

Rise of the DROW

CAMPAIGN PRIMER



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WELCOME TRAVELER! This guide contains all the information a player needs to orient themselves to the Aventyr campaign setting and to the *Rise of the Drow* series of adventures, whether the game begins on the surface in Rybalka or in the Underworld. The adventure focuses on thwarting a drow war of aggression, but the book itself contains the tools to run a sandbox-style campaign in the Underworld, particularly focused around Embla Holoth, and the Fungi Forest. Exploring the Underworld – itself a dangerous prospect – allows the GM to introduce any number of unique locations. To get the most out of a campaign of this style, your GM may decide to include optional resources to accompany this guide: *Underworld Races & Classes*, and *Occult Secrets of the Underworld*, but these books are not required to enjoy the *Rise of the Drow*.

RYBALKA, HEART OF THE FRONTIER

RYBALKA IS A LAKE-SIDE, FRONTIER VILLAGE. Even if your character is not from Rybalka or a nearby region, they have at least traveled here at the start of the adventure, and thus, whether through the local scuttlebutt or from careful observation, they have likely learned something of the village.

The Rybalkan Peninsula on Serpent Lake is an isolated place. Numerous tombs and barrows of Vikmordere origin can be found on the Rybalkan Peninsula and throughout the Vikmordere Valley, as well as ruined fortresses from the region's long history of conflict.

Rybalka itself sits in a sheltered cove on the peninsula's southern shore, protecting the village from the worst of the weather from both the lake and the mountains to the north. Two roads lead away from Rybalka, both in a northerly

direction: one toward the Dark Wood and the pass through the mountains, and the other to the nearby iron mine.

In the past, Vikmordere raiders used the strategic location of the fishing village as a launching point for attacks against the Klavek Kingdom. The Klavek monarchy moved troops into the valley and launched an arduous assault against the Vikmordere in hopes of securing the village and the lucrative iron mine. After many failed attempts and the deaths of hundreds, the Klavek Kingdom was finally able to oust the Vikmordere raiders and take control of the village.

Rybalka is on the far frontier of the Klavek Kingdom, but retains its traditional Vikmordere roots. Culturally, the villagers are birthing the first generation of what's becoming known as "Rybakans" – those with both Klavek and Vikmordere lineage. While the influence of both cultures can still be felt, increasingly they are becoming more accepting and tolerant of each other, rather than clinging to a past that serves no one.

Mayor Igor Leonid is the Klavek-born trustee appointed to rule over Rybalka. He commands a small contingent of Klavek soldiers to this end. He has embraced frontier life, encouraging his fellow Klavek immigrants to do the same. For this reason he is well-liked by almost all Rybalka's citizens, Klavek and Vikmordere alike.

The dominant religion in the frontier village is a unique blend of traditional Vikmordere practices drawn from worship of the Ancestor Spirit and the rigorous doctrines of the Axiomatic General, a deity of note in the Klavek Kingdom. The Cathedral at Rybalka is a multi-faith temple, overseen by High Priest Juriendor, himself a follower of the Axiomatic General, though he incorporates numerous Vikmordere traditions into his ceremonies.

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Village of RYBALKA

1. Lookout Walk
2. Thirsty Serpent Tavern
3. Sulwotik's Spirits
4. West Fold Lumber Mill
5. Bugg Odds & Inn
6. Shipwright's Guildhall
7. Fishauler's Consortium
8. Rybalkan Mine Guildhall
9. Mastera Library
10. Town Hall & Barracks
11. Hopeful Signs
12. Vickruck's Root Cellar
13. Carolyn's Baked Goods
14. Rybalka Lodge
15. Quorron's Forge
16. Rybalka Cathedral
& The North Road



UPPERWORLD RACES

Your GM will inform you of your game's specifics regarding the various races and cultures, as well as their societal habits and relationships with each other, but the following presents the defaults assumed by the Aventyr campaign setting.

HUMANS

Humans are the overwhelming majority in Rybalka and the surrounding regions. Humans who hail from the Klavek Kingdom are the more recent emigrants. They often clash with the region's ancestral inhabitants, the Vikmordere.

The Klavek Kingdom is perhaps more accurately described as an empire, controlling vast lands and resources. The frontier of this empire extends into the Vikmordere Valley and the shores of Serpent Lake in the form of the recently conquered Rybalka. With this sole acquisition, the Klavek Kingdom nearly doubled its ability to produce iron, thanks to the village's nearby mine.

Once a Vikmordere settlement of fishermen and shipwrights, when the iron mine was discovered Rybalka was thrust into regional importance. Countless Vikmordere tribes vied for control of the village, using it as a staging ground for raids, against both other tribes and upriver Klavek settlements. After a generation of conflict, the village now sits firmly under Klavek control, though its future remains uncertain should the disparate Vikmordere tribes find common cause against the Klavek Kingdom.

DWARVES

Dwarves are rare outside of their fortress cities beneath the earth, but they are known throughout the Upperworld as smiths and craftsmen of great skill. Those dwarves that have made their way to the surface speak longingly of crystal caverns and mushroom ale, and they'll be quick to remind any who will listen that "dweorg" is their race's true name, lest you

confuse them with their dark cousins. The dwarven settlement that is nearest Rybalka is the city of Embla, a hub of trade and a cultural melting pot in the Underworld.

ELVES

Elves in human lands are generally considered spies, and looked upon with great suspicion. Most adopt simple disguises when interacting with humans, and rarely enter a human settlement without a clear plan of escape.

The majority of elves live within the protective confines of the Silent Forest to the south of the Klavek Kingdom.

GNOMES

The country of Pradjna—leagues to the west of the Klavek Kingdom—is the only country on the continent which can be said to have a population of gnomes. Studious, inventive, and curious of all things technological, these gnomes are well-traveled in their search for inspiration for their next breakthrough.

Elsewhere, particularly in secluded forests that have never known a woodcutter's axe, one can find small gnomish villages. But these "gnomes," if they can be called that, are more elfish in appearance and behavior than their spanner-wielding cousins.

HALFLING

Halflings bear scant trust for the other races of Aventyr, especially humans, whom they view as feckless and faithless. This is perhaps due to the race's long history of tragedy. Their once fertile and populous lands in the far Sothron Sea stand mostly empty in the wake of generational wars with alien invaders. Since then, the island nation has grown even more insular.

HALF-ELVES

Half-elves, the rarest of all civilized races in the Klavek Kingdom, are treated as elves in nearly every regard. Like elves, a half-elf quickly learns to hide their appearance in order to avoid persecution,

though the disguise needed is often as simple as wearing a hood and growing a beard.

HALF-ORC

Half-orcs are generally distrusted by humans and looked upon with a mixture of pity and fear. In the Vikmordere Valley, however, bravery, skill of the hunt, and combat prowess are prized more than they are elsewhere in human lands, and a half-orc who is able to prove themselves a capable warrior often finds human settlements tolerant of their presence.

UNDERWORLD CITIES:

EMBLA & STONEHOLME

WHETHER YOUR CHARACTER CALLS EMBLA HOME OR HAS TRAVELED FROM DEEP IN THE UNDERWORLD, ANYONE WHO HAS HEARD OF THE TRADE CITY AND ITS SURROUNDS KNOWS THESE TRUTHS THROUGH NAUGHT MORE THAN CONVERSATION AND AWARENESS. Stoneholme, too, is a place of storied reputation, even if few outsiders have a first-hand knowledge of the ancient city. Here follows an overview of these two cities that serves as an introduction to the Underworld of Aventyr.

All of the Underworld is full of dangers, not only from its denizens and more nefarious inhabitants, but from the terrain itself. Most travelers stick to known roadways and hire guides and guards to protect them on the way. A handful of settlements stand as bastions against the seemingly endless tide of darkness. Embla is the largest and most well-known of these. It was founded as an outpost of Stoneholme in the ancient past. Today, the sister cities are quite opposite in their approach to life in the Underworld.

Embla gets its moniker, the City of Lights, from its bright crystal gonjolas—hanging buildings interconnected with chain-suspended walkways—that dominate the city heights. From these gonjolas the dwarven merchant clans rule over the bustling trade city. The Merchant

Circle is the over-arching governmental power in Embla, comprised of the leaders of five great clans, as well as the mayor of Embla, as representative of the people, and the circle chair, responsible for ensuring the clans work together to serve the city. Outside of these seven, only a rare few invited guests have been allowed to attend a meeting of the Merchant Circle, save of course the fabled Notetaker, whom many suspect wields as much influence as the Circle itself.

Ostensibly Embla is a dwarven city, in that the largest population and the vast majority of its government officials are dweorg. However, Embla's citizenry is dedicated to embracing all races interested in serving Embla and conducting fair trade, though the definition of "fair" is a matter of constant debate in the tumultuous city.

Embla's central cavern is constantly excavated to accommodate the expanding city. Nearby mushroom farms are technically part of the same crystal cave network, as are the numerous ancillary settlements that surround Embla. The city itself sits along the only true road in the Underworld, called the Long Road. Travel far enough on the Long Road and you will come to the gates of Stoneholme itself.

Stoneholme is protected by a gatehouse known as the Gauntlet, a corridor of carvings and sculptures that are both beautiful and deadly. Guarding the Gauntlet are six masterfully crafted statues that line the road, known as the Eternals, each bearing the likeness of a stern and wizened dwarf. It is said they are the City of Ancient's first line of defense against invaders and would-be trespassers.

The dwarves of Stoneholme believe that settlements that engage in regional politics and subsist on trade—like their sister city Embla—do so foolishly, putting citizens in harm's way unnecessarily. Thus Stoneholme has resolved to remain independent, self-sustaining, and intact for all eternity, a final bastion of dwarfkind. Though travelers

can find solace and trade at Stoneholme, it is always temporary, and always carefully overseen.

Elsewhere in the Underworld can be found far-flung settlements and cities, like Vethin's Hold or the great drow city of Holoth, but much like the wilds of the Underworld, in these places you are either predator or prey. Though you may find a mug of ale or a meal, you will find no solace.

UNDERWORLD RACES

Although the great cities are commanded by the dwarves and the drow, countless other settlements exist that are home to the myriad races of the Underworld. Insular by necessity, these cultures either closely ally themselves with a large city or do their utmost to keep them—and the natural dangers of the Underworld—at bay. Further details on these races can be found in *Underworld Races & Classes*.

AHOOLING

Ahool are the feared winged nightmares of the Underworld. Ahooling are their young. The demanding life of ahool society irons out the failings and weaknesses of these youthful creatures quickly, but when one is led too far astray or abandoned by their tribe, they pursue whatever path life provides for them (sometimes never reaching their full primal potential). Small collectives of ahooling are said to live outside the incredibly fierce societies of the predatory ahool, eschewing the bestial traditions of their greater cousins.

COLLIATUR

The colliatur came into being by accidental design, by a bizarre interaction from an undead virus created by the first lich Udødelig to resist the assimilative-preservationist entity known as the Colloid. Like their undead progenitor, they value freedom and self-determination. Like the crystalline Colloid, they loathe undeath in all its many forms. Thus the colliatur, despite their



origins, think of themselves as guardians of the sanctity of life and freedom, stark opposites of the impulses of their creators.

DØDELIG

Sages tell that the dødelig were created during the tragedy that befell the halflings of Picollo Island and scattered that race to the four winds. Even today, centuries later, dødelig are exhumed from a mountainous subterranean expanse beneath the site of that cataclysm known as the Dracoprime.

These small stone skeletons caper about the Underworld, living immortal lives of abandon and casual investigation wherever they go. The only things they take seriously are the uncovering of more of their kin and avoiding the Colloid.

DRAAKI

The draaki were once a proud race that ruled over the Underworld without peer, taming even the great dragons. Their empire came to a calamitous end in a series of disasters known only to historians

of esoterica. Today, the draaki are known to Underworlders as the failed race, considered weak and ripe for abuse. Draaki live a nomadic life, seldom settling in one place for more than a generation.

DROW

Drow are known and feared throughout Aventyr, despite the fact that they are rarely seen outside their Underworld domain. Most drow are cold, cunning, and manipulative. They live to attain power and control all they can. Drow society is matriarchal; few male drow rise to any level of power, yet their innate drive to seek it is no less than that of drow females. Though there are many deities the drow recognize, the Spider Goddess Naraneus holds tight control over the pantheon, granting her blessing to the greatest of her worshipers.

A rare few drow are born in each generation that do not lust after power and do not zealously worship the Spider Goddess, though these individuals seldom survive into adulthood. Those that do are often raised away from drow society, secluded away in dweorg or human cities.

FUNGLET

The mushroom men of the Underworld embrace the cycle of growth and decay that is omnipresent in the forests of fungi. Some funglets are hermits, spending their entire lives away from other humanoids, diligently tending their fungal groves. Others form communes toward the same purpose on a much

larger scale. And there are even a rare few who follow the whims of wanderlust, like a mushroom spore afloat on an unseen wind to all corners of the Underworld.

GITWERC

From the darkest depths of the Underworld, the dwarves known as the gitwerc are servants of Hel, bound by a devilish covenant forged in the ancient past. The gitwerc honor any pact they make, but in their own way and by their own measure. Generations of clever guile have taught them to wring the most from every deal. Gitwerc are able to appear as dweorg, thus they are both feared and hated by all of dwarfkind.

HOYRALL

The hoyrall are not of Aventyr, though what realm they hail from is lost to the centuries. They dwell unchallenged within the Woven Warrens and other honeycombed fortresses. Although no two hives can be considered allies, nearly all hoyrall worship their sundered alien deity Zagnexis. It is the rare hoyrall that breaks from the influence of the hive to cut their own destiny.

KRAIDYL

Kraidyl are a race of nomadic hunters, considered by many to be little more than instinctive predators. They are tribalistic and fiercely territorial, so such accusations are not far off. Regardless, merchants and nobles who want to send a certain message seek to hire kraidyl mercenaries over even giants or ahoool.

SVIRFNEBLIN

Much like their surface-dwelling cousins, undergnomes are adept engineers and inventors. Their undeniable talent is matched only by their ambition. Most other races fail to understand their esoteric, extremely rational approach to problem solving and life. The pursuit of science and magic are penultimate, only in the shadow of loyalty to kin. They are often mischaracterized as calculating pessimists.

VESTRAADI

Vestraadi are a strange race of man-like aberrations that rule over the Forever Deep, the great ocean of the Underworld. Their lack of any visual senses is easily overcome by their retinue of tactile, auditory and olfactory organs, but it is this same bizarre appearance that makes them so mistrusted. The vestraadi are a race of poets and artisans, though their language and artistic sensibilities are as alien as their appearance.

ZWERC

Dwarven masters of magic, in the ancient past the zwerc created the Amber Roads: a fabled vein of orange stone that allows one to travel swiftly through the cosmos. The Roads has deteriorated over the centuries, rendering the many zwerc enclaves throughout the planes isolated, only able to reach each other by a physical trek through the Underworld. Zwerc are a superstitious lot whose specific beliefs and customs vary according to individual enclaves.

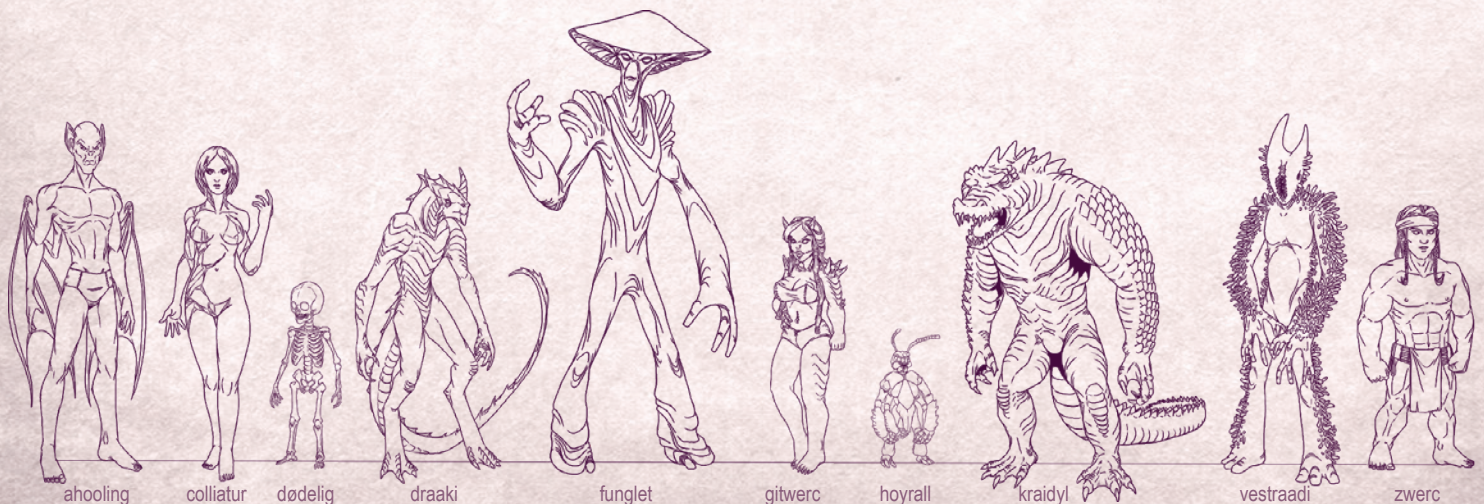


Table 1.1 Deities of Aven Tyr

Name	Alignment	Portfolio	PF Domains	5E Domains	Worshippers
The Ancestor Spirit	NG	ancestors, nature, wilderness, wisdom	Ancestors, Animal, Community, Plant, Seasons, Souls	Knowledge, Nature, Unity	Vikmordere, tribal cultures
Arnut	LN	cold, purity, judgment, winter	Ice, Protection, Purity, Seasons, Water, Weather	Nature, Protection, Tempest	arctic cultures
The Axiomatic General	LN	battlefield tactics, foresight, leadership, war	Inevitable, Law, Leadership, Nobility, Resolve, Strength, Tactics, War	Knowledge, Order, War	commanders, monks, sages, philosophers
Balir	LN	craftsmanship, honor	Artifice, Construct, Glory, Honor, Law	Forge, Light, Order	craftsmen, dwarves, gnomes
The Current	CN	insanity, mysticism, seas, unknown waters, the unknown	Arcane, Dark Tapestry, Madness, Magice, Nightmare, Oceans, Void, Water	Arcana, Knowledge, Twilight	fortune tellers, philosophers, sailors
Eureum	LN	autumn, death, rebirth	Death, Decay, Growth, Healing, Loss, Repose, Resurrection	Death, Grave, Life	druids, executioners, funglets, undertakers, vegepygmys
Flaesuros	LG	honesty, life, light, youth	Good, Healing, Knowledge, Law, Sun	Life, Light	elves, paladins, prophets
Hado	LN	community, judgment, observance, summer	Ancestors, Community, Family, Law, Nobility, Resolve, Seasons	Order, Protection, Unity	desert cultures, community leaders, judges
Hivaka	CG	freedom, justice	Chaos, Darkness, Liberation, Travel	Order, Trickery, Twilight	drow, elves
Ja Qua	LN	family, hunting, strength	Animal, Ferocity, Fur, Law, Protection, Resolve, Strength	Nature, Order, Unity	jungle cultures, orcs
Leacim	CN	chance, guile, illusion, misfortune, self-determination	Chaos, Deception, Entropy, Luck, Trickery	Arcana, Trickery, Twilight	entertainers, thieves
Musta'Vohi	NE	birth, health, lust, motherhood, pregnancy	Charm, Darkness, Healing, Protection	Death, Life	matrons, midwives
Naneth	N	agriculture, combat	Fireside, Healing, Knowledge, Provider, Protection, Sun, War	Nature, War	farmers, militia
Naraneus	NE	darkness, evil, forbidden knowledge, poison, spiders, venom	Destruction, Darkness, Drow, Evil, Knowledge, Shadow	Arcana, Twilight, Venomshade	driders, drow
The Natural Force	NG	earth, growth, health, nature, prosperity	Caves, Earth, Good, Healing, Mushroom, Plant, Resurrection	Life, Mushroom	funglets
Nearru	CN	darkness, death, madness, secrets, moon	Chaos, Darkness, Madness, Repose, Trickery	Arcana, Twilight	dark folk
Onael	LE	evil, forest, order, tyranny, war	Evil, Law, Nobility, Strength, War	Order, War	hobgoblins
Perenna	NG	dance, fashion, flowers, rain, spring	Charm, Day Earth, Growth, Plants, Seasons	Life, Nature	bards, gardeners, nobles
Storjeger	NG	community, forest, hunting, survival	Ancestor, Animal, Community, Luck, Provider, Weather	Nature, Unity	hunters, rangers
Vasi	N	freshwater, lakes, pools, oases, grottoes, springs, peace	Healing, Life, Travel, Water	Nature	vagabonds
Zagnexis	CE	control, insects, poison, procreation, vermin	Blood, Catastrophe, Community, Destruction, Exploration, Travel, War	Unity, War	hoyrall

Argent

Character Name

draaki

Race

Lawful Neutral

Alignment

Folk Hero

Background

1st-level barbarian

Class & Level

Common, Draconic

Languages



INIT
+2

SPEED
30 ft.

HIT POINTS
15

PROFICIENCY
+2

INSPIRATION

Although their true history is lost to time, Argent feels the weight of his once noble and mighty race. Rage boils in his veins at the thought that men and drow lay claim to great empires while his kind engage in tribal bickering. And beasts, too, breed and thrive with impunity in the Underworld, while his kind must step lightly to avoid the ire of a purple worm or a nesting dragon. Dragons. There is a creature respected by all. Therein lies the path forward for all draaki, and Argent will show them the way. Who then could deny his might if he were known as "dragonslayer"?

Greataxe. +6 to hit; 1d12+4 slashing damage

Melee Attack • heavy, two-handed

Handaxe. +6 to hit; 1d6+4 slashing damage

Melee or Ranged Attack • light, thrown (range 20/60)

Acid Breath (Recharge after a Short or Long Rest). You exhale acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Draaki Traits

AC
15

PASSIVE PERCEPTION
9

STR
+4
18

DEX
+2
14

CON
+3
16

INT
-1
9

WIS
-1
8

CHA
+1
12

■ Athletics

□ Acrobatics
□ Sleight of Hand
□ Stealth

□ Arcana
□ History
□ Investigation
■ Nature
□ Religion

□ Animal Handling
□ Insight
□ Medicine
□ Perception
■ Survival

□ Deception
■ Intimidation
□ Performance
□ Persuasion

belt pouch containing 10 gp
explorer's pack
greataxe
handaxes (2)
javelins (4)
kraidyl skull
traveler's clothes

Gear

Armor light armor, medium armor, shields

Saving Throws Strength, Constitution
Skills Athletics, Intimidation, Nature, Survival

Tools shawm, vehicles (land)

Weapons simple weapons, martial weapons

Proficiencies

Acid Resistance. You are resistant to acid damage.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions.

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Drow Form. Each draaki can assume the appearance of a single, unique drow. You can use your action to switch between your drow form and your true form.

Draaki Traits

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack or whatever you are trying to perceive is in direct sunlight.

Draaki Trait

Rage. On your turn, you can enter a rage as a bonus action and gain the following benefits:

- Advantage on Strength checks and saves
- +2 to melee damage rolls
- Resistance to bludgeoning, piercing, and slashing damage.

Barbarian Rage



Emerti

Character Name

zwerc

Race

Lawful Neutral

Alignment

Sage

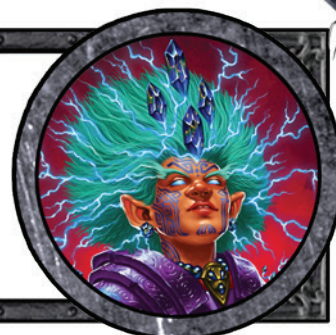
Background

1st-level sorcerer

Class & Level

Common, Dwarvish, Gnomish, Primordial, Undercommon

Languages



INIT
+2

SPEED
25 ft.

HIT POINTS
7

PROFICIENCY
+2

INSPIRATION

The Amber Roads are crumbling, and Emerti will discover why. Her people have long been the protectors of the lattice that binds the cosmos, and they acknowledge their role in the destruction wrought upon it in ages past. But still the road deteriorates, despite the efforts of the zwerc's grandest viziers. Emerti has been tasked with traveling the Underworld to learn what other races may know of the Amber Roads, and discover the cause of its total collapse.

1st level (2 slots): *burning hands, thunderwave*
Cantrips: *acid splash, fire bolt, mage hand, message, resistance (self only)*

Sorcerer Spells Known • +6 to hit, DC 14

Wrath of the Earth (Recharges after a Short or Long Rest). As a reaction to being hit with a melee or ranged attack, you may cause a 20-foot-radius sphere of rock, sand, or earth within 120 feet to quake. Large or smaller creatures in the sphere must make a DC 12 Strength saving throw, falling prone on a failure.

Zwerc Trait

STR
-1
8

DEX
+2
15

CON
+1
12

INT
+2
14

WIS
+1
13

CHA
+4
18

- Athletics
- Acrobatics
- Sleight of Hand
- Stealth

- Arcana
- History
- Investigation
- Nature
- Religion

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

- Deception
- Intimidation
- Performance
- Persuasion

belt pouch containing 10 gp
crystal pendant (arcane focus)
bottle of ink, black quill
common clothes
dungeoneer's pack
scroll case with blank parchment
small knife

Gear

Armor none

Saving Throws Constitution, Charisma

Skills Arcana, History, Investigation, Persuasion

Tools none

Weapons daggers, darts, slings, quarterstaves, light crossbows

Proficiencies

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of amber.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Zwerc Traits

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Wild Magic Bloodline



Fuddle

Character Name

dødelig

Race

Chaotic Neutral

Alignment

Entertainer

Background

1st-level bard

Class & Level

Common, Halfling, Undercommon

Languages



INIT
+3

SPEED
30 ft.

8
HIT POINTS

PROFICIENCY
+2

INSPIRATION

Fuddle travels—in the adopted guise of a jovial halfling, when necessary—in order to chronicle the stories of his kind. The dødelig are a scattered race, with precious few communities to call their own, thus Fuddle has taken it upon himself to deliver an oral tradition of his people to all corners of Aventyr.

14
AC

12
PASSIVE PERCEPTION

Dagger. +5 to hit; 1d4+3 piercing damage
Melee or Ranged Attack • finesse, light, thrown (range 20/60)

Light Crossbow. +5 to hit; 1d8 piercing damage
Ranged Attack • ammunition (range 80/320), loading, two-handed

1st level (2 slots): *detect magic, disguise self, faerie fire, hideous laughter*

Cantrips: *prestidigitation, vicious mockery*

Bard Spells Known • +5 to hit, DC 13

STR
-1
9

DEX
+3
16

CON
+0
10

INT
+2
14

WIS
+2
14

CHA
+3
16

- Athletics
- Acrobatics
- Sleight of Hand
- Stealth

- Arcana
- History
- Investigation
- Nature
- Religion

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

- Deception
- Intimidation
- Performance
- Persuasion

bag pipes and pan flute
belt pouch containing 15 gp
concealed dagger
costume clothes
entertainer's pack
leather armor
light crossbow
a petrified rose
quiver with 20 bolts

Gear

Armor light armor
Saving Throws Dexterity, Charisma
Skills Acrobatics, Deception, Performance, Persuasion, Sleight of Hand
Tools bagpipes, drum, pan flute; Disguise kit
Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Proficiencies

Light Blindness. Abrupt exposure to bright light blinds you for 1 round.

Sunlight Hypersensitivity. You takes 10 radiant damage when you begin your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Superior Darkvision. You have superior vision in dark and dim conditions.

You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Dødelig Traits

Bardic Inspiration (3 uses). You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You regain any expended uses when you finish a long rest.

Bardic Inspiration



Goldsneezer

Character Name

gnome

Race

Guild Artisan

Background

1st-level wizard

Class & Level

Chaotic Good

Alignment

Common, Gnomish, Undercommon

Languages



Goldsneezer periodically sneezes extremely fine, valueless fool's gold, the result of his very first experiment (the smell of which still lingers around him). He desperately wants to acquire a rare alchemical component only found in a dangerous part of the Underworld, and joined the Gatherers in order to have company on this precarious journey. Secretly he quests to avoid returning home and facing the embarrassment of his notoriously failed experiment.



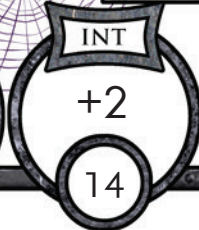
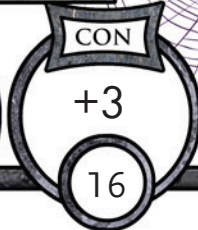
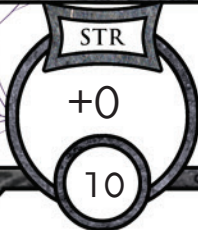
Dagger. +5 to hit; 1d4+3 piercing damage
Melee or Ranged Attack • finesse, thrown (range 20/60)

1st level (2 slots). *grease, unseen servant*
Cantrips. *minor illusion, ray of frost, prestidigitation*

Wizard Spells Prepared • +4 to hit, DC 12

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Gnome Traits



Athletics

Acrobatics
 Sleight of Hand
 Stealth

Arcana
 History
 Investigation
 Nature
 Religion

Animal Handling
 Insight
 Medicine
 Perception
 Survival

Deception
 Intimidation
 Performance
 Persuasion

belt pouch containing 15gp
concealed dagger
explorer's pack
gear pendant (arcane focus)
Mechanic's Guild letter of introduction
mechanic's tools
spellbook
traveler's clothes

Gear

Armor none

Saving Throws Intelligence, Wisdom

Skills Arcana, History, Insight, Persuasion

Tools mechanic's tools

Weapons daggers, darts, slings, quarterstaves, light crossbows

Proficiencies

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions.

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Traits

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Gnome Traits

Arcane Recovery. You have learned to regain some of your magical energy by studying your spellbook.

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

Arcane Recovery



Lychnises

Character Name

colliator

Race

Noble (Knight)

Background

1st-level paladin

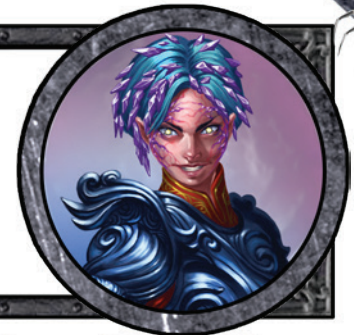
Class & Level

Lawful Good

Alignment

Common, Undercommon

Languages



When Lychnises awoke as a colliator she felt the call of Eureum. She was vaguely aware that she had been something before... human, perhaps?

But it no longer mattered, she had awakened to the cycle, to Eureum's embrace, to the realization that nothing living ever truly dies. What peace could exist in the world if all beings could know what she now knew?



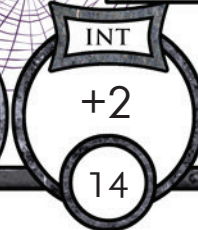
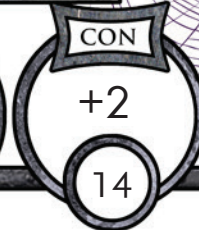
Spear. +5 to hit; 1d8+3 piercing damage

Melee or Ranged Attack • thrown (range 20/60), versatile (1d8)

Energy Interaction. Colliator physiology interacts strangely with certain magical energies. See *Underworld Races & Classes* for full details:

- *Acid*: can knock you out, but cannot kill you
- *Lightning*: disadvantage on Dexterity saving throws for 1 round
- *Necrotic*: resistance
- *Radiant*: immune
- *Thunder*: vulnerable

Colliator Traits



Athletics

Acrobatics
 Sleight of Hand
 Stealth

Arcana
 History
 Investigation
 Nature
 Religion

Animal Handling
 Insight
 Medicine
 Perception
 Survival

Deception
 Intimidation
 Performance
 Persuasion

chain mail
fine clothes
holy symbol
spears (2)
javelins (5)
priest's pack
purse containing 25 gp
signet ring

Gear

Armor all armor, shields

Saving Throws Wisdom, Charisma

Skills History, Insight, Intimidation, Persuasion

Tools playing cards

Weapons simple weapons, martial weapons

Proficiencies

Crystal Refraction (Recharges after a Long Rest). Whenever you are targeted by a ranged spell attack or a spell that specifies that it works via a "ray", you may harmlessly absorb the spell as a reaction, gaining one level of exhaustion for doing so.

Superior Darkvision. Seeing the world through star-shaped, resplendent pupils has its benefits. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Colliator Traits

Divine Sense (4 uses). As an action, you can open your awareness to detect evil and good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. When you finish a long rest, you regain all expended uses.

Divine Sense

Lay on Hands. As an action, you can touch a creature and restore up to 5 hit points to that creature. This touch can also cure a disease affecting the target, by spending 5 hit points from your healing pool. Your healing pool replenishes when you take a long rest.

Lay on Hands



Miah

Character Name

dweorg

Race

Lawful Neutral

Alignment

Folk Hero

Background

1st-level ranger

Class & Level

Common, Dwarvish, Undercommon

Languages

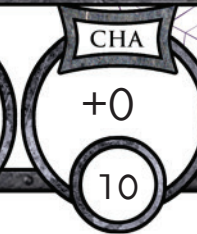
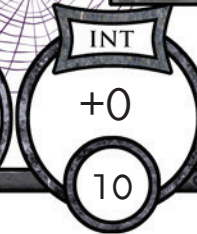


Despite hailing from a lower-ranking family, Miah has established himself as a stalwart supporter and emissary of the dwarven city of Embla. Respected by many yet not as well-known as some of the merchant house leaders, business owners, or politicians within the city, one could say that Miah is part of the pulse of Embla, the one who would be first in line to give his life for the city and the people he loves. As steward to Maylorin Obsidianaxe, he seeks ways to improve the city's economy and initiate trade routes with other Underworld species.

Light Hammer. +4 to hit; 1d4+2 bludgeoning dmg
Melee or Ranged Attack • light, thrown (range 20/60)

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

Dwarf Traits



■ Athletics

□ Acrobatics
□ Sleight of Hand
■ Stealth

□ Arcana
□ History
□ Investigation
□ Nature
□ Religion

■ Animal Handling
■ Insight
■ Medicine
□ Perception
■ Survival

□ Deception
□ Intimidation
□ Performance
□ Persuasion

belt pouch containing 10 gp
cartographer's tools
common clothes
dungeoneer's pack
leather armor
light hammers (4)
writ of favor from Maylorin Obsidianaxe

Gear

Armor light armor, medium armor, shields
Saving Throws Strength, Dexterity
Skills Animal Handling, Athletics, Insight, Stealth, Survival
Tools cartographer's tools, smith's tools, vehicles (land)
Weapons simple weapons, martial weapons

Proficiencies

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Dwarf Traits

Favored Terrain. You are particularly familiar with the Underworld environment and are adept at traveling and surviving there. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

Favored Terrain

Favored Enemy. You have advantage on Wisdom (Survival) checks to track monstrosities, as well as Intelligence checks to recall information about them.

Favored Enemy



Myharl Gryphonwind

Character Name

human

Race

Soldier

Background

1st-level fighter

Class & Level

Lawful Neutral

Alignment

Common, Dwarvish

Languages



INIT
+0

SPEED
30 ft.

13
HIT POINTS

PROFICIENCY
+2

INSPIRATION

Where there is political intrigue or social change, Myharl sees the chance for coin. His quick-wit and silver-tongue have gained him a loose alliance with some of the local trappers and hunters, but deep within he is steadfastly dedicated to only one faction: himself. Of course, his pride prevents him from showing his loyalty to his compatriots that runs deeper than any dungeon.

Greatsword. +5 to hit; 2d6+3 slashing damage

Melee Attack • heavy, two-handed

Shortbow. +2 to hit; 1d6 piercing damage

Ranged Attack • ammunition (range 80/320), two-handed

14
AC

10
PASSIVE PERCEPTION

STR
+3
16

DEX
+0
10

CON
+3
17

INT
+2
14

WIS
+0
11

CHA
+1
12

■ Athletics

- Acrobatics
- Sleight of Hand
- Stealth

- Arcana
- History
- Investigation
- Nature
- Religion

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

- Deception
- Intimidation
- Performance
- Persuasion

belt pouch containing 10 gp
bone dice set
common clothes
greatsword
orc pendant
quiver with 20 arrows
rank insignia
scale mail
shortbow

Gear

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Fighting Style

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Second Wind

Armor all armor and shields
Saving Throws Strength, Constitution

Skills Athletics, History, Intimidation, Survival

Tools gaming dice set, vehicles (land)

Weapons simple and martial weapons

Proficiencies



Sven Silvermane

Character Name

half-elf

Race

Lawful Good

Alignment

Acolyte

Background

1st-level cleric of Flaesuros

Class & Level

Celestial, Common, Dwarvish, Elvish, Gnomish

Languages



Sven was brought up in the fold of a healing order and trained to bring the light of mercy and judgment everywhere he travels. His order specializes in healing, fighting the scourge of the undead in all forms, and bringing hope to people in need. He passes himself off as human to avoid the cultural prejudices of the region; only Myharl knows the truth.



Mace. +5 to hit; 1d6+3 bludgeoning damage

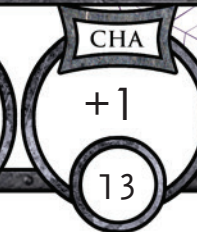
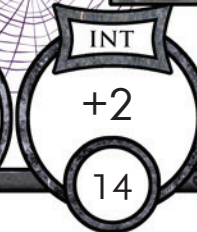
Melee Attack

1st level (2 slots). *guiding bolt, healing ward*
Cantrips. *light, resistance, spare the dying*

Cleric Spells Prepared • +4 to hit, DC 12

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

Half-Elf Traits



Athletics

Acrobatics
 Sleight of Hand
 Stealth

Arcana
 History
 Investigation
 Nature
 Religion

Animal Handling
 Insight
 Medicine
 Perception
 Survival

Deception
 Intimidation
 Performance
 Persuasion

belt pouch containing 15 gp
common clothes
herbalism kit
quarterstaff with holy symbol
prayer book
priest's pack
scale mail
sticks of incense (5)
vestments

Gear

Armor all armor and shields
Saving Throws Wisdom, Charisma
Skills Deception, Insight, Medicine, Persuasion, Religion, Stealth

Tools none

Weapons simple weapons

Proficiencies

Life Domain. The Life domain focuses on the vibrant positive energy, one of the fundamental forces of the universe, that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undead.

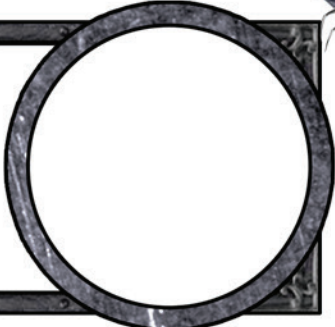
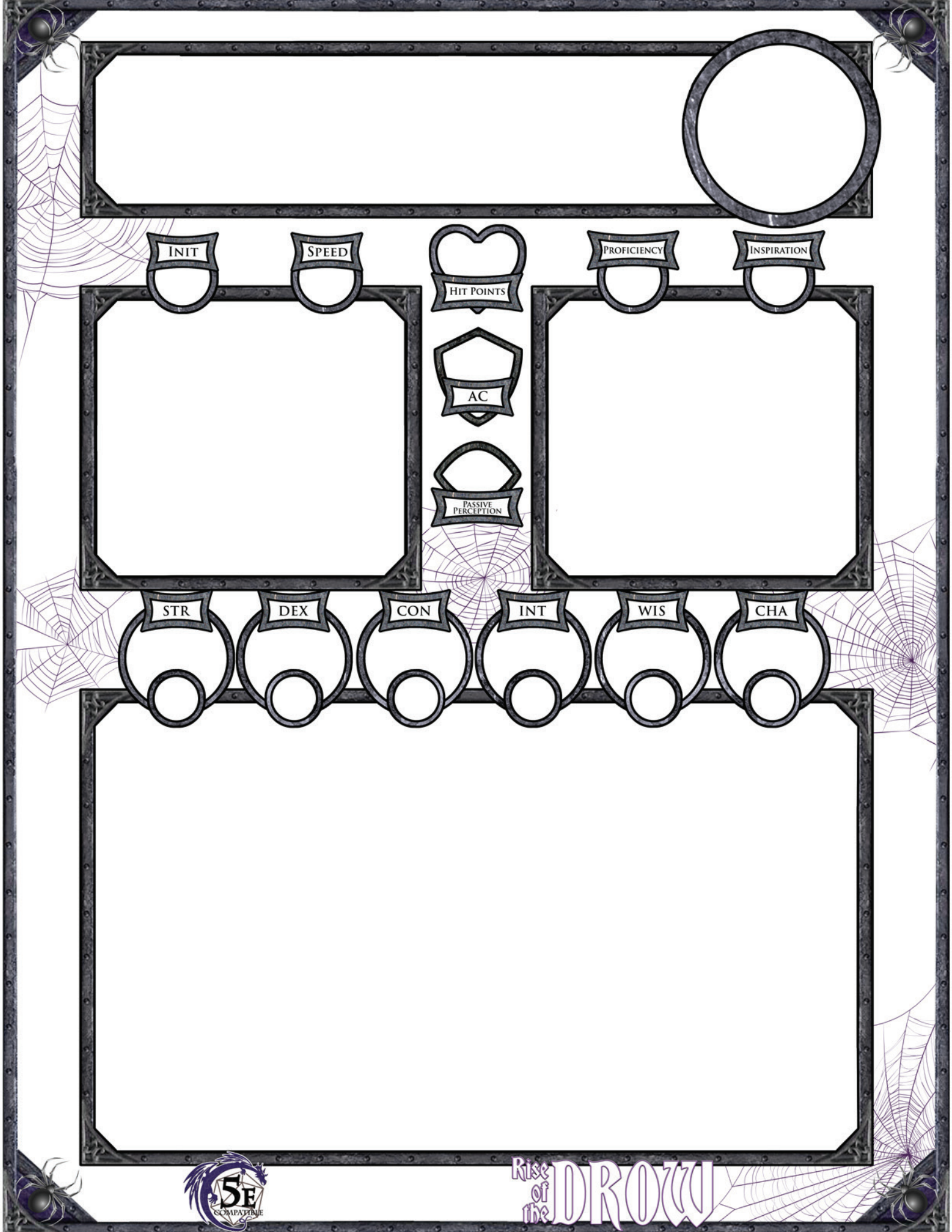
Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Life Domain

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Half-Elf Traits





INIT

SPEED

HIT POINTS

PROFICIENCY

INSPIRATION

AC

PASSIVE PERCEPTION

STR

DEX

CON

INT

WIS

CHA



Rise of the DROW

Argent

Character Name

draaki

Race

Lawful Neutral

Alignment

n/a

Homeland

1st-level barbarian

Class & Level

Draconic, Undercommon

Languages



Greataxe +6 (1d12+6)

Melee Attack

Power Attack

Attack Options

Breath Weapon (1/day): 15-foot cone, DC 13, 1d6 acid

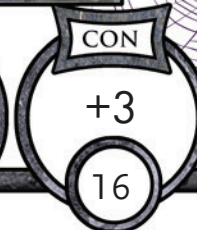
Special Attack

Climb +8
Intimidate +5
Linguistics +0
Survival +4

Skills

Power Attack

Feats



BACKGROUND

Although their true history is lost to time, Argent feels the weight of his once noble and mighty race. Rage boils in his veins at the thought that men and drow lay claim to great empires while his kind engage in tribal bickering. And beasts, too, breed and thrive with impunity in the Underworld, while his kind must step lightly to avoid the ire of a purple worm or a nesting dragon. Dragons. There is a creature respected by all. Therein lies the path forward for all draaki, and Argent will show them the way. Who then could deny his might if he were known as "dragonslayer"?

EQUIPMENT

climber's kit, greataxe with weapon cord, hide armor, patchwork cloak; 3 gp

NOTES

Change Shape: Argent can assume the form of a drow elf. This functions as *alter self*, except his form is the same every time.

Darkvision: 60 ft.

Power Attack: Argent can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if he is making an attack with his greataxe. He must choose to use this feat before making an attack roll, and its effects last until his next turn.

Rage (7 rounds per day): Argent can call upon inner reserves of strength and ferocity, granting him additional combat prowess as a free action. While in rage, Argent gains a +4 morale bonus to her Strength and Constitution (including a bonus 2 hit points), as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class.

Wyrmscourged: Argent gains a +1 racial bonus on attack rolls, a +2 dodge bonus to AC against creatures with the dragon type, and a +2 racial bonus to saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. In addition, he gains a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained.

Emerti

Character Name

zwerc

Race

Lawful Neutral

Alignment

?????

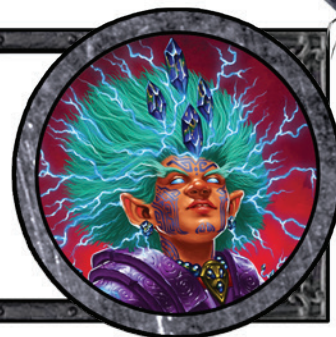
Homeland

1st-level sorcerer (celestial)

Class & Level

Celestial, Common, Dwarven, Undercommon

Languages



INIT
+2

SPEED
20 ft.

CMB
-1

AC
12
TOUCH 12 FLAT 10

CMD
12

HIT POINTS
7

1st (4/day): *magic missile, burning hands* (DC 15)
0 (At will): *acid splash, detect magic, ray of frost, read magic*

Sorcerer Spells Known • concentration +5

Heavenly Fire (7/day): See below.

Treachorous Earth (3/day): As a standard action, Emerti can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain centered on a square within reach. This lasts for 1 minute, after which the ground returns to normal.

Special Attacks

Diplomacy +5
Escape Artist +3
Knowledge (arcana) +6
Spellcraft +6
Use Magic Device +8

Skills

Dodge
Eschew Materials

Feats

+2 vs spells and spell-like abilities

Defensive Abilities

FORT
+1

REF
+2

WILL
+3

STR
-1
8

DEX
+2
15

CON
+1
12

INT
+2
14

WIS
+1
13

CHA
+4
18

BACKGROUND

The Amber Roads are crumbling, and Emerti will discover why. Her people have long been the protectors of the lattice that binds the cosmos, and they acknowledge their role in the destruction wrought upon it in ages past. But still the road deteriorate, despite the efforts of the zwerc's grandest viziers. Emerti has been tasked with traveling the Underworld to learn what other races may know of the Amber Roads, and discover the cause of its total collapse.

EQUIPMENT

mage robes, *scroll of ant haul*, *scroll of expeditious excavation*, *scroll of shield*, map of the Underworld near Embla; 15 gp

NOTES

Darkvision: 120 ft.

Deep Magic: Emerti receives a +2 racial bonus when making checks to dispel or overcome spell resistance.

Heavenly Fire (7/day): Emerti can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 points of damage. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect.

Stonecunning: Emerti gains a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. She receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Fuddle

Character Name

dødelig

Race

Chaotic Neutral

Alignment

Dødeligtown

Homeland

1st-level bard

Class & Level

Common, Draconic, Elven, Undercommon

Languages



INIT
+3

SPEED
30 ft.

CMB
-2

AC
16
TOUCH 13 FLAT 10

CMD
11

HIT POINTS
12

Shortsword +0 (1d4-1)

Melee Attack

Light Crossbow +3 (1d6)

Ranged Attack

1st (2/day): *animate rope, disguise self, expeditious retreat, grease* (DC 14)
0 (At will): *detect magic, flare* (DC 13), *prestidigitation, unwitting ally* (DC 13)

Bard Spells Known • concentration +4

Countersong, Distraction, Fascinate, Inspire Courage

Bardic Performance • 7 rounds per day

FORT
+3

REF
+5

WILL
+4

Diplomacy +7
Disguise +7
Escape Artist +7
Knowledge (all) +3
Perform (act, dance, sing) +7
Stealth +11
Use Magic Device +7

Skills

Lingering Performance

Feats

DR 5/bludgeoning, Not Quite Undead Yet

Defensive Abilities

STR
-1
9

DEX
+2
15

CON
-
-

INT
+2
14

WIS
+2
14

CHA
+3
16

BACKGROUND

Fuddle travels—in the adopted guise of a jovial halfling, when necessary—in order to chronicle the stories of his kind. The dødelig are a scattered race, with precious few communities to call their own, thus Fuddle has taken it upon himself to deliver an oral tradition of his people to all corners of Aventyr.

EQUIPMENT

disguise kit, entertainer's outfit, leather armor, light crossbow, notebook & quill, quiver with 20 bolts, shortsword, smokestick, thunderstone, tindertwigs (5); 1 cp

NOTES

Dark and Light (1/day): As an immediate action, a Fuddle can reverse the effects of positive and negative energy on himself for 1 minute. Normally, positive energy damages Fuddle and negative energy heals him.

Darkvision: 60 ft.

Light Blindness: Fuddle is blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. He is dazzled as long as he remains in areas of bright light.

Vulnerability to Sunlight: Fuddle takes 1 point of Charisma damage after every hour he is exposed to sunlight.

Not Quite Undead Yet: Immune to bleed, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, damage to any physical ability scores, and any effect that requires a Fortitude save. See *Underworld Races & Classes* for full details.

Stone Body: If targeted by a spell that disrupts or otherwise transforms stone, Fuddle takes damage equal to the caster level plus the spell level and is slowed as per the spell for a number of rounds equal to the spell's level. A Fortitude save (DC equal to 10 + spell level + spellcaster's spellcasting attribute modifier) reduces this damage to half and negates the *slow* effect.

Stonecunning: Fuddle gains a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. He receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Goldnseezer

Character Name

gnome

Race

Chaotic Good

Alignment

Pradjna

Homeland

1st-level illusionist

Class & Level

Common, Dwarven, Elven, Gnome, Sylvan, Undercommon

Languages



INIT
+3

SPEED
20 ft.

CMB
-1

AC
14
TOUCH 14 FLAT 11

CMD
11

HIT POINTS
6

1st-level: *charm person* (DC 14), *color spray* (DC 15), *unseen servant*
0-level: *daze* (DC 13), *ghost sound* (DC 14), *ray of frost*

Illusionist Spells Prepared • concentration +5

1/day: *dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Gnome Spell-Like Abilities • concentration +5

Blinding Ray (6/day): see below

Illusionist School Power

Dagger +3 (1d3/19-20)

Dagger +1 (1d3/19-20)

Ranged Attack • 10 ft.

Melee Attack

FORT
+0

REF
+4

WILL
+3

Bluff +2
Craft (gem cutting) +9
Knowledge (arcana) +7
Knowledge (planes) +7
Perception +3
Stealth +7

Skills

Scribe Scroll, Spell Focus (illusion)

Feats

+2 vs illusion

Defensive Abilities

STR
+0
10

DEX
+3
16

CON
+0
11

INT
+3
17

WIS
+1
13

CHA
+1
13

BACKGROUND

Goldsneezer periodically sneezes extremely fine, valueless fool's gold, the result of his very first experiment (the smell of which still lingers around him). He desperately wants to acquire a rare alchemical component only found in a dangerous part of the Underworld, and joined the Gatherers in order to have company on this precarious journey. Secretly he quests to avoid returning home and facing the embarrassment of his notoriously failed experiment.

EQUIPMENT

dagger in wrist sheath, scholar's outfit, *scrolls of detect magic* (3), *scroll of identify*, spell component pouch, spellbook; 5 gp

NOTES

Arcane Bond: Goldsneezer has a weasel familiar, Toothpick. Toothpick is a natural infiltrator.

Blinding Ray (6/day): As a standard action Goldsneezer can fire a shimmering ray at any foe within 30 feet as a ranged touch attack (+3). The ray causes creatures to be blinded for 1 round. Creatures with more 1 Hit Dice are dazzled for 1 round instead.

Extended Illusions: Any illusion spell Goldsneezer casts with a duration of "concentration" lasts an additional round after he stops maintaining concentration.

Low-Light Vision: Goldsneezer's eyes are so sensitive to light that they can see twice as far as normal in dim light. he can see outdoors on a moonlit night as well as he can during the day.

Opposition Schools: Divination, Necromancy. Goldsneezer must use two spell level slots to prepare spells from his opposition schools.

Lychnisses

Character Name

colliator

Race

Lawful Good

Alignment

n/a

Homeland

1st-level paladin of Eureum

Class & Level

Common, Dwarven, Elven, Undercommon

Languages



INIT
+0

SPEED
20 ft.

CMB
+3

AC
14

TOUCH 10 FLAT 14

CMD
13

HIT POINTS
13

Longspear +4 (1d8+4/x3)

Melee Attack • brace

Javelin +1 (1d6+3)

Ranged Attack • 30 ft.

Combat Expertise, Smite Evil
+1 to attacks vs undead

Attack Modifiers

1/day: *comprehend languages, detect magic, read magic*
At will: *detect evil*

Colliator Spell-Like Abilities • concentration +3

Combat Expertise

Feats

Diplomacy +7

Knowledge (history) +3

Knowledge (local) +3

Sense Motive +5

Skills

Deflect Ray (1/day)

+2 AC vs ray spells and effects

+2 vs death effects, energy drain

+2 vs necromancy

resist negative energy 5

vulnerable to sonic energy

Defensive Abilities

FORT
+4

REF
+0

WILL
+3

STR

+3

17

DEX

+0

10

CON

+2

14

INT

+2

14

WIS

+1

13

CHA

+3

16

BACKGROUND

When Lychnisses awoke as a colliator she felt the call of Eureum. She was vaguely aware that she had been something before... human, perhaps? But it no longer mattered, she had awakened to the cycle, to Eureum's embrace, to the realization that nothing living ever truly dies. What peace could exist in the world if all beings could know what she now knew?

EQUIPMENT

armored coat, cleric's vestments, longspear, *potion of cure light wounds*, scarf, silver holy symbol; 35 gp

NOTES

Arcane Focus: Lychnisses gains a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Combat Expertise: Until the end of her next turn, Lychnisses can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to her Armor Class.

Darkvision: 120 ft.

Smite Evil (1/day): As a swift action, Lychnisses chooses one target within sight to smite. She gains +3 to attack rolls and +1 damage against the target of her smite, as well as a +3 deflection bonus to AC against the target of her smite. If she targets a creature that is not evil, the smite is wasted with no effect.

Sociable: When Lychnisses attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, she can try to influence the creature a second time even if 24 hours have not passed.

Stone in Blood: Lychnisses gains fast healing 2 for 1 round whenever she takes acid damage. She can heal up to 2 hit points per day with this ability.

Miah

Character Name

dweorg

Race

Lawful Neutral

Alignment

Embla

Homeland

1st-level ranger

Class & Level

Common, Dwarven, Undercommon

Languages



INIT
+1

SPEED
20 ft.

CMB
+3

AC
16

TOUCH 11 FLAT 15

CMD
14

HIT POINTS
12

Light Hammer +4 (1d4+2)
Melee Attack

Light Hammer +3 (1d4+2)
Ranged Attack • 20ft.

Two-Weapon Fighting
+1 to attacks vs goblins and orcs
Attack Modifiers

Two-Weapon Fighting
Weapon-Focus (light hammer)
Feats

FORT
+4

REF
+1

WILL
+1

Climb +6
Heal +5
Knowledge (dungeoneering) +4
Knowledge (geography) +4
Perception +5
Stealth +5
Survival +5

Skills

+4 AC vs giants
+4 CMD vs bull rush or trip
+2 vs poison
+2 vs spells and spell-like abilities

Defensive Abilities

STR
+2
15

DEX
+1
13

CON
+2
14

INT
+0
10

WIS
+1
12

CHA
+0
10

BACKGROUND

Despite hailing from a lower-ranking family, Miah has established himself as a stalwart supporter and emissary of the dwarven city of Embla. Respected by many yet not as well-known as some of the merchant house leaders, business owners, or politicians within the city, one could say that Miah is part of the pulse of Embla, the one who would be first in line to give his life for the city and the people he loves. As steward to Maylorin Obsidianaxe, he seeks ways to improve the city's economy and initiate trade routes with other Underworld species.

EQUIPMENT

armored kilt, chain shirt, climber's kit, flint and steel, light hammers (4), trail rations (4 days), hemp rope (50 ft.); 10 gp

NOTES

Darkvision: 60 ft.

Greed: Miah gains a +2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Stonecunning: Miah gains a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. He receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Two-Weapon Fighting: If Miah wields a weapon in each hand, he can gain one extra attack per round with the second weapon. If he does so, each attack he makes that round suffers a -2 penalty.

Myharl Gryphonwind

Character Name

human

Race

Lawful Neutral

Alignment

Mohkba

Homeland

1st-level fighter

Class & Level

Common, Dwarven, Elven

Languages



INIT
+0

SPEED
30 ft.

CMB
+4

AC
15

TOUCH 10 FLAT 15

CMD
14

14
HIT POINTS

Greatsword +5 (2d6+4\19-20)

Melee Attack

Longbow +1 (1d8x3)

Ranged Attack • 100ft.

Power Attack

Attack Modifiers

FORT
+5

REF
+0

WILL
+0

Appraise +3

Climb +2

Intimidate +5

Knowledge (dungeoneering) +6

Perception +1

Skills

Cleave

Power Attack

Weapon Focus (greatsword)

Feats

STR
+3

16

DEX
+0

10

CON
+3

17

INT
+2

14

WIS
+0

11

CHA
+1

12

BACKGROUND

Despite hailing from a lower-ranking family, Miah has established himself as a stalwart supporter and emissary of the dwarven city of Embla. Respected by many yet not as well-known as some of the merchant house leaders, business owners, or politicians within the city, one could say that Miah is part of the pulse of Embla, the one who would be first in line to give his life for the city and the people he loves.

As steward to Maylorin Obsidianaxe, he seeks ways to improve the city's economy and initiate trade routes with other Underworld species.

EQUIPMENT

climber's kit, earplugs, explorer's outfit, greatsword, longbow, patchwork cloak, quiver (20 arrows), scale mail, torches (4); 15 gp

NOTES

Cleave: As a standard action, Myharl can make a single attack against a foe within reach. If he hits, he deals damage normally and can make an additional attack against a foe that is adjacent to the first and also within reach. He can only make one additional attack per round with this feat. When he uses this feat, he takes a -2 penalty to Armor Class until his next turn.

Power Attack: Myharl can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if he is making an attack with his greatsword. He must choose to use this feat before making an attack roll, and its effects last until his next turn.

Sven Silvermane

Character Name

half-elf

Race

Lawful Good

Alignment

Mohkba

Homeland

1st-level cleric of Flaesuros

Class & Level

Common, Dwarven, Elven

Languages



INIT +3 SPEED 30 ft. CMB +1 AC 17 CMD 14 HIT POINTS 8

Quarterstaff +1 (1d6+1)
Melee Attack

1st-level (DC 13): *bless, command, divine favor*
0-level (DC 12): *light, resistance, virtue*

Cleric Spells Prepared • concentration +3

Rebuke Death
Touch of Law

Special Attacks

TOUCH 13 FLAT 14

FORT +2

REF +3

WILL +4

Diplomacy +5
Disguise +5
Knowledge (religion) +6
Perception +4
Sense Motive +6

Skills

Extra Channel, Skill Focus (Disguise)

Feats

+2 vs enchantment
immune to sleep effects

Defensive Abilities

STR +1 (12) DEX +3 (17) CON +0 (11) INT +2 (14) WIS +2 (15) CHA +1 (13)

BACKGROUND
Sven was brought up in the fold of a healing order and trained to bring the light of mercy and judgment everywhere he travels. His order specializes in healing, fighting the scourge of the undead in all forms, and bringing hope to people in need. He passes himself off as human to avoid the cultural prejudices of the region; only Myharl knows the truth.

EQUIPMENT
chain shirt, cleric's vestments, disguise kit, healer's kit, quarterstaff with holy symbol, reversible cloak; 1 sp

NOTES
Channel Energy (7/day): Sven channels positive energy to heal living creatures or harm the undead in a 30-foot radius. 1d6, DC 11

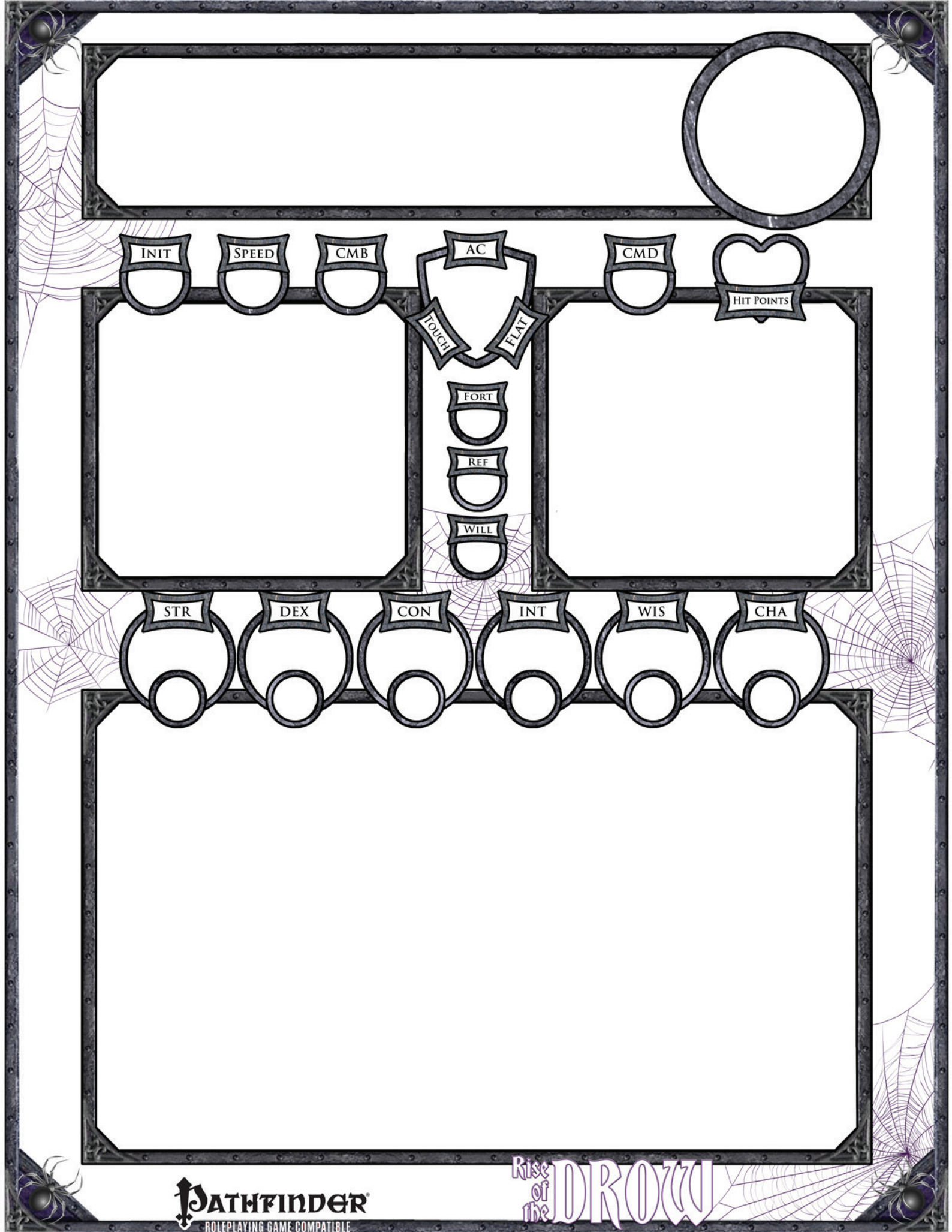
Domains: Healing, Law

Low-light vision

Rebuke Death (5/day): Sven can touch a living creature as a standard action, healing it for 1d4 points of damage. He can only use this ability on a creature that is below 0 hit points.

Spontaneous Casting: Sven can expend any prepared 1st-level spell to cast *cure light wounds* instead.

Touch of Law (5/day): Sven can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11.



INIT

SPEED

CMB

AC

CMD

HIT POINTS

TOUCH

FLAT

FORT

REF

WILL

STR

DEX

CON

INT

WIS

CHA

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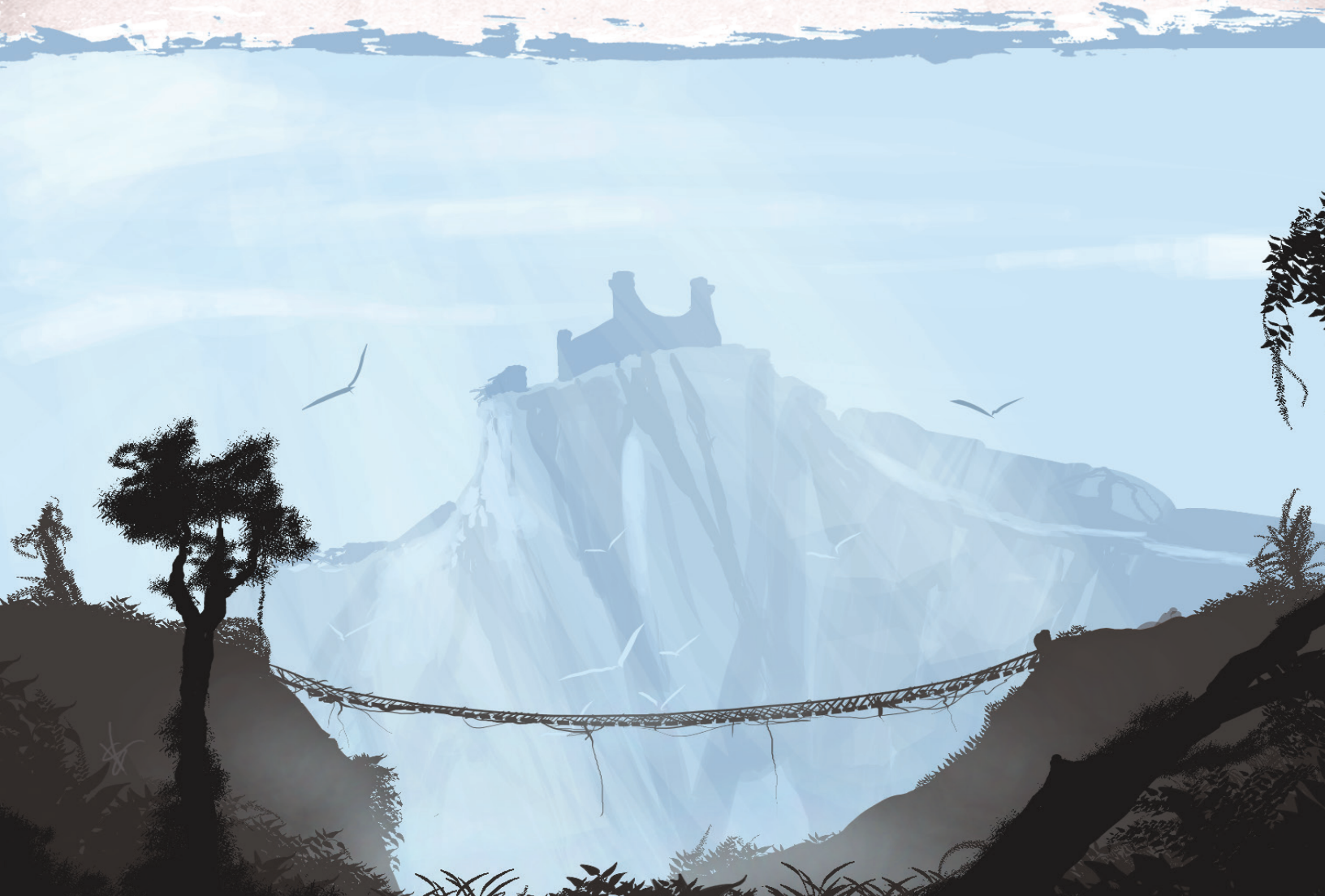
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