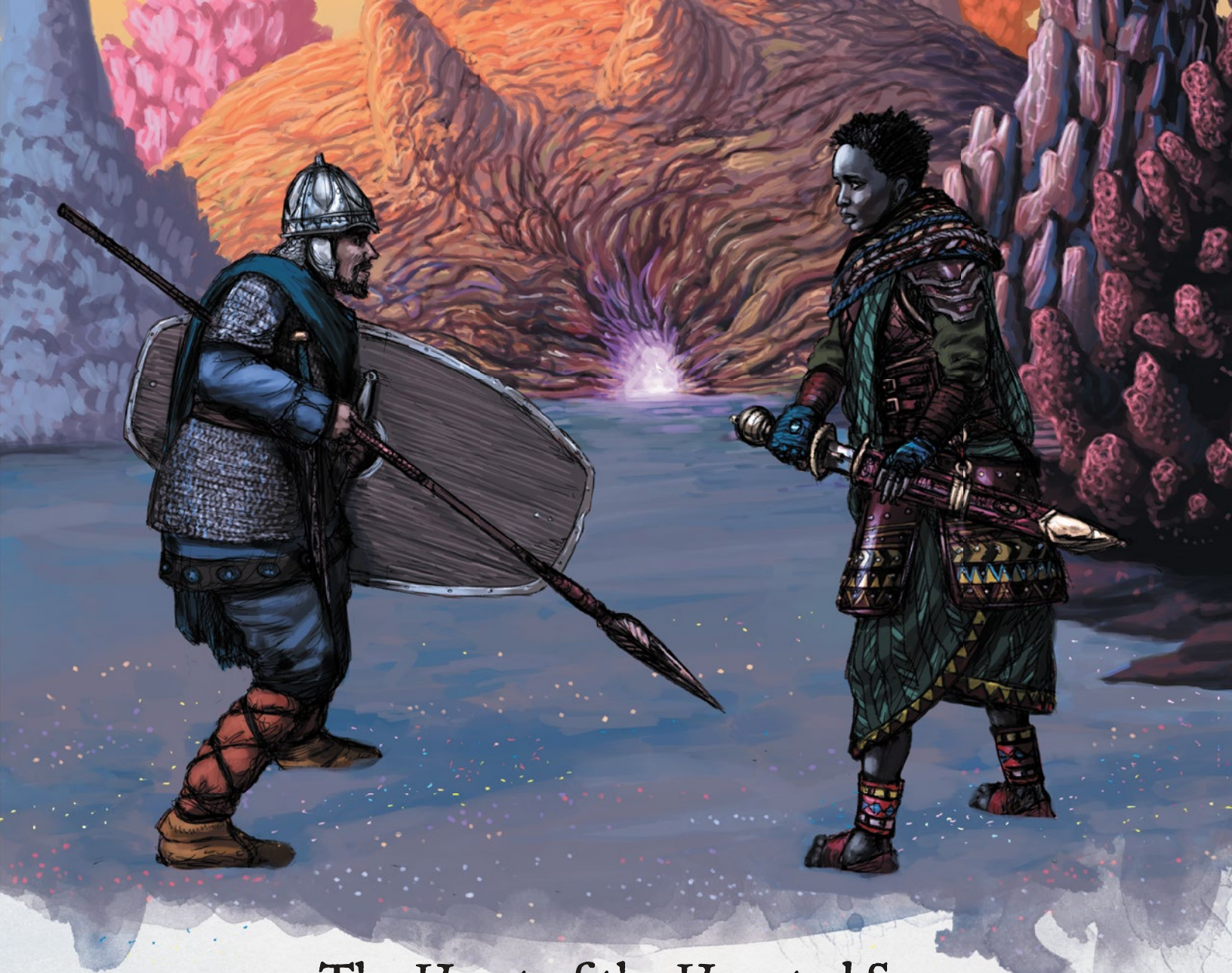


Swords & Sorceries



The Sea Demon's Gold





The Heart of the Haunted Sea

The adventurers are on a storm-wracked ship, seeking the island of a long-forgotten, abandoned temple to the Sea Demon. In the temple, an extinct people sacrificed their wealth, their criminals, and their kings to quell the demon's wrath. Untold treasure is said to just be lying there. Are your heroes bold or ruthless enough to claim it?

Written by Shane Ivey and illustrated by Kurt Komoda, "The Sea Demon's Gold" is an adventure for the Fifth Edition of the world's most popular fantasy role-playing game. It can be played in any fantasy world you choose. It also makes the perfect introduction to the Broken Empire, a world of ancient mysteries, perils, power, and corruption featured in the *Swords & Sorceries* adventure line by Arc Dream Publishing.

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The Sea Demon's Gold

“The Sea Demon’s Gold” is a Swords & Sorceries adventure for the Fifth Edition of the world’s most popular fantasy role-playing game.

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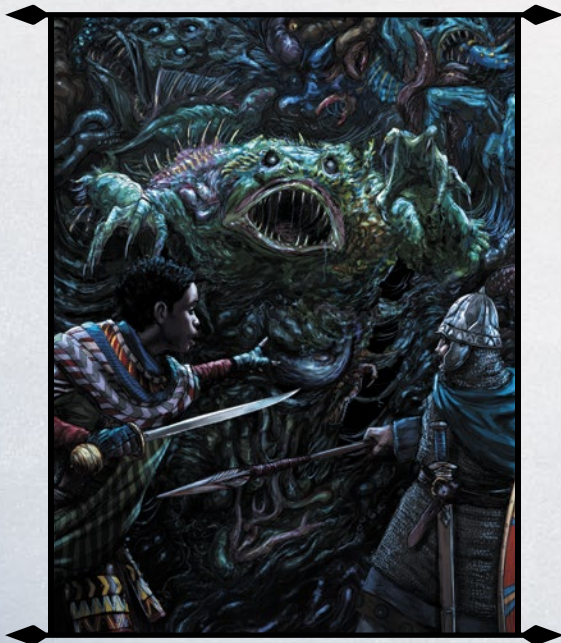
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On the Cover

The zombie sahuagin’s awakening shocks Aimina, a cleric of the Sunlands, and the Valkani fighter Saurga as they explore the Temple of the Sea Demon.

INTRODUCTION

The adventurers are on a storm-wracked ship, the *Heart of Iron*, heading for the island of a long-forgotten, long-abandoned temple to the Sea Demon. An extinct people sacrificed wealth and their criminals and rulers at the temple to quell the demon's wrath. Untold treasure is said to lie there, waiting to be claimed.

The ship's captain heard the rumor in a crumbling trading-port from a traveler who owed a great debt, who heard it from a water-spirit in sight of the temple. The captain recruited the adventurers to find the treasure, should any be found, on the condition that they share half with her.

The Sea Demon's Gold is optimized for five 1st-level adventurers. Some encounters suggest ways to make things challenging for a substantially stronger party or easier for a substantially weaker party.

HOW TO GET HERE

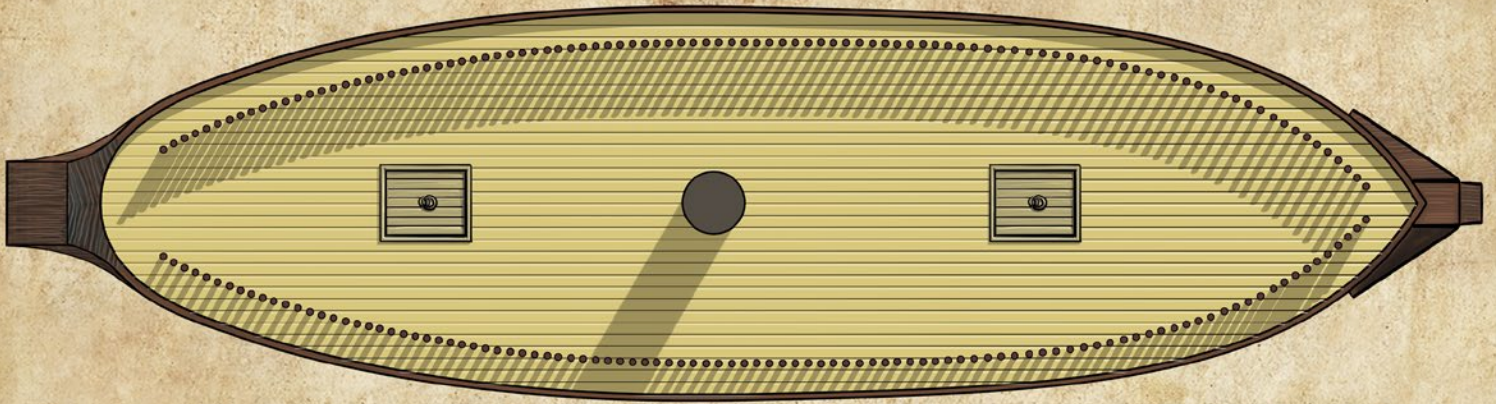
This adventure takes place on a tiny, lost island in a well-travelled sea. If the sea and surrounding cultures feel more Mediterranean than northern European, the details will feel more natural. One recommended setting is the Broken Empire, described at swordsandsorceries.com.

THE STORM

Establish whether and how any of the adventurers have become especially close to the captain, Helia Lin Haerrear, or any of the crew. (Determine NPC details to suit your campaign.) After several days at sea and near the supposed site of the island, the *Heart of Iron* is tossed by a frightful storm. The adventurers can attempt challenges to help the sailors keep the ship afloat and save lives. Saving the life of an especially close NPC earns inspiration.

- A spar snaps near the captain, a melee weapon attack at +6 to hit, dealing 2d6 bludgeoning damage. If it hits, the target requires a **DC 10 Strength (Athletics)** check to stay aboard. It strikes Captain Haerrear and sends her overboard to drown unless an adventurer pushes the captain aside and suffers the attack instead.
- A sailor, Pitaja, is about to go overboard to his death. An adventurer must make a **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** check to grab him safely. If it fails, the adventurer can try again at DC 15, but failing this means the adventurer goes overboard, too.





Heart of Iron

- A mighty wave thunders over the ship. Each adventurer must make a **Strength (Athletics)** DC 10 check to resist being plunged overboard.

The wave leaves behind eight angry attackers. They are raiders from the Sea Folk, long ago cursed to live in the depths. They have seaweed-like hair, scaly skin, savage teeth, and gills, but they have human legs and are perfectly balanced and at home in the tumult. They wear shimmering scaly tunics and carry thin swords of sea-greened bronze. Meaning to distract the crew at a critical moment, they attack the captain and other sailors—Rusa, Jadikira, Kitane—at the ship's tiller.

All attacks made by the adventurers while on the swaying, water-swept deck are at disadvantage. Furthermore, any ranged attack in the powerful, unpredictable winds misses unless it is a critical hit.

After three rounds, the attackers suddenly flee. After another minute, the ship founders on shoals with a cataclysmic noise of shattering wood. The ship has reached the island.

For a Weak Party. Remove one or two Sea Folk raiders.

For a Strong Party. Add one or two Sea Folk raiders.

Experience

- Defeating the Sea Folk raiders earns 100 XP each, including a multiplier for their numbers.
- Saving the captain earns 225 XP.

UNDER THE SEA

Adventurers who went overboard find themselves in the Sea Folk's underwater village, kept alive by the same magic that allows the Sea Folk to survive, along with three terri-

fied sailors whom the Sea Folk saved before they drowned. There are two main factions of the Sea Folk, one intent on destroying the intruders and another that wants to speak to them. These are a people thought long extinct.

Enough time has passed to count as a long rest.

The adventurers are trapped in an invisible maze of overwhelming currents that pull and push, in constant darkness that becomes only dim twilight even at the brightest noon. Sea creatures swim into view, some tiny and some vast, all strange and terrifying.

The Sea Folk, outside the maze, angrily declare that the adventurers ("Pirates! Plunderers!") have stirred the wrath of the Sea Demon, which sleeps beneath the coral island nearby. The Sea Folk are led by an elderly priest named Velthur. A younger, female warrior named Sethra speaks for those who wish to murder the intruders. She went against the priest's wishes to allow the raiders to attack the ship.

Velthur intones an ancient poem about the creature:

*"In the twilight days
Before dying eyes looked to heaven,
The proud Storm-Lord flew
Too near the abyssal deeps,
Where covetous Tiamat,
Queen of the Chaos ocean,
Seized his thunderous glory,
Dragged him to her lightless lair,
And begat of him the Nameless,
The Cruel Lurker, the Blood-Hungry,
That mortals call the Sea Demon."*

Some Sea Folk say the adventurers and sailors should be driven out at once, whether or not the adventurers

can swim or breathe water, or killed out of hand. Others say that the adventurers should be given back to their shipmates.

If the adventurers persuade the Sea Folk of their honorable intent and good will, the Sea Folk agree to let them go safely. They also give the adventurers a magical seashell token to show favor if they meet others of the Sea Folk's kind, which also keeps them alive underwater for a time. (A wearer may cast the *water breathing* spell once every 24 hours. The token shatters if the wearer kills one of the Sea Folk.)

Otherwise, the Sea Folk ask the adventurers to swear to leave a humanoid sacrifice to quell the Sea Demon's wrath.

Failing any of that, the Sea Folk let the adventurers go only grudgingly and with ill will, hoping that they will become sacrifices themselves. Each adventurer must succeed at a DC 10 **Wisdom** saving throw. Those who fail lose inspiration if they have it.



None Overboard!

If no adventurers sink to the city of the Sea Folk, you could have them encounter a small party of the Sea Folk on the shore—striding up out of the waters—or even inside the temple. They are led by the priest Velthur, who shares the lore of the Sea Demon and warns them of the necessity of leaving a humanoid sacrifice behind; and the warrior Sethra, who clearly would rather eradicate the sailors and adventurers out of hand but is restrained by the priest.

Experience

- Coming to good terms with the Sea Folk earns 125 XP.

ON THE SHORE

Adventurers who were not captured by the Sea Folk regain their senses on shore, near the wreck of the ship. The storm subsides. The Sea Demon's temple looms nearby, a twisted tower of unbreakable, living coral jutting into the sky like a jagged splinter in the flesh of a god.

Enough time has passed to count as a long rest.

Surviving sailors gather supplies and repair boats for a fraught journey home. It will take at least a couple of days. The sailors blame the adventurers. If the captain is dead, the survivors threaten not to wait unless the adventurers convince them by offering them the captain's half of the loot. They can be talked down to three-eighths with convincing arguments and a DC 12 **Charisma (Persuasion)** check.

Adventurers sent to the depths wash ashore, driven by a strange tide.

Companions in Terror

If the adventurers saved the lives of sailors or the captain during the storm, those NPCs may ask to accompany them into the temple. They may even assert a certain moral right to look after the adventurers, owing them their lives as they do.

Rests and Temptations

Adventurers taking a long rest on the island after entering the temple have astonishingly vivid, confusing, and horrifyingly violent dreams of the deeps and the surface world drowning. Any who had inspiration lose it.

During each long rest, the adventurer with the lowest passive **Wisdom** saving throw has a special dream. The Sea Demon appears in a friendly guise, the same race as the adventurer; compliments the adventurer on their cour-

age and intelligence; says the temple is a very dangerous place; but says that it is a place of great riches and power, too. The adventurer need only leave one companion in the innermost temple as a gift, and take all the treasures that are found there. Alternatively, the adventurer may claim the riches of the temple by pledging their soul and body to the Sea Demon.

Making that pledge changes the adventurer forever. Their alignment begins shifting toward chaotic evil, one step each time the adventurer gains a level: lawful or good to neutral, then neutral to chaotic or evil. Change alignment-specific ideals, bonds, flaws, and personality traits accordingly. Upon becoming chaotic evil, the adventurer must take a level as a warlock, with a fiend patron representing the Sea Demon. (An adventurer who is already a warlock changes patrons.) If the adventurer makes the pledge, the party awakens from the long rest to find that adventurer covered by stinging barbs and clinging tendrils.

Experience

- Helping the crew craft boats, shelter, or other means of survival earns 125 XP.
- Talking the crew into accepting a lower share earns 125 XP for neutral or evil adventurers.
 - Pledging oneself to the Sea Demon earns an evil adventurer 50 XP (but only for that adventurer).



THE TEMPLE

An ornate, organic tunnel leads from the base of the demon-spire into the depths of the coral island. Detection magic reveals the very stuff of the temple as fiendish. In the twisting tunnels, weird, living shrines trap sacrifices in place to be slowly digested. The remains of ancient sacrifices lay about, bones stripped clean and arranged in insane ways. At the approach of the living, the undead and monsters stir.

General Features

The temple has the following general features:

Terrain. The floors and walls are some strange kind of coral, interrupted by chitin and pulsing, slimy flesh. Every passage is narrow and often cramped, the ground is uneven and often steep, and the chambers are claustrophobic and seem to close in around the adventurers. There is very little room to maneuver. At your discretion, an adventurer wielding a two-handed weapon may occasionally suffer disadvantage on an attack roll, but gains inspiration as if from a flaw.

Light. Phosphorescent algae provide dim light.

Smells. Everything smells strongly of sea creatures, living and dead. The smell grows stronger the deeper the adventurers go.

Sounds. Dripping water, the slurping of unseen organs closing or opening, and the moist footfalls of adventurers walking on unsteady surfaces. Distant sounds are heard at random intervals, every few minutes: deep moans, keening wails, hard rasps, all lasting far longer than any human lungs could utter.

Long rests. If the adventurers attempt a long rest in the temple, the gelatinous cube of the statue shrine is drawn to them hungrily after 3d4 hours. The effects of taking a long rest described in “On the Shore” also apply, as do the effects of taking a short rest in the temple.

Short Rests. During a short rest, barbs often extrude from the coral and carapace of the temple. An adventurer who allows them to pierce their flesh takes 1 damage and gains 1d4 temporary hit points.

Eating. Any adventurer deranged enough to consume the meat inside the carapace and coral of the temple, or any monster found there, must make a DC 13 **Constitution** saving throw. If it succeeds, the adventurer adds 1d4 to a random ability score for 1 hour. If it fails, the adventurer is poisoned for 12 hours. In either case, the adventurer, driven by strange urges that the player can invent, gains no

Temple of the Sea Demon

1. Crab Shrine
2. Seaweed Shrine
3. Muck
4. Sahuagin Shrine
5. Vampire Mantle
6. Poison Spines
7. Skeleton Shrine
8. Hungry Pit
9. Statue Shrine
10. Inner Temple



—The Sea Demon's Gold—

benefit from short rests until completing a long rest. Eating again before completing a long rest reduces a random ability by 1d4 per portion.

Languages. Inside the temple, all creatures may speak and understand Aquan and Infernal.

Sacrifices at the Shrines

An adventurer who leaves valuables at any shrine in the temple feels a touch of the unholy strength of the Sea Demon. The more the adventurer sacrifices, the more the adventurer gains. Sacrificing less than 1 gp, an adventurer feels a faint surge of grim potency. With sacrifices worth 1 to 10 gp, the adventurer gains 1 temporary hit point. With sacrifices worth 11 to 100 gp, the adventurer also heals 1d4 hp (or gains 1d4 more temporary hit points if not in need of healing). With sacrifices worth 100 to 1,000 gp, the adventurer also gains the benefit of spending a hit die without spending one, or (if not in need of healing) adds 1 to an ability of the adventurer's choice for 24 hours. If the adventurer or any companion removes the sacrifice, the adventurer loses the benefit, loses a temporary hit point, takes a point of damage, or takes damage equal to spending a hit die, depending on the benefit they had gained.

If the adventurers sacrifice one of the sailors or some other intelligent creature at one of the shrines, the gelatinous cube in Area 9 seeps into the stuff of the temple and poses no threat, and the Sea Demon extends the offer described in "Rests and Temptations" on page 4. Such a sacrifice is a profoundly evil act and should affect the adventurers according to their alignments.

1. Crab Shrine

Coins gleam around a coral shrine of indefinable, shifting shape, where three giant crabs feed on rotting Sea Folk bodies. If interrupted, they approach curiously, not attacking unless attacked. If the adventurers avoid them, the crabs follow stealthily and attack during a short or long rest. A crab that loses half its hit points scuttles away.

For a Weak Party. Remove one giant crab.

For a Strong Party. Add one giant crab.

Treasure. 17 sp and 13 gp on the altar.

2. Seaweed Shrine

Upon a coral altar, gold glints among the barely-discernable remains of an ancient corpse, out of which weird vines and funguses grow. A vine blight and a violet fungus attack

any who take the gold. The vine blight sometimes speaks with the voice of its master, the Sea Demon. It says that the intruders are welcome in the temple. They will become the demon's newest slaves.

For a Weak Party. Remove the vine blight or the violet fungus.

For a Strong Party. Add a second vine blight or violet fungus.

Treasure. 10 gp.

3. Muck

A mud mephit named Muck pleads and begs for "pretties" with a gloppy, dripping voice. At first, it is only a voice bubbling up from the mud. If the adventurers respond favorably, it rises from the mud and offers to guide and help them. It constantly asks for "pretties," preferring gems above all. It swallows such gifts whole. It attempts to guide them to sources of treasure, starting with the skeleton shrine in Area 5, and ultimately, to the demon's spectral priest for a reward.

Treasure. The mephit's muddy body holds eight gems worth 10 gp each.



4. Sahuagin Shrine

Long ago, a sahuagin warband attacked the underwater village of the Sea Folk and attempted to destroy the temple of the Sea Demon. They failed. The remains of a dozen of the fish-men are now a part of the walls, ceiling, and floor of this small cavity, absorbed into the stuff of the temple with chitinous shell grown around them. Jewelry looted from unfortunate ships long ago gleams around the neck and talons of the largest. It could be removed with some effort and a sharp knife. If an adventurer begins looting the treasure, that fish-man, a zombie sahuagin, tears free of the wall and attacks.

Treasure. A thin gold necklace worth 15 gp and 2 silver rings worth 10 gp each.

5. Vampire Mantle

The passage expands into a deep cavity and then ends. Thorny growths extrude from the fleshy walls and ceiling. The withered husk of a warrior from some forgotten land lies at the far end of the cavity. The gold inlaid in its finely-wrought helmet gleams in even the faintest light. An adventurer who approaches within 10 feet of the body

sees strange markings on the body, like sucker marks made with fangs. When an adventurer who approached that close goes forward or begins to retreat, a vampire mantle attacks. The creature has a squid-like shape, its inner surface and central mouth lined with sharp fangs, and is indistinguishable from the living walls of the temple. If it loses half its hit points, it leaps to a nearby wall and squeezes through a tiny gap to make its escape.

Treasure. A helmet with gold inlay worth 20 gp.

6. Poison Spines

If Muck accompanies the adventurers, it glurps that there is danger ahead. It does not know what kind, but it sometimes hears people screaming. Searching with a DC 10 **Intelligence (Investigation)** check spots long black spines ready to unexpectedly impale one adventurer. If they don't find the spines ahead of time, one adventurer suffers a melee weapon attack at +8, with 5 feet reach, inflicting 1 damage. If it inflicts damage, the target must make a DC 15 **Constitution** saving throw against poison or fall unconscious, their condition indistinguishable from death except by magic that detects life or poisoning. The unconsciousness lasts one hour. On a successful save, the victim is poisoned for an hour.

For a Weak Party. The saving throw is DC 10.

For a Strong Party. The saving throw is DC 20.

7. Skeleton Shrine

A twist of the tunnels overlooks this shrine from a height of about 20 feet. Gold glints in a pile of old bones around a crude coral carving of a shapeless mass of spines and tentacles. If the adventurers reach for the gold, two old, barnacle-encrusted skeletons attack, wielding their own jagged bones like daggers.

In the second round of combat, a swarm of sea spiders erupts from the pits and cracks of the fleshy walls. The sea-spiders, mutated by the power of the Sea Demon to survive outside water, have enormously long, thorny legs supporting thin bodies. They sink proboscises into flesh to feed on the victim's blood.

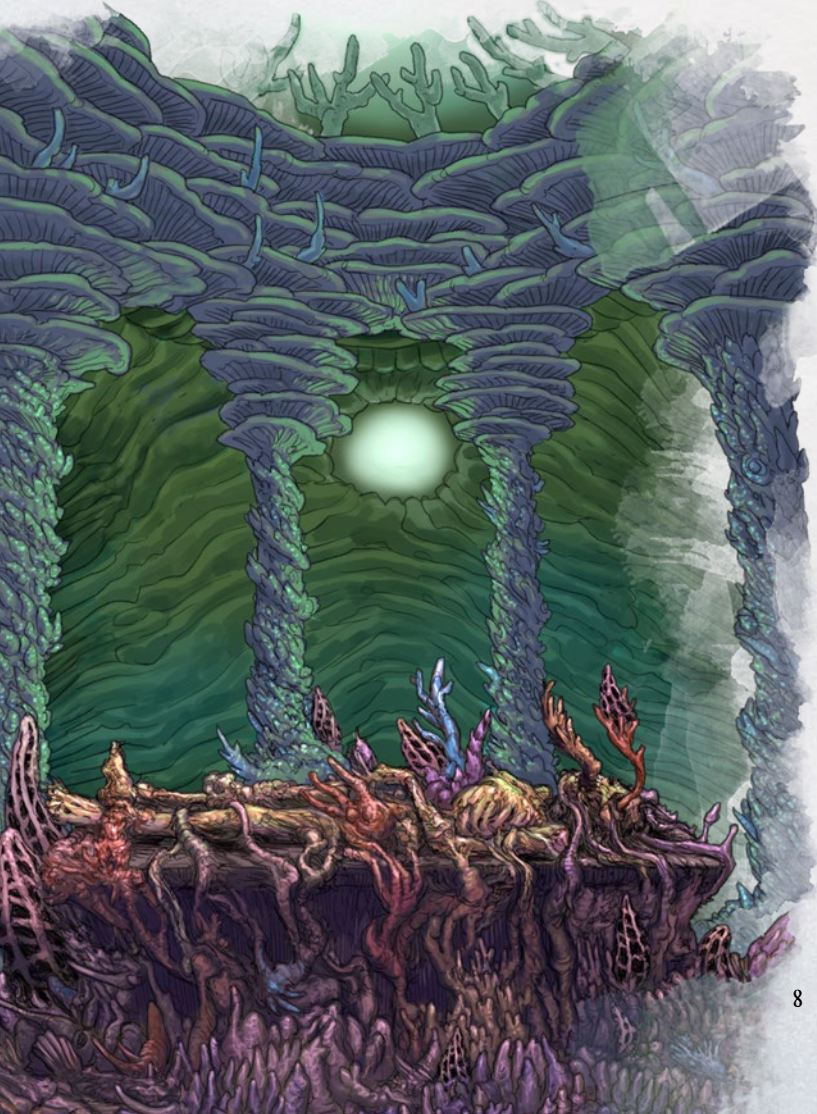
For a Weak Party. Remove the skeletons.

For a Strong Party. Add one or two skeletons.

Treasure. 24 gp among the bones.

8. Hungry Pit

A twist of the tunnels overlooks the pit from a height of about 10 feet. Its outlines can be seen easily from above.





Coming to it any other way, it is very difficult to distinguish from the strangely organic floor, and only a DC 16 **Dexterity** saving throw avoids falling into the 10-foot pit as the uneven, fleshy floor opens and snaps shut again. If Muck is aiding the adventurers, its sudden belched warning grants advantage to the saving throw. Damage is 3 (1d6) bludgeoning from falling 10 feet and 5 (1d10) at the end of each round from acid. An adventurer above can attempt a DC 20 **Strength (Athletics)** check as an action to pry the pit open. It can be hacked open with an attack against AC 20 that inflicts 5 or more damage. (An attack inflicting less damage has no effect.)

For a Weak Party. Reduce falling damage to 1d4 and acid damage to 1d4.

For a Strong Party. The Strength check to pry the pit open is DC 25.

Treasure. In the dissolved mush at the bottom, a single weapon has unaccountably not dissolved away: a *javelin of lightning* engraved with the symbols of a storm god.

9. Statue Shrine

A gelatinous cube—shaped like anything but a cube in this uneven environment—lurks in a gap, wrapped around a hideous statue where a few beautiful, valuable carvings have been left. The cube does not attack or pursue unless the adventurers awaken it by touching or entering it, or they attempt a long rest inside the temple. Once awakened, it seeps from place to place in the labyrinth, not overtly attempting to destroy the adventurers, but driving them toward the inner temple. When they enter the inner temple, it seeps into the walls of the temple. If they steal treasures from the inner temple, it pursues them after 1d4 rounds. It cannot leave the temple.

If the adventurers have Muck's help, the mephit's sudden alertness grants advantage to their **Wisdom (Perception)** checks to detect the deadly ooze. If disturbed, the cube pursues the adventurers until it engulfs one, or until it comes across some other living thing that it can engulf and contentedly digest, and then leaves the rest alone. Its prey's blood and flesh spreads slowly like a cloud through the ooze's translucent bulk, and soon vanishes as it is digested.



THE DEADLY CUBE

The gelatinous cube is in no way an even fight for 1st-level adventurers. It is not a threat to be heroically defeated, but a catastrophe to be fled. It may be necessary to indicate that fact to players who expect fair play from the world. If the adventurers persuaded any sailors to join them in exploring the temple, have a sailor stumble into the cube or be its first sleeping victim, demonstrating the horror of the monster before the adventurers unthinkingly attack it.

If the cube loses half its hit points, it seeps away into the recesses of the temple.

For a Weak Party. It doesn't matter. The cube is not a fair fight anyway.

For a Strong Party. It doesn't matter. The cube is not a fair fight anyway.

Treasure. At a shrine inside the cube lay four beautiful Sea Folk statues, carved from gleaming dragon-turtle shell, worth 25 gp each.

10. The Inner Temple

The living temple *is* the slumbering Sea Demon: a kind of mighty, bloated kraken lying buried in the mud, its multitudinous eyes shut, tentacles limp, coral growths extruding from its bulk over the endless years. Was the storm only a storm, or was it raised by the demon's dreams?

A spectral priest lurks in the inner temple, among disquieting shrines littered with treasure. One of the Sea Folk in ghostly, half-material form, it cannot speak with its own voice, but through strange whispers and hisses that emanate from the living temple around it.

The spectral priest says that it serves the Nameless One that intruders call the Sea Demon. The priest has forgotten its own name. It calls itself a Sea Folk name that translates as Vigilance.

The priest rewards Muck with a new gem, if it brought the adventurers and they have suffered. The mephit happily flees.

The specter tells the adventurers to instruct the surface folk to resume bringing sacrifices in order to keep the favor of the Nameless One. Someday, the gods of earth will weaken, the island will fully submerge, and the life-giving

waters will flood the Nameless One and stir it to hunger and vengeance.

In the meantime, living blood must suffice. The spectral priest requires the intruders to leave at least one living sacrifice behind. Then they can depart. If the adventurers refuse, it strives to claim one. The spectral priest does not attack an adventurer who made the pledge to the Sea Demon as described in "Rests and Temptations" on page 4.

If an Adventurer Falls. At the end of the round after an adventurer is knocked unconscious, the unconscious adventurer "hears" the voice of the Sea Demon in their head or soul. The Sea Demon offers to grant the adventurer survival and strength. The adventurer need only leave another adventurer as a sacrifice, and then return each year at the first full moon after the summer solstice and leave another human sacrifice. The Sea Demon warns that an adventurer who makes the deal but rescinds later will transform into one of the Sea Demon's children and join the Sea Demon in eternal glory. (The details of the transformation we leave to the DM; perhaps the adventurer becomes something like a sahuagin.) An adventurer who accepts the offer immediately heals 3d6 hit points.



If the fallen adventurer refuses the offer, the Sea Demon's barbs extrude and feed, inflicting one hit point of damage then and at the end of each following round. For each hit point inflicted, it grants 1d4 temporary hit points to the spectral priest, not to the victim. When an adventurer falls, the spectral priest spends its next round disengaging and moving away. It tells the adventurers that a sacrifice has been made. If the rest leave the fallen behind, they may depart in peace.

For a Weak Party. The spectral priest's Terrify power recharges only on a 6.

For a Strong Party. The spectral priest has half again the usual hit points.

Treasure. 1,000 sp, 700 gp, 60 pp, two lustrous pearls worth 200 gp each, four sculptures of silver, gold, or marble worth 25 gp each, a *ring of swimming* on a skeleton's finger bone, a *potion of greater healing* in a small flask carved with a symbol of a life god, a *potion of hill giant strength* in a small flask carved with a symbol of a war god.



Experience

- **Area 1.** Defeating 3 giant crabs earns 150 XP, including a multiplier for their numbers.
- **Area 2.** Defeating the vine blight earns 100 XP.
- **Area 2.** Defeating the violet fungus earns 50 XP.
- **Area 3.** Defeating the mud mephit earns 50 XP.
- **Area 4.** Defeating the zombie sahuagin earns 100 XP.
- **Area 5.** Defeating the vampire mantle earns 100 XP.
- **Area 6.** Thwarting the poison spines earns 50 XP.
- **Area 7.** Defeating 2 skeletons earns 150 XP, including a multiplier for their numbers.
- **Area 7.** Defeating the swarm of sea spiders earns 100 XP.
- **Area 8.** Thwarting the hungry pit earns 50 XP.
- **Area 9.** Defeating the gelatinous cube earns 450 XP.
- **Area 9.** Recognizing and avoiding the danger of the gelatinous cube is worth 100 XP.
- **Area 10.** Defeating the spectral priest earns 200 XP.
- Breaking a promise to the Sea Folk to appease the demon with a sacrifice earns 100 XP for chaotic adventurers; keeping such a promise earns 100 XP for lawful neutral and lawful evil adventurers.
- If any adventurers pledged themselves to the Sea Demon, leaving a humanoid sacrifice to it earns them (and only them) 100 XP.

APPENDIX: MONSTER/NPC STATISTICS

Captain Helia Lin Haerrear • gelatinous cube • giant crab • mud mephit • sailor • Sea Folk raider • skeleton • spectral priest • swarm of sea spiders • vampire mantle • vine blight • violet fungus • zombie sahuagin

CAPTAIN HELIA LIN HAERREAN

Medium humanoid (human), neutral

Armor Class 13

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The captain makes two melee attacks or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time. A creature within 5 ft. of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 **Strength** check, and the creature making the attempt takes 3d6 acid damage.

Transparent. Even when the cube is in plain sight, it takes a DC 15 **Wisdom (Perception)** check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 **Dexterity** saving throw. On a successful save, the creature can choose to be pushed 5 ft. back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 **Strength** check. On a success, the creature escapes and enters a space of its choice within 5 ft. of the cube.

GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses Blindsight 30 ft., passive Perception 9

Challenge 1/8 (25 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6+6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft.

Languages Aquan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 ft. of it must make a DC 11 **Dexterity** saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscid mud onto one creature within 5 ft. If the target is Medium or smaller, it must succeed on a DC 11 **Dexterity** saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SAILOR

Medium humanoid (human), neutral

Armor Class 10

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

SEA FOLK RAIDER

Medium humanoid (Sea Folk), neutral evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Seaborn. The Sea Folk raider breathes equally well underwater and in air, and has advantage on Strength and Dexterity checks in and on the water.



ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 12

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands Common but can’t speak

Challenge 1/4 (50 XP)

ACTIONS

Bone Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

SPECTRAL PRIEST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	16 (+3)	13 (+1)

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., passive Perception 13

Languages understands Aquan, Common and Infernal; can’t speak except through the Sea Demon

Challenge 1 (200 XP)

Sunlight Sensitivity. In sunlight, the spectral priest suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Necrotic Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (3d6) necrotic damage. If the victim fails a DC 10 **Constitution** saving throw, the damage reduces the target’s maximum hit points by the amount of damage until the victim completes a long rest. If maximum hit points reach zero, the victim dies and the spectral priest heals 10 (3d6) hit points.

Terrify (Recharge 5–6). Every foe within 30 ft. must make a DC 13 **Wisdom** saving throw or become frightened; a frightened foe may repeat the saving throw at the beginning of each of its turns to lose the condition.

SWARM OF SEA SPIDERS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses Blindsight 10 ft., passive Perception 8

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can’t regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Blood-Fed. Each time the swarm inflicts more than 6 damage on a creature, the creature loses 1 **Strength**. Lost Strength returns at 1 point after each long rest.

ACTIONS

Bites (if swarm has more than half HP). *Melee*

Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage.

Bites (if swarm has half HP or less). *Melee Weapon*

Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 5 (2d4) piercing damage.

VAMPIRE MANTLE

Medium monstrosity, unaligned

Armor Class 11

Hit Points 32 (8d6+5)

Speed 10 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses Blindsight 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

False Appearance. While the mantle remains motionless, it is indistinguishable from the walls of the temple of the Sea Demon.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing damage. The vampire mantle attaches to the target. While attached, the mantle's speed becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. While attached, the mantle doesn't attack; instead, at the start of each of the mantle's turns, the target loses 6 (1d6+3) hit points due to blood loss. If the target is Medium or smaller and the mantle has advantage on the attack roll, it engulfs the target's head, and the target is also blinded and unable to breathe while the mantle is attached. While the mantle is attached, any attack against it that would also have hit the mantle's target inflicts damage on the mantle's target.

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8+4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (0)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses Blindsight 60 ft. (blind beyond this radius)

Languages Aquan, Common, Infernal

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 9 (2d6+2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for non-plant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 **Strength** saving throw or become restrained. A creature can use its action to make a DC 12 **Strength (Athletics)** check, freeing itself or another entangled creature within reach on a success.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Skills Stealth +1

Condition Immunities blinded, deafened, frightened

Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 6

Challenge 1/4 (50 XP)

ACTIONS

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) necrotic damage. The fungus makes 1d4 rotting touch attacks with each action.

ZOMBIE SAHUAGIN

Medium undead, neutral evil

Armor Class 10 (natural armor)

Hit Points 34 (4d8+16)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	4 (-3)	9 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, poisoned, unconscious

Senses Darkvision 120 ft., passive Perception 9

Languages Understands Sahuagin but can't speak

Challenge 1/2 (100 XP)

Blood Frenzy. The zombie sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The zombie sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Undead Fortitude. If damage reduces the zombie sahuagin to 0 hit points, it must make a Constitution

saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie sahuagin drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie sahuagin makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage.

PDF BONUS:

PREGENERATED CHARACTERS

Thank you for downloading *The Sea Demon's Gold!* This adventure can be played with any characters. Five sample adventurers are included at the back of this PDF. These adventurers are built for the Broken Empire setting that is featured in *Swords & Sorceries* adventures, but their details can easily be changed to suit your campaign setting. For more about the Broken Empire and further adventures and downloads, visit www.swordsandsorceries.com.



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Swords & Sorceries



Aimina Sinyati	Human	Folk Hero
NAME	RACE	BACKGROUND
Cleric, 1	0	Neutral Good
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR +0 10	SAVE +0 Passive 10	DEX +2 14	SAVE +2 Passive 12	CON +1 12	SAVE +1 Passive 11	INT +1 13	SAVE +1 Passive 11	WIS +3 16	SAVE +5 Passive 15	CHA +2 14	SAVE +4 Passive 14
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SKILLS		Passive
Bonus		
<input type="radio"/> +2	Acrobatics (Dex)	12
<input checked="" type="radio"/> +5	Animal Handling (Wis)	15
<input type="radio"/> +1	Arcana (Int)	11
<input type="radio"/> +0	Athletics (Str)	10
<input type="radio"/> +2	Deception (Cha)	12
<input type="radio"/> +1	History (Int)	11
<input checked="" type="radio"/> +5	Insight (Wis)	15
<input type="radio"/> +2	Intimidation (Cha)	12
<input type="radio"/> +1	Investigation (Int)	11
<input checked="" type="radio"/> +5	Medicine (Wis)	15
<input type="radio"/> +1	Nature (Int)	11
<input type="radio"/> +3	Perception (Wis)	13
<input type="radio"/> +2	Performance (Cha)	12
<input type="radio"/> +2	Persuasion (Cha)	12
<input type="radio"/> +1	Religion (Int)	11
<input type="radio"/> +2	Sleight of Hand (Dex)	12
<input type="radio"/> +2	Stealth (Dex)	12
<input checked="" type="radio"/> +5	Survival (Wis)	15

PROFICIENCY BONUS +2	SPELLS / MANEUVERS 13 DC +5 Atk	INITIATIVE +2	SPEED 30
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ATTACKS			
Name	Atk Bonus	Damage/Type	Range/Properties
Rapier-like sword	+4	1d8+2/P	Finesse
Sickle	+2	1d4/S	Light

HIT POINTS	TEMP
Max. 9	

HIT DICE Max. 1d8	DEATH SAVES Successes Failures
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ARMOR		
Name	Base AC	Stealth
Scale Mail	14	<input checked="" type="checkbox"/> Disadvantage
		<input type="checkbox"/> Disadvantage

AC MODIFIERS	
Name	Modifier
Shield	+2
Dexterity	+2

ARMOR CLASS
18

CONDITIONS

EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage
<input type="checkbox"/> Half speed: 15 ft.
<input type="checkbox"/> Attack & save disadvantage
<input type="checkbox"/> Half maximum HP: 4 HP
<input type="checkbox"/> Speed drops to zero
<input type="checkbox"/> Death

EQUIPMENT & TREASURE				
Common clothes				
Holy symbol (a sickle)				
Priest's pack				
Weaver's tools				
Shovel				
Iron pot				

CP	SP	EP	GP	PP
			20	

FEATURES & PROFICIENCIES

CLERIC FEATURES: Ritual Casting, Spellcasting Focus (holy symbol), Spellcasting (detailed on reverse).

DIVINE DOMAIN: War. Your spells divine favor and shield of faith are always prepared.

WAR PRIESTESS: Your goddess Enkop delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action. You may use this ability up to 3 times. All uses return after a long rest.

PROFICIENCIES:

- Languages: Common, Sunlander
- All armor, shields, martial weapons, simple weapons
- Land vehicles, weaver's tools

INSPIRATION ◆

PERSONALITY TRAITS

If someone is in trouble, I'm always ready to lend help.

I am tolerant of other faiths and respect the worship of other gods.

IDEALS

Respect. People deserve to be treated with dignity and respect.

BONDS

I protect those who cannot protect themselves.

FLAWS

I find it hard to trust anyone, myself least of all.

Swords & Sorceries



23	5'6"	130 lbs
AGE	HEIGHT	WEIGHT
Brown	Brown	Black
EYES	SKIN	HAIR

NAME

Aimina Sinyati



PORTRAIT

CLERIC CANTRIPS: light, spare the dying, thaumaturgy

SPELL SLOTS: 2 (1st level)

SPELLS PREPARED: bless, cure wounds, detect magic, divine favor, guiding bolt, shield of faith

BACKGROUND FEATURE: Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

PATRON: Enkop, earth goddess of farming, fertility, and war, mother of humanity. Symbol: a sickle. Neutral.

Other Sunlands Deities:

- Alubo, underworld dwarf-god of sorcery, devils, and death
- Angkai, remote sky-god, creator of all, the spider and trickster, as prone to heal as to harm
- Lerompo, hyena god of treachery and war
- Ndama, sun god of healing, song, and wisdom, father of humanity
- Oltome, elephant god of farmers, craftsmen, and herders
- Simkar, lion god of warriors and rulers, first king of the Sunlands



FAITHS, FACTIONS & SYMBOLS

You were born Ehnkipai ("Joy") to Sunlands villagers. The village priestess singled you out and took you away for training. You were 4.

You learned to invoke the blessings of the gods, but you always missed your family. Even when you forgot their names and faces, you saw other children with families and grew sad. Over time, that sadness inspired you to protect those people. You honored Enkop, mother and protector, most among the gods, and learned to fight alongside the warriors.

A few years ago, when you had become a priestess in your own right, a feud between the Sunlands' rival queens turned deadly. A follower of the younger queen sought favor by punishing a village in the care of the older queen. Your village. The warlord and his warriors rode through town, terrorizing villagers. They said they would be back in a week to take the taxes that the village owed its own queen. When they returned, they found you had trained the villagers and hardened their will. With spades and scythes, the villagers drew the warriors into traps and killed them until the warriors fled.

The younger queen exiled her warlord. To keep the peace, the older queen stripped you of your place and gave you a new name, Aimina Sinyati ("Blameless Exile"). You may return home only as a foreigner.

You wander, now, matching purposes with new companions and seeking the will of your lost people's gods.

HISTORY & NOTES

Swords & Sorceries



Ajusuuji	Hill Dwarf	Hermit
NAME	RACE	BACKGROUND
Wizard, 1	0	Lawful Neutral
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR +0 11	SAVE +0 Passive 10	DEX +1 12	SAVE +1 Passive 11	CON +2 14	SAVE +2 Passive 12	INT +2 15	SAVE +4 Passive 14	WIS +2 14	SAVE +4 Passive 14	CHA +0 10	SAVE +0 Passive 10
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SKILLS		
Bonus		Passive
<input type="radio"/> +1	Acrobatics (Dex)	11
<input type="radio"/> +2	Animal Handling (Wis)	12
<input checked="" type="radio"/> +4	Arcana (Int)	14
<input type="radio"/> +0	Athletics (Str)	10
<input type="radio"/> +0	Deception (Cha)	10
<input type="radio"/> +2	History (Int)	12
<input type="radio"/> +2	Insight (Wis)	12
<input type="radio"/> +0	Intimidation (Cha)	10
<input checked="" type="radio"/> +4	Investigation (Int)	14
<input checked="" type="radio"/> +4	Medicine (Wis)	14
<input type="radio"/> +2	Nature (Int)	12
<input type="radio"/> +2	Perception (Wis)	12
<input type="radio"/> +0	Performance (Cha)	10
<input type="radio"/> +0	Persuasion (Cha)	10
<input checked="" type="radio"/> +4	Religion (Int)	14
<input type="radio"/> +1	Sleight of Hand (Dex)	11
<input type="radio"/> +1	Stealth (Dex)	11
<input type="radio"/> +2	Survival (Wis)	12

PROFICIENCY BONUS +2	SPELLS / MANEUVERS 12 DC +4 Atk	INITIATIVE +1	SPEED 25
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ATTACKS			
Name	Atk Bonus	Damage/Type	Range/Properties
Fire bolt	+4	1d10/fire	120 ft.
Quarterstaff	+2	1d8/B	Versatile (1d6 or 1d8)

HIT POINTS	TEMP
Max. 9	

HIT DICE
Max. 1d6

DEATH SAVES		
Successes		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Failures		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR		
Name	Base AC	Stealth
None	10	<input type="checkbox"/> Disadvantage
		<input type="checkbox"/> Disadvantage

AC MODIFIERS	
Name	Modifier
Dexterity	+1

ARMOR CLASS
11

CONDITIONS

EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage
<input type="checkbox"/> Half speed: 12 ft.
<input type="checkbox"/> Attack & save disadvantage
<input type="checkbox"/> Half maximum HP: 4 HP
<input type="checkbox"/> Speed drops to zero
<input type="checkbox"/> Death

EQUIPMENT & TREASURE

Winter blanket
Common robes
Scholar's pack
Herbalism kit
Spellbook
Arcane focus (Eye of Alubo, a small crystal orb)
Scroll case stuffed full of notes from your studies and prayers

CP	SP	EP	GP	PP
			5	

FEATURES & PROFICIENCIES

WIZARD FEATURES: Ritual Casting, Spellcasting Focus (arcane focus), Spellcasting (detailed on reverse).

BACKGROUND FEATURE: Discovery. The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. Work with your DM to determine the details of your discovery and its impact on the campaign.

- PROFICIENCIES:**
- Languages: Common, Dwarvish, Sunlander
 - Armor and Weapons: Battleaxe, dagger, dart, handaxe, light crossbow, sling, quarterstaff, throwing hammer, warhammer
 - Other Proficiencies: herbalism kit, mason's tools

INSPIRATION

PERSONALITY TRAITS

The sky-spider Angkai weaves our fates according to his whims. It is up to us to find meaning in them.

I often get lost in contemplation, becoming oblivious to my surroundings.

IDEALS

The Work. We each spend our lives shaping the world. The wise shape it for meaning and truths and that all can share.

BONDS

Those who honor deeds over reputation have my friendship.

FLAWS

I have been wrongly accused too often. I cannot allow mistakes and genuine wrongs to go unpunished.

Swords & Sorceries



60	4'4"	140 lbs
AGE	HEIGHT	WEIGHT
Black, suspicious	Dark brown	Black, shaggy
EYES	SKIN	HAIR

NAME

Ajusuuji



PORTRAIT

CANTRIPS: fire bolt, mending, prestidigitation

SPELL SLOTS: 2 (1st level)

SPELLS PREPARED: charm person, disguise self, mage armor

SPELLBOOK: charm person, comprehend languages, detect magic, disguise self, identify, mage armor

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

Angkai is the Sky-Spider, the Sunlands god of creation, fate, and trickery, whose whims spin all of the world and its events like a web. Symbol: a simple, stylized web. Chaotic Neutral.

Dwarves are friendly with humans around the Broken Empire. Some say dwarves taught smithing, building, and craftsmanship to humanity. In a Samarran legend, dwarves sprang up from furrows dug in the earth by the fingers of Mala the Mother when she birthed Harvalun the Smith. South of the Sea of Storms, human tales conflate dwarves, gnomes, and halflings with goblins and kobolds. All are feared as thieves, rapists, and killers. Few people in those lands have reason to believe the tales, but the prejudice lingers.



FAITHS, FACTIONS & SYMBOLS

You were named Ajusuuji ("Ugly House") in your family's tradition of naming children for failures they hoped to prevent. But you never built a house. A mob of Sunlands villagers wrongly accused your clan of helping hyena-men raiders and drove you from home. Your parents sent you to your disreputable Uncle Mahdai, a hermit. You never saw them again.

Mahdai taught you a new craft, wizardry. He taught you to contemplate the inscrutable ways of Angkai. And he taught you to care for the Eye of Alubo, a fist-sized crystal ball, a relic said to convey dangerous wisdom from the wicked dwarf-god of devils and death.

After 20 years, Mahdai left you to care for the relic alone. You asked how long you must watch the Eye of Alubo. Mahdai said, "Until you learn to see through it with the truth of your own sight."

You contemplated the Eye of Alubo for years and practiced spellcasting. You reached many insights, most of which you keep to himself. The most valuable you took to be your sign to depart: that the Eye, being forever apart from wicked Alubo, is made evil or good only by the one who gazed through it.

At last, you gathered up your things, including the Eye, and left to explore the world. You soon fell in with Aimina. Aimina at first was repelled, but she has begun to see through her people's prejudices. You now cling to the Sunlands priestess as a fellow exile.

HISTORY & NOTES

Swords & Sorceries



Enu	High Elf	Criminal
NAME	RACE	BACKGROUND
Rogue, 1	0	Chaotic Good
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR +0 10	SAVE +0 Passive 10	DEX +3 17	SAVE +5 Passive 15	CON +0 10	SAVE +0 Passive 10	INT +1 12	SAVE +3 Passive 13	WIS +1 12	SAVE +1 Passive 11	CHA +2 14	SAVE +2 Passive 12
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SKILLS		Passive
Bonus		
⊕ +5	Acrobatics (Dex)	15
○ +1	Animal Handling (Wis)	11
○ +1	Arcana (Int)	11
○ +0	Athletics (Str)	10
⊕ +4	Deception (Cha)	14
○ +1	History (Int)	11
○ +1	Insight (Wis)	11
○ +2	Intimidation (Cha)	12
⊕ +3	Investigation (Int)	13
○ +1	Medicine (Wis)	11
○ +1	Nature (Int)	11
⊕ +3	Perception (Wis)	13
○ +2	Performance (Cha)	12
⊕ +4	Persuasion (Cha)	14
○ +1	Religion (Int)	11
⊕ +7	Sleight of Hand (Dex)	17
⊕ +7	Stealth (Dex)	17
○ +1	Survival (Wis)	11

PROFICIENCY BONUS +2	SPELLS / MANEUVERS DC Atk	INITIATIVE +3	SPEED 30
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ATTACKS			
Name	Atk Bonus	Damage/Type	Range/Properties
Shortsword	+5	1d6+3/P	Finesse, Light
Dagger	+5	1d4+3/P	Finesse, Light
Dagger (off-hand)	+5	1d4/P	Finesse, Light, Thrown
Dagger (thrown)	+5	1d4+3/P	Range 20 ft./60 ft.
Shortbow	+5	1d6+3/P	Range 80 ft./320 ft.

HIT POINTS	TEMP
Max. 8	

HIT DICE Max. 1d8	DEATH SAVES Successes Failures
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ARMOR		
Name	Base AC	Stealth
Leather Armor	11	<input type="checkbox"/> Disadvantage
		<input type="checkbox"/> Disadvantage

AC MODIFIERS	
Name	Modifier
Dexterity	+3

ARMOR CLASS
14

CONDITIONS

EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage
<input type="checkbox"/> Half speed: 15 ft.
<input type="checkbox"/> Attack & save disadvantage
<input type="checkbox"/> Half maximum HP: 4 HP
<input type="checkbox"/> Speed drops to zero
<input type="checkbox"/> Death

EQUIPMENT & TREASURE				
Dark common robes and a hooded cloak				
Quiver of 20 arrows				
Spare dagger				
Burglar's pack				
Thieves' tools				
Crowbar				

FEATURES & PROFICIENCIES

ELVISH WIZARD CANTRIP: mage hand.

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

CRIMINAL SPECIALTY: Burglar.

SNEAK ATTACK: Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage or if the target is within 5 feet of another enemy of the target, that enemy isn't incapacitated, and you don't have disadvantage on the attack.

PROFICIENCIES

- Languages: Common, Elvish, Celestial
- Armor and Weapons: Light armor, simple weapons, hand crossbow, longbow, longsword, rapier, shortbow, shortsword
- Other Proficiencies: Dice, thieves' tools

CP	SP	EP	GP	PP
			15	

INSPIRATION ◆

PERSONALITY TRAITS

Treasure hidden is wasted. Better to hold lovely things for myself.

But something lovelier always catches my eye.

IDEALS

Freedom. The world is full of beauty and it should be hidden from no one.

BONDS

Love and loyalty may be the greatest beauties of all.

FLAWS

When I see something beautiful, I can't think about anything but how to steal it.

Swords & Sorceries



About 200	5'3"	100 lbs
AGE	HEIGHT	WEIGHT
Glittering blue	Golden	Black, long, straight
EYES	SKIN	HAIR

NAME

Enu



PORTRAIT

DARKVISION. Accustomed to twilight forests and the night sky, 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.

TRANCE. Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance". While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

ROGUE FEATURE: Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. See the Player's Handbook for further details.

EXPERTISE: Sleight of Hand, Stealth. (Their proficiency bonuses are doubled. This is already included in their skill bonuses.)

CRIMINAL CONTACT: Ahumm, a human Zyirran sailing merchant who buys beautiful things when you tire of them and finds new beauties for you to steal.

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

Your foremother is Illiosus of the Dawn, the Samarran goddess of the dawn, spring, youth, beauty, love, fertility, and magic; queen of the high elves.
Symbol: rose, lily, or daisy. Chaotic Good.

Elves in the Broken Empire are called the "Shining Ones," born of the heavens. In some legends, elves taught humanity the arts of magic and war.

Elves found in human kingdoms are singular and strange. Said to descend directly from the gods, elves are fey and dangerously unpredictable. Each seems obsessed with some singular goal or facet of the world, making some harmless and others terrible.

The Shining Ones are said to live for uncountable years. Sometimes, one remembers secret paths to the heavens or the underworld and vanishes for decades or centuries. Some say most elves live in a secret island in the Sea of Storms, filled with wonders and madness. Others have met elves in the deep woods or deeper caves, and say that the Shining Ones have abandoned the heavens for fear and darkness.



FAITHS, FACTIONS & SYMBOLS

You were raised by human parents in the farmlands near the great island city of Zyirra. At first, they mistook you for their own newborn child. It soon became obvious that you were something else, left behind in a human baby's place. They continued to care for you as their own, telling themselves that the heartbreaking loss of their child was a blessing. They named you Alalu Enu Nasini ("Eye of Joyful Greed").

By human terms, you are obsessed with beauty, especially beauties forged by the works or acts of mortals. When you find such a creation, you often take dangerous risks to possess it. But you soon bore of what you steal.

You now seek to steal the devotion of the Northlands fighter Saurga, which you suspect he has given to the priestess Aimina. You want it like a shining trinket. Aimina once said that love is most beautiful when it is not stolen or possessed but given freely. What difference that makes is beyond you. Perhaps, someday, you will understand humans enough to know what she meant.

HISTORY & NOTES

Swords & Sorceries



Hannatamtu	Human	Sailor
NAME	RACE	BACKGROUND
Ranger, 1	0	Neutral
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR +2 14	SAVE +4 Passive 14	DEX +2 14	SAVE +4 Passive 14	CON +2 15	SAVE +2 Passive 12	INT +1 13	SAVE +1 Passive 11	WIS +2 14	SAVE +2 Passive 12	CHA +0 10	SAVE +0 Passive 10
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SKILLS		
Bonus		Passive
<input type="radio"/> +2	Acrobatics (Dex)	12
<input type="radio"/> +2	Animal Handling (Wis)	12
<input type="radio"/> +1	Arcana (Int)	11
<input checked="" type="radio"/> +4	Athletics (Str)	14
<input type="radio"/> +0	Deception (Cha)	10
<input type="radio"/> +1	History (Int)	11
<input type="radio"/> +2	Insight (Wis)	12
<input type="radio"/> +0	Intimidation (Cha)	10
<input type="radio"/> +1	Investigation (Int)	11
<input type="radio"/> +2	Medicine (Wis)	12
<input checked="" type="radio"/> +3	Nature (Int)	13
<input checked="" type="radio"/> +4	Perception (Wis)	14
<input type="radio"/> +0	Performance (Cha)	10
<input type="radio"/> +0	Persuasion (Cha)	10
<input type="radio"/> +1	Religion (Int)	11
<input type="radio"/> +2	Sleight of Hand (Dex)	12
<input checked="" type="radio"/> +4	Stealth (Dex)	14
<input checked="" type="radio"/> +4	Survival (Wis)	14

PROFICIENCY BONUS +2	SPELLS / MANEUVERS DC Atk	INITIATIVE +2	SPEED 30
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ATTACKS			
Name	Atk Bonus	Damage/Type	Range/Properties
Battle Axe	+4	1d10+2/S	Versatile (1d8 or 1d10)
Dagger	+4	1d4+2/P	Finesse, Light, Thrown
Dagger, thrown	+4	1d4+2/P	Range 20 ft./60 ft.
Longbow	+4	1d8+2/P	Range 150 ft./600 ft.
Belaying pin (club)	+4	1d4+2/B	

HIT POINTS Max. 12	TEMP
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HIT DICE Max. 1d10	DEATH SAVES Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ARMOR		
Name	Base AC	Stealth
Scale Mail	14	<input checked="" type="checkbox"/> Disadvantage
		<input type="checkbox"/> Disadvantage

AC MODIFIERS	
Name	Modifier
Dexterity	+2

ARMOR CLASS
16

CONDITIONS

EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage
<input type="checkbox"/> Half speed: 15 ft.
<input type="checkbox"/> Attack & save disadvantage
<input type="checkbox"/> Half maximum HP: 6 HP
<input type="checkbox"/> Speed drops to zero
<input type="checkbox"/> Death

EQUIPMENT & TREASURE				
Common clothes				
Quiver of 20 arrows				
Explorer's pack				
50 ft. of silk rope				
Lucky shark tooth				

CP	SP	EP	GP	PP
			18	

FEATURES & PROFICIENCIES

BACKGROUND FEATURE: Ship's Passage.
When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions.

FAVORED ENEMY: Fiends. You have significant experience studying, tracking, hunting, and even talking to fiends. You have advantage on Wisdom (Survival) checks to track fiends, as well as on Intelligence checks to recall information about them.

NATURAL EXPLORER: Coast. (Detailed on the the reverse.)

PROFICIENCIES:

- Languages: Common, Abyssal, Infernal
- Armor and Weapons: Light armor, medium armor, shields, martial weapons, simple weapons
- Other Proficiencies: navigator's tools, water vehicles

INSPIRATION ◆

PERSONALITY TRAITS

I stretch the truth for the sake of a good story.

I am drawn to strangeness and wonders.

IDEALS

People. I'm committed to my crewmates, not to ideals.

BONDS

I was cheated out of my fair share of the profits, and I want to get my due.

FLAWS

Once I start drinking, it's hard for me to stop.

Swords & Sorceries



21	5'9"	160 lbs
AGE	HEIGHT	WEIGHT
Brown	Brown, rough	Black
EYES	SKIN	HAIR

NAME

Hannatamtu



PORTRAIT

NATURAL EXPLORER: Coast. When you make an Intelligence or Wisdom check related to coasts, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in coastal terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

Like most Zyrirans, you make sacrifices to placate whatever gods have the most sway on the day's events. That usually means Tiamat (on the sea), Surkat (on the rivers), and Theruun (in storms).

TIAMAT: Zyriran dragon-goddess of the deep seas, primordial Chaos, grasping greed, wealth, and vengeance; mother of monsters; bound in the underworld by Theruun the Thunderer. Chaotic Evil.

SURKAT: Zyriran god of rivers, shallow waters, lakes, and the underworld; god of ambition and conquest, patron of sailors, traders, and soldiers, Father of Furies and king of devils; consort and rival of Tiamat. Lawful Evil.

THERUUN: Samarran invader god of storms, thunder, rain, mountains, trees, strength, and defeating monsters and evil spirits; lost an eye and a hand binding Tiamat in the underworld. Neutral.



FAITHS, FACTIONS & SYMBOLS

You've spent your life on ships, docks, and coastlines. You were born to a prostitute-priestess of Istarra of the Sickle Moon, the Zyriran goddess of rain, magic, and fertility. Your father was, presumably, one of the sailors who comprise most of the temple's visitors, so your mother named you Hannatamtu ("Favored by Tiamat") in honor of the Zyriran dragon-goddess of the sea. In the temple, you learned much about demons and devils, but you were bound for the waters.

You have strong arms and weathered skin, own a suit of scale armor gotten over dice from a Samarran soldier, and carry a powerful bow and a heavy axe. You are always a welcome crewmate. But meeting Enu of the elves (the "Shining Ones"), and to a lesser extent Enu's companions, has captured your imagination. That could lure you away from the sea for a great while.

HISTORY & NOTES

Swords & Sorceries



Saurga Sairautean	Human	Outlander
NAME	RACE	BACKGROUND
Fighter, 1	0	Lawful Good
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR +3 16	SAVE +5 Passive 15	DEX +0 10	SAVE +0 Passive 10	CON +2 14	SAVE +4 Passive 14	INT +0 10	SAVE +0 Passive 10	WIS +2 14	SAVE +2 Passive 12	CHA +0 10	SAVE +0 Passive 10
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SKILLS		
Bonus		Passive
<input type="radio"/> +0	Acrobatics (Dex)	10
<input type="radio"/> +2	Animal Handling (Wis)	12
<input type="radio"/> +0	Arcana (Int)	10
<input checked="" type="radio"/> +5	Athletics (Str)	15
<input type="radio"/> +0	Deception (Cha)	10
<input type="radio"/> +0	History (Int)	10
<input type="radio"/> +2	Insight (Wis)	12
<input checked="" type="radio"/> +2	Intimidation (Cha)	12
<input type="radio"/> +0	Investigation (Int)	10
<input checked="" type="radio"/> +4	Medicine (Wis)	14
<input type="radio"/> +0	Nature (Int)	10
<input checked="" type="radio"/> +4	Perception (Wis)	14
<input type="radio"/> +0	Performance (Cha)	10
<input type="radio"/> +0	Persuasion (Cha)	10
<input type="radio"/> +0	Religion (Int)	10
<input type="radio"/> +0	Sleight of Hand (Dex)	10
<input type="radio"/> +0	Stealth (Dex)	10
<input checked="" type="radio"/> +4	Survival (Wis)	14

PROFICIENCY BONUS +2	SPELLS / MANEUVERS DC Atk	INITIATIVE +0	SPEED 30
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ATTACKS			
Name	Atk Bonus	Damage/Type	Range/Properties
Spear	+6	1d8+3/P	Versatile (1d8/1d10), Thrown
Spear (thrown)	+6	1d8+3/P	Range 20 ft./60 ft.
Longsword	+5	1d8+3/S	Versatile (1d8/1d10)
Handaxe	+5	1d6+3/S	Light, Thrown
Handaxe (thrown)	+5	1d6+3/S	Range 20 ft./60 ft.

HIT POINTS Max. 12	TEMP
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HIT DICE Max. 1d10	DEATH SAVES Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ARMOR		
Name	Base AC	Stealth
Chainmail	16	<input checked="" type="checkbox"/> Disadvantage
		<input type="checkbox"/> Disadvantage

AC MODIFIERS	
Name	Modifier
Shield	+2

CONDITIONS

EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage
<input type="checkbox"/> Half speed: 15 ft.
<input type="checkbox"/> Attack & save disadvantage
<input type="checkbox"/> Half maximum HP: 6 HP
<input type="checkbox"/> Speed drops to zero
<input type="checkbox"/> Death

EQUIPMENT & TREASURE				
Hunting trap				
Skull of a bear that you killed				
Traveler's clothes				
Spare handaxe				
Explorer's pack				
CP	SP	EP	GP	PP
			9	

FEATURES & PROFICIENCIES
BACKGROUND ORIGIN: Homesteader.
BACKGROUND FEATURE: Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.
FIGHTING STYLE: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
FIGHTER FEATURE: Second Wind. You have a limited well of stamina you can draw upon to protect yourself from harm. On your turn, you can use a bonus action to regain 1d10+1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.
PROFICIENCIES:
• Languages: Common, Sylvan, Valkani
• Armor and Weapons: all armor, shields, simple weapons, martial weapons
• Other proficiencies: flute

ARMOR CLASS 18

INSPIRATION
PERSONALITY TRAITS
I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry bear.
I watch over my friends as if they were newborn pups.
IDEALS
Honor. If I dishonor myself, I dishonor the memory of my clan.
BONDS
Once earned, my loyalty and my word are unbreakable.
FLAWS
Violence is my answer to almost any challenge. Vulnerability is my deepest fear.

Swords & Sorceries



26	6'3"	250 lbs
AGE	HEIGHT	WEIGHT
Brown	Weathered, ruddy	Dark brown
EYES	SKIN	HAIR

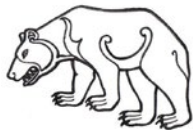
NAME

Saurga Sairautean



PORTRAIT

The bear tattoo on your chest reminds you to acknowledge the powers of the spirits of trees, rocks, beasts, the elements, and the dead. But you have forsworn the brutal and faithless gods of your people.



FAITHS, FACTIONS & SYMBOLS

CUSTOM FEAT: SPEAR MASTERY. Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

(Source: <https://media.wizards.com/2016/downloads/dnd/ua-feats-v1.pdf>.)

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

Named Rinshana ("Running Rooster"), you were a heedless boy from a village in the Valkani forest-tribes north of the Broken Empire. Tall and strong, you were good for hauling lumber but not patient enough for a farmer. Still, you found a good wife and were happy. Then a rival tribe declared war. Your clan had no idea of it until a war-band led by a frightened boy, a king's son, descended upon you. Under the boy's quavering, unhappy commands, the warriors massacred your people.

You survived, there being some good to size and strength after all. Your wife and baby did not.

You pursued the raiders. You murdered two unwary guards and killed the boy chief, both of you weeping. Then you wandered off, heedless.

You moved with little purpose from tribe to tribe as a mercenary. You abandoned your name, and adopted the first that a friendly chief gave you: Saurga Sairautean, "Mourning a Painful Loss." You learned to fight. You learned the limits to what cruelty you could tolerate.

Coming south, you met and befriended Aimina, a fellow exile. You defiantly admit loyalty to nothing and no one—but you are privately, quietly, unshakably loyal to the Sunlands priestess. Whether your feelings for her are brotherly or romantic is up to you, but she is the first thing you've learned to love since your family died.

HISTORY & NOTES

Swords & Sorceries



NAME	RACE	BACKGROUND
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

<div style="border: 1px solid black; padding: 5px; display: inline-block;">STR</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">DEX</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CON</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">INT</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">WIS</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHA</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 10px;">SAVE</div> <div style="margin-left: 10px;">Passive</div>
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SKILLS

Bonus	Passive
<input type="checkbox"/> Acrobatics (Dex)	_____
<input type="checkbox"/> Animal Handling (Wis)	_____
<input type="checkbox"/> Arcana (Int)	_____
<input type="checkbox"/> Athletics (Str)	_____
<input type="checkbox"/> Deception (Cha)	_____
<input type="checkbox"/> History (Int)	_____
<input type="checkbox"/> Insight (Wis)	_____
<input type="checkbox"/> Intimidation (Cha)	_____
<input type="checkbox"/> Investigation (Int)	_____
<input type="checkbox"/> Medicine (Wis)	_____
<input type="checkbox"/> Nature (Int)	_____
<input type="checkbox"/> Perception (Wis)	_____
<input type="checkbox"/> Performance (Cha)	_____
<input type="checkbox"/> Persuasion (Cha)	_____
<input type="checkbox"/> Religion (Int)	_____
<input type="checkbox"/> Sleight of Hand (Dex)	_____
<input type="checkbox"/> Stealth (Dex)	_____
<input type="checkbox"/> Survival (Wis)	_____

PROFICIENCY BONUS	SPELLS / MANEUVERS DC Atk	INITIATIVE	SPEED
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ATTACKS

Name	Atk Bonus	Damage/Type	Range/Properties
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ARMOR

Name	Base AC	Stealth
_____	_____	<input type="checkbox"/> Disadvantage
_____	_____	<input type="checkbox"/> Disadvantage

AC MODIFIERS

Name	Modifier
_____	_____
_____	_____

ARMOR CLASS

HIT POINTS	TEMP
Max. _____	_____

HIT DICE

Max. _____

DEATH SAVES

Successes

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Failures		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CONDITIONS

EXHAUSTION LEVELS

- Ability check disadvantage
- Half speed: _____ ft.
- Attack & save disadvantage
- Half maximum HP: _____ HP
- Speed drops to zero
- Death

EQUIPMENT & TREASURE

FEATURES & PROFICIENCIES

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP	SP	EP	GP	PP
----	----	----	----	----

Swords & Sorceries



NAME

PORTRAIT

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

HISTORY & NOTES

FAITHS, FACTIONS & SYMBOLS

Swords & Sorceries

CHARACTER NAME & CLASS

SPELL SLOTS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Total Slots									
Slots Available									

SPELLS PREPARED

CASTING ABILITY

SAVE DC/ ATK BONUS

SORCERY POINTS/ WARLOCK SLOTS

PREPARED

Spell Name _____ Class & Spell Level _____ Ability _____ Save DC/Atk Bonus _____ Range _____ Duration _____
 V S M
 Components, Requirements, Damage & Type, and Other Effects & Notes _____ School _____ Casting Time _____ Ritual Concentration
 Other Effects & Notes _____

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