico Corazon, Jonathan Tomhave

Producers: Siera Bruggeman (lead), Bill Benham

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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	53
CURRENT	MAX

HIT DICE

SPENT	4D12
MAX	MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
THUNDEROUS GREATCLUB	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED, MASTERY: PUSH
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60), MASTERY: VEX

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +0 MODIFIER SCORE 10

STRENGTH
 +5 MODIFIER SCORE 10(20)

+7 Saving Throw

+7 Athletics

WISDOM
 +1 MODIFIER SCORE 12

+0 Saving Throw

+0 Arcana

+0 History

+0 Investigation

+2 Nature

+0 Religion

DEXTERITY
 +2 MODIFIER SCORE 14

+2 Saving Throw

+4 Acrobatics

+2 Sleight of Hand

+4 Stealth

WISDOM
 +1 MODIFIER SCORE 12

+1 Saving Throw

+3 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+3 Survival

CONSTITUTION
 +3 MODIFIER SCORE 17

+5 Saving Throw

CHARISMA
 +2 MODIFIER SCORE 14

+2 Saving Throw

+2 Deception

+4 Intimidation

+2 Performance

+4 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

RAGE

UNARMORED DEFENSE*

WEAPON MASTERY (GREATAxes, GREATCLUBS, HANDAXES)*

DANGER SENSE

RECKLESS ATTACK

FRENZY

PRIMAL KNOWLEDGE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ♦Light ♦Medium ♦Heavy ♦Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP	SP	EP	GP	PP
			76	

BOBBY

EQUIPMENT

THUNDEROUS GREATCLUB

4 HANDAXES

EXPLORER'S PACK

CARPENTER'S TOOLS

HEALER'S KIT

IRON POT

SHOVEL

TRAVELER'S CLOTHES

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.

Magic Item Attunement

◆ THUNDEROUS GREATCLUB



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 35
 CURRENT MAX

HIT DICE

SPENT 4D8
 MAX

DEATH SAVES

SUCCESSES
 FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
QUARTERSTAFF OF THE ACROBAT	+8	1D6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1D8)
UNARMED STRIKE	+6	1D6 + 4 BLUDGEONING	
DAGGER	+6	1D6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS
 +2

INTELLIGENCE
 MODIFIER +0 SCORE 10

STRENGTH
 MODIFIER +1 SCORE 12

+3 Saving Throw
 +3 Athletics

+0 Saving Throw
 +0 Arcana
 +0 History
 +2 Investigation
 +2 Nature
 +0 Religion

DEXTERITY
 MODIFIER +4 SCORE 18

+6 Saving Throw
 +6 Acrobatics
 +4 Sleight of Hand
 +6 Stealth

WISDOM
 MODIFIER +2 SCORE 14

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

CONSTITUTION
 MODIFIER +1 SCORE 13

+1 Saving Throw

CHARISMA
 MODIFIER +0 SCORE 10

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

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*
 SKILLED*
 TOUGH*

CLASS FEATURES

MARTIAL ARTS
 UNARMORED DEFENSE*
 MONK'S FOCUS (4 FOCUS POINTS)
 UNARMORED MOVEMENT*
 UNCANNY METABOLISM
 DEFLECT ATTACKS
 OPEN HAND TECHNIQUE
 ABILITY SCORE IMPROVEMENT*
 SLOW FALL

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

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

35

DIANA

EQUIPMENT

QUARTERSTAFF OF THE ACROBAT

5 DAGGERS

CALLIGRAPHER'S SUPPLIES

CARTOGRAPHER'S TOOLS

EXPLORER'S PACK

FINE CLOTHES

LAMP

OIL (3 FLASKS)

PARCHMENT (12 SHEETS)

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.

Magic Item Attunement



QUARTERSTAFF OF THE ACROBAT



TYLER JACOBSON



ERIC
CHARACTER NAME

NOBLE BACKGROUND FIGHTER CLASS
HUMAN SPECIES CHAMPION SUBCLASS

4
LEVEL

SIZE
MEDIUM

INITIATIVE
+1

ARMOR CLASS
21
SHIELD

HIT POINTS
CURRENT TEMP MAX
44

HIT DICE
SPENT MAX
4D10

DEATH SAVES
SUCCESSSES FAILURES

SPEED
30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
FLAIL	+6	1D8 + 4 BLUDGEONING	MASTERY: SAP
JAVELIN	+6	1D6 + 4 PIERCING	THROWN (RANGE 30/120), MASTERY: SLOW

PROFICIENCY BONUS
+2

INTELLIGENCE
+2 MODIFIER SCORE 14

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

STRENGTH
+4 MODIFIER SCORE 18

- +6 Saving Throw
- +6 Athletics

FEATS

ABILITY SCORE IMPROVEMENT*
DEFENSE (FIGHTING STYLE)*
SKILLED*
TOUGH*

CLASS FEATURES

FIGHTING STYLE*
SECOND WIND
WEAPON MASTERY (GREATSWORDS, FLAILS, JAVELINS, LONGSWORDS)*
ACTION SURGE
TACTICAL MIND
IMPROVED CRITICAL
REMARKABLE ATHLETE
ABILITY SCORE IMPROVEMENT*

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

SPECIES TRAITS

RESOURCEFUL
SKILLFUL*
VERSATILE*

CONSTITUTION
+2 MODIFIER SCORE 15

- +4 Saving Throw

CHARISMA
-1 MODIFIER SCORE 8

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

HEROIC INSPIRATION

LANGUAGES COMMON, DRACONIC, ELVISH

ALIGNMENT LAWFUL NEUTRAL

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP 83 PP

ERIC

EQUIPMENT

SHIELD OF THE CAVALIER

CHAIN MAIL

FLAIL

8 JAVELINS

DUNGEONEER'S PACK

DICE SET

FINE CLOTHES

PERFUME

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.

Magic Item Attunement

◆ SHIELD OF THE CAVALIER



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



HANK CHARACTER NAME		4 LEVEL
GUARD BACKGROUND	RANGER CLASS	
HUMAN SPECIES	HUNTER SUBCLASS	
SIZE MEDIUM		

ARMOR CLASS 15 SHIELD	HIT POINTS	HIT DICE	DEATH SAVES SUCCESSSES FAILURES
	CURRENT	TEMP 40 MAX	
SPEED 30 FEET			

WEAPON ATTACKS			
Name	Atk Bonus	Damage	Properties
ENERGY BOW (LONGBOW)	+8	1D8 + 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 17
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
+1 12
MODIFIER SCORE

- +1 Saving Throw

HEROIC INSPIRATION

FEATS

- ABILITY SCORE IMPROVEMENT*
- ALERT
- ARCHERY (FIGHTING STYLE)*
- TOUGH*

CLASS FEATURES

- FAVORED ENEMY
- SPELLCASTING
- WEAPON MASTERY (LONGBOWS, SHORTSWORDS)*
- DEFT EXPLORER*
- HUNTER'S LORE
- HUNTER'S PREY
- ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

- RESOURCEFUL
- SKILLFUL*
- VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH, GOBLIN, SYLVAN

ALIGNMENT | LAWFUL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP	SP	EP	GP	PP
			124	

HANK

SPELLCASTING

Spellcasting Ability: Wisdom

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.

EQUIPMENT

ENERGY BOW

STUDDED LEATHER ARMOR

SHORTSWORD

DRUIDIC FOCUS (SPRIG OF MISTLETOE)

EXPLORER'S PACK

DICE SET

HOODED LANTERN

MANACLES

TRAVELER'S CLOTHES

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.

Magic Item Attunement

◆ ENERGY BOW



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	Properties
Niko's MACE	+4	1D6 + 2 BLUDGEONING	

PROFICIENCY BONUS
 +2

INTELLIGENCE
 MODIFIER: -1 SCORE: 8

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

STRENGTH
 MODIFIER: +2 SCORE: 14

- +2 Saving Throw
- +2 Athletics

FEATS

ABILITY SCORE IMPROVEMENT*
 HEALER
 TOUGH*

CLASS FEATURES

SPELLCASTING
 DIVINE ORDER (THAUMATURGE)*
 CHANNEL DIVINITY
 DISCIPLE OF LIFE
 LIFE DOMAIN SPELLS*
 PRESERVE LIFE
 ABILITY SCORE IMPROVEMENT*

DEXTERITY
 MODIFIER: +0 SCORE: 10

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

WISDOM
 MODIFIER: +4 SCORE: 18

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

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

CONSTITUTION
 MODIFIER: +1 SCORE: 13

- +1 Saving Throw

CHARISMA
 MODIFIER: +2 SCORE: 14

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

HEROIC INSPIRATION

*The effects of these rules are included in these game statistics.

LANGUAGES | COMMON, DRAGONIC, ELVISH

ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, HERBALISM KIT

COINS

CP	SP	EP	GP	PP
	2		28	

NIKO

SPELLCASTING

Spellcasting Ability: Wisdom

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

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.

EQUIPMENT

NIKO'S MACE

CHAIN SHIRT

SHIELD

HOLY SYMBOL

PRIEST'S PACK

HERBALISM KIT

BEDROLL

BOOK (PHILOSOPHY)

LAMP

OIL (3 FLASKS)

TRAVELER'S CLOTHES

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).

Magic Item Attunement

◆ NIKO'S MACE



TYLER JACOBSON



PRESTO CHARACTER NAME		4 LEVEL	SIZE MEDIUM
SCRIBE BACKGROUND	WIZARD CLASS		INITIATIVE +2
HUMAN SPECIES	EVOKER SUBCLASS		SPEED 30 FEET

ARMOR CLASS
12
SHIELD

HIT POINTS
CURRENT | TEMP | MAX
30

HIT DICE
SPENT | MAX
4D6

DEATH SAVES
SUCCESSSES
FAILURES

WEAPON ATTACKS			
Name	Atk Bonus	Damage	Properties
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

FEATS
ABILITY SCORE IMPROVEMENT*
SKILLED*
TOUGH*

CLASS FEATURES
SPELLCASTING
ARCANE RECOVERY
RITUAL ADEPT
SCHOLAR (ARCANA)*
EVOCATION SAVANT*
POTENT CANTRIP
ABILITY SCORE IMPROVEMENT*

DEXTERITY
+2 MODIFIER | 15 SCORE

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

WISDOM
+0 MODIFIER | 10 SCORE

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

SPECIES TRAITS
RESOURCEFUL
SKILLFUL*
VERSATILE*

CONSTITUTION
+1 MODIFIER | 12 SCORE

- +1 Saving Throw

CHARISMA
+2 MODIFIER | 14 SCORE

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

HEROIC INSPIRATION

LANGUAGES | COMMON, DRAGONIC, ELVISH
ALIGNMENT | NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES
ARMOR TRAINING ✨Light ✨Medium ✨Heavy ✨Shields
PROFICIENCIES
SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES

COINS
CP | SP | EP | GP | PP
33

PRESTO

SPELLCASTING

Spellcasting Ability: Intelligence

Spell DC: 14 Spell Attack Modifier: +6

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.

EQUIPMENT

HAT OF MANY SPELLS (ARCANES FOCUS)

2 DAGGERS

ROBE

SPELLBOOK

SCHOLAR'S PACK

CALLIGRAPHER'S SUPPLIES

FINE CLOTHES

LAMP

OIL (3 FLASKS)

PARCHMENT (12 SHEETS)

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*.

PRESTO



1d100 Effect

- 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.
- 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.

Magic Item Attunement

 *HAT OF MANY SPELLS*



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 _____

CURRENT 35

MAX _____

HIT DICE

SPENT _____

4D8

MAX _____

DEATH SAVES

SUCCESSES _____

FAILURES _____

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX
DAGGER	+5	1D4 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60), MASTERY: NICK
SHORTBOW	+5	1D6 + 3 PIERCING	AMMUNITION (RANGE 80/320), TWO-HANDED

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 17 SCORE

+5 Saving Throw

+5 Acrobatics

+7 Sleight of Hand

+7 Stealth

WISDOM
 +2 MODIFIER 14 SCORE

+2 Saving Throw

+4 Animal Handling

+4 Insight

+2 Medicine

+4 Perception

+2 Survival

CONSTITUTION
 +1 MODIFIER 12 SCORE

+1 Saving Throw

CHARISMA
 +1 MODIFIER 12 SCORE

+1 Saving Throw

+1 Deception

+1 Intimidation

+1 Performance

+1 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

LUCKY

TOUGH*

CLASS FEATURES

EXPERTISE*

SNEAK ATTACK (2D6)

THIEVES' CANT*

WEAPON MASTERY (DAGGERS, SHORTSWORDS)*

CUNNING ACTION

FAST HANDS

SECOND-STORY WORK

STEADY AIM

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES COMMON, DRAGONIC, ELVISH, SYLVAN, THIEVES' CANT

ALIGNMENT NEUTRAL GOOD

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

_____ _____ _____ 39 _____

SHEILA

EQUIPMENT

CLOAK OF INVISIBILITY

LEATHER ARMOR

2 DAGGERS

SHORTSWORD

SHORTBOW

20 ARROWS

QUIVER

THIEVES' TOOLS

BURGLAR'S PACK

CARPENTER'S TOOLS

HEALER'S KIT

IRON POT

SHOVEL

TRAVELER'S CLOTHES

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.

Magic Item Attunement

◆ CLOAK OF INVISIBILITY

