

AMNESIA

FORGOTTEN & FORSWORN

A SINGLE SESSION MODULE FOR
5 CHARACTERS OF SECOND LEVEL





DUNGEONS & DRAGONS

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5 CHARACTERS OF SECOND LEVEL

DESIGNED BY TWO BATS GAMING
WWW.TWOBATSGAMING.COM



INTRODUCTION

This module is designed as a single session playthrough for 5 players of second level- more importantly, five “new” characters, ones of whom your players have no knowledge; however, with a bit of work it could easily be modified to work with other player counts/levels.

The “theme” of this one-shot is simply stated: your players will have amnesia. The level to which this will affect them is up to the DM; you can have them completely in the dark, knowing nothing beyond what their eyes can see in the opening scene. Conversely, you may choose to give them some amount of details to spur on gameplay. We’ll discuss various options for this consideration in a bit.

In any case, some amount of your PC’s memories will be absent. As such, there is a catch: Your players must begin with “fresh” characters- and furthermore, they will have no knowledge whatsoever of any of their character’s details. In fact, they’ll all be starting with blank character sheets. Speaking of which, let’s get into the ideas behind the scenario.

THE AMNESIA STORY

Before we hop into the rules, a bit of discussion. It’s probably obvious that there are endless ways to handle the concept of forgotten memories in D&D; the concept lends itself well to a highly involved, story driven campaign that spans many sessions; each session leaking a bit of info back to the players.

We, however, took a bit of a different route, born somewhat out of necessity. Our original playthrough of this module was filmed as part of our “Drink & Die” YouTube series; each episode of this series focuses on a single session from a different RPG publication. Therefore, we had to design it to be containable within a single play session.

To be honest, this isn’t the ideal way we’d play an amnesia-focused campaign. As mentioned above, the concept almost implies a slow drip of memories returning to characters- something not really possible in a one-shot.

Therefore, it’s probably best to consider this module more as a proof of concept rather than a “perfect” implementation of the amnesia theme. While it’s completely possible to play this module as a full-on one shot, we’re looking to inspire other players to expand upon the idea- consider this a starting point. Someone suggested the idea, and we threw it together over a weekend.

THE AMNESIA MECHANIC

As far as the story goes, things are pretty simple: tell your players they have no memories, and go from there. Mechanically speaking, however, you’ll have a bit of work on your hands. Luckily, you have a bit of flexibility in taking on the setup of an amnesia session. There’s three main considerations: how much info the players will begin with, how they can discern more info about themselves, and how you’ll present them with the info they gain.

What follows is a description of what we went with; ultimately it’s up to you as a DM to tweak things as appropriate to your players. Veterans of D&D will have a much easier time figuring out their stats when compared to fresh-faced newbies; consider your players’ familiarity with the mechanics of D&D when deciding how far to take the amnesia concept.

1. PLAYERS START WITH BLANK SHEETS

If your players have no memories, it makes mechanical sense that they won’t know what their abilities are- both in terms of skills, and in terms of attack/magic.

We revealed two pieces of information to our characters: first, their race. For most races in D&D, this would be immediately discernible through vision, so might as well handle it up front. For our session, we wanted to avoid giving clues as to our characters’ roles, so we made them all dwarves. However, you could use it as an opportunity to subvert player expectations; wait till the Half-Orc who’s been trying to punch everything in the face finds out he’s a wizard!

Secondly, their level (in our session, second level). If players aren’t certain of their level, it will most likely lead to a large amount of time spent trying certain things that aren’t possible- i.e., casting 4th level spells when they’re a level 2 wizard. As such, we believe starting your PC’s off at low level and letting them know that is wise. We went with second level as that’s the point at which classes start to get some definition in Fifth edition D&D. At level one, you’re all formless blobs of potential.

What this means for you as a DM is that you will create the player’s characters (at least from a character sheet/stats prospective) prior to the session, and **the players cannot see these sheets** (until the right moment, anyways).

2. SELF DISCOVERY THROUGH DICE

The clear “meta-goal” for your players will be to find out everything they can about the missing information from their character sheets. A large majority of this discovery will come through the built-in familiar skill/stat test mechanics in D&D.

Here’s how it works: you, as DM, have a player’s character sheet. She decides she wants to take an in-game action requiring a test; for instance, let’s say Rachel wants to make an investigation roll to see if she can locate a hidden switch (DC 15). She rolls a 12- but what about her modifiers? This is where you come in.

The DM is responsible for telling players what numerical modifier applies to a skill/stat test. Once a player has this info, they may notate it on their character sheet. Through a bit of backwards engineering, they can figure out their stats through skill checks.

Let’s say Rachel adds +4 to her investigation roll. This could mean two things; either she has an 18/19 in Wisdom, or she has a 14/15 in Wisdom and is also proficient in Investigation. It’s up to her to figure out as much as possible through context and a variety of skill tests.

We recommend you don’t tell your players anything beyond the numerical modifier- don’t let them know if they’re proficient. A large part of the fun in an amnesia game is in the meta- watching your players struggle to figure out what they’re capable of.

This concept will work with attack rolls as well, as the roll modifier will define their strength (or dexterity in the case of ranged/finesse weapons).

HOWEVER- for particularly insightful players, you could forgo telling them their modifiers, and only telling them if they succeed or fail. It’s much more work on everyone involved this way, and eventually they’ll need some way of discovering their modifiers. Perhaps if they roll a natural 20 on a skill test, you tell them their modifier? We leave it up to more inventive DMs.

3. SELF DISCOVERY THROUGH STORY

Conversely, letting players discover their abilities through the story- through the gameplay- can be just as rewarding. We attempted to create a good blend of the two for this session.

The primary inspiration we drew upon was the idea of class-based puzzles, that when solved, would give the appropriate player some amount of information about their abilities. These can be fairly simple- the rogue lockpicks an important door, give him some info about his skills- or they can be more complicated. Just see the rooms in the module for more examples.

For the purposes of our one-shot session, we designed a number of puzzle “rooms”, each requiring a solution that relates somehow to a particular classes’ ability. For instance, one room had a statue that needed to be illuminated by a cleric’s Light spell in order to reveal the path forward.

4. A NOTE ABOUT MAGIC

Of particular debate as it applies to Amnesia is the issue of magic, or more specifically, characters who can use it. Given that a group of 5 DMs could probably engineer 27 different ways to handle it, we’ll just state what we decided upon.

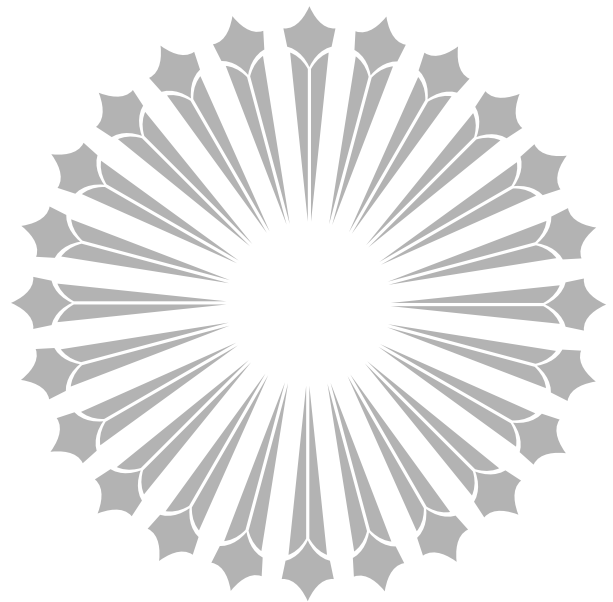
Players may make an attempt to cast a spell by rolling a DC 15 Arcana check (or other skill, as you deem appropriate). They need not declare a specific spell to cast, but may describe the general idea (for instance, a player says “I want to distract the Kobolds by making them believe a bear is behind them” would indicate something like Minor Illusion). Generally speaking, circumstances will dictate how specific the players are/need to be.

Should a player successfully pass the skill check, they then cast the spell as normal. Failure, of course, means no spell- but in order to deter abuse of the mechanic, we employed some further restrictions.

IN THE CASE OF COMBAT: A player may only attempt to “remember” a spell once per combat. Doing so counts as a standard combat action; if they fail, they may do nothing further on that turn. Should they succeed, they may cast the spell the same turn as the check.

OUTSIDE OF COMBAT: A player may only attempt to “remember” a spell once per in-game hour. You may adjust this time period as appropriate to your intentions; once per short rest, long rest, day, whatever works.

We should note, the one-shot design of this session necessitates handling magic in a way that we don’t believe is necessarily the “best”. Feel free to come up with something that works better for you and your group.



A NOTE ABOUT METAGAMING

There's no real way around it- a fair bit of metagaming is going to happen in an Amnesia setting. When your players don't know their stats, it's only natural that they will use the D&D ruleset as a tool to figure out what those stats are.

Now, there are DMs who take little issue with metagaming, and there are DMs who can't stand it. We can't tell where on that spectrum you fall, so perhaps let us offer a bit of our viewpoint:

Enjoy the metagame. It's hilarious to watch your players struggle to figure out what they're capable of, and seeing them get it wrong is half the pleasure!

By all means, it's your session, so you're welcome to take whatever steps you deem appropriate to either encourage or restrict the metagaming, but if your purpose is to eliminate it? Well, then Amnesia mode might not be the best choice.

And please note that we're referring more so to this specific one-shot. Should you choose to adapt it to a long-form campaign, then we would agree that some restrictions on metagaming would be appropriate. But as for the one-shot? Sit back, relax, and enjoy knowing what your players don't while watching them struggle to figure it out.

That being said, also keep in mind that we at TwoBats are great proponents of the idea that any RPG session is a cooperative experience between all involved. If you're a DM who treats your campaign as "your game" and the players are just along for the ride- or even worse, that you are their "enemy", then that's fully your choice. While we respect it, and there's definitely some fun in campaigns wherein the DM is out for blood, we do believe it will lead to difficulties in this type of session.

WATCH US PLAY IT

As mentioned before, we played the inaugural Amnesia session as part of our YouTube rpg series "Drink & Die". We highly recommend you check out our play-through, available at:

www.twobatsgaming.com

(link goes straight to our YouTube channel)

PREPARING FOR THE SESSION

1. CREATING THE CHARACTERS

The DM will need to create five characters. For the purposes of this module, all five will be:

**Dwarven (either Hill or Mountain as appropriate)
Level 2**

You will need to create the following classes:

Barbarian, Cleric, Druid, Rogue, Wizard

You're welcome to choose appropriate spells for magic users as necessary, but the **Cleric MUST have the Light Spell, and your Wizard must be capable of casting Comprehend Languages.**

DO NOT SHOW THESE SHEETS TO YOUR PLAYERS!

2. PREPARE THE PROPS

We've included a number of "props" for use with the puzzles in game. Their use is explained in the dungeon overview.

3. GIVE YOUR PLAYERS BLANK SHEETS

Each player should receive a blank character sheet. If you choose to share any information before beginning, inform them.

4. EXPLAIN THE AMNESIA MECHANICS

Experienced players should have little trouble figuring out how things work, but if you're working with rookies, it would be wise to explain in detail how skill tests/modifiers/etc work so they'll have a fighting chance.

We do recommend against playing this as a first-time experience; it's designed with seasoned players in mind.

5. REMEMBER THE BASICS, BUT BE FLEXIBLE

- All characters start with blank sheets; the DM has their completed sheets.

- Players will discover their stats through back-engineering of skill test results; when a player makes a roll, the DM informs them of their modified result.

- Magic use has some special conditions; see the previous page.

- When a player solves his class room puzzle, he gets his character sheet.

And finally, be willing (and ready) to adjust things on the fly. We don't promise this is a perfect system, and if your session goes anything like ours, you'll need to adjust things as necessary. No worries, it's all about making the best session possible for both you and your players!

THE SCENARIO

ROOM I: THE PRISON (ROGUE)

All 5 Players awaken in a single cell. The cell next to them contains a body (Human NPC, but can become ZOMBIE). The Prison is also occupied by a Guard (BUGBEAR) and his assistant (KOBOLD).

Read the following to your players:

You awaken with a jolt as you hear the guttural laughs of a Bugbear. Quickly rubbing your eyes, as they adjust to the light, your vision comes into focus. You're behind the bars of a prison cell. And from the looks of it, it's not a nice place- the floors and walls are damp, a steady dripping coming from the stone ceiling that rises about 8 feet above the ground. A sickly orange mold covers a large patch of the back wall, and you swear you catch a glimpse of it moving as you come to. The air is musty, dank, and tinged with the smell of burnt flesh coming from the small cooking fire outside the cell.

Surrounding the fire, sits a large Bugbear, his body covered in a thick brown hair. He wears a ragtag collection of various animal skins- not so much clothing, but more like strategically placed roadkill. His attention is focused on the cooking fire before him- or more specifically, on the skewered rats currently roasting on said fire.

To the Bugbear's side sits a small Kobold, his skin a scaly green. The Kobold's eyes are locked on the roasting rats, and his forked tongue darts out every few seconds to lick his lips. He's almost drooling, like a starved dog. He reaches his small clawed hand towards one of the rats, only to have it slapped away by the Bugbear.

"I said, not yet Grimley. You know they're not good till the skin is crispy."

"Oh but Master, you always burn the eyes. I like them juicy!"

He reaches back towards the rat, and this time the Bugbear growls and bears his yellowed fangs- And the kobold quickly retreats, hopping back a few steps. No real violence, but the point is made, and the bugbear resumes his watch on his meal. He doesn't seem to notice that you've awoken.

To your left, you see another prison cell, much in the same condition as your own. It is occupied- or possibly was occupied- by a single human. He lies, face down and sprawled upon the stone floor. His clothes are threadbare and disheveled, and you struggle to detect any movement from the cell's sole occupant. To be honest, you're not even sure he's alive.

However, you have your own problems at the moment- you can't seem to remember for the life of you how you arrived in this prison. You concentrate, and search your memories, but there's nothing there- just a blank spot where some concept of what lead to your current predicament would be.

What's worse is that as you shake off your slumber, you begin to realize that it's not just the memory of how you got here that seems to escape you- your mind is a total blank. You feel a rush of anxiety at the

strange circumstance- you can't remember a damn thing about anything. Who are you? What are you doing here? What hour, what day, what year is it? And more importantly, who are these four strangers in this cell with you?

One thing's for certain, though: it's highly unlikely you'll find answers to these questions in this cesspool of a prison cell. If you want answers, you'll need to find a way out.

At this point, give the PC's a moment to ask questions- both of the DM and of each other. It should quickly become apparent that they are all suffering from the same total memory loss. Furthermore, there are very few clues they can use to determine their roles or class- they're all wearing the same burlap prison clothes. They may ask about physical appearance, and here's where you might drop a small clue as to who is the Barbarian.

If the PC's inquire about the other cell's occupant, they can make a DC10 Medicine or Investigation check to see that the man is still alive, but unresponsive. His breathing is labored, with wet sucking sounds. He wears the same clothing as the PCs.

If the PC's attempt to get the Bugbear (or Kobold's) attention, the Bugbear will dejectedly tell them to shut up, and say that their food is coming soon enough. The Bugbear will ignore almost any appeal, and is not interested in the player's well-being. He also won't answer questions about who or why the PC's are in prison- because he truthfully doesn't know anything, beyond being ordered by his Orcish masters to watch over the prisoners.

After some time, the Bugbear declares the meal ready, and throws a rat to the kobold, who quickly grabs it and scurries off to eat. He places 6 rats on a wooden tray- each rat is skewered from head to tail with a metal spike used to suspend them over the fire. He then takes food to the disabled prisoner, not giving much care to the prisoner's condition. Finally he approaches the player's cell, telling them to put their backs against the wall. If they refuse, he will not enter. Once they submit, he opens the cell, hands the tray of 5 rats to the Kobold and tells it to give the rats to the players.

THIS IS THE PLAYER'S CHANCE! In most cases, your players will likely enter combat with the Bugbear & Kobold. If they do so, the Kobold will drop the tray containing the skewered rats. Resourceful players can use the skewers as Improvised Weapons, dealing 1d4 damage on a hit.

Should your players avoid combat, then you'll need to engineer further chances for them to escape the prison. Impress upon them that nothing will happen until they escape. Yes, it's a bit of rail-roading, but at this point your characters are faceless and without knowledge. They need to escape to discover more.

The Kobold has nothing beyond standard supplies as listed in the MM; the Bugbear is the same, save for a keyring which contains the keys to both of the prison's cells.

If the players open the adjacent cell to inquire about the other prisoner, they will discover that he is still alive. Should a player approach him, he will struggle to speak, saying the following:

“Please, just end it. Please.”

A successful DC 12 Medicine check will reveal that the man is suffering from a disease called “Cryptblight”, and is at death’s door (this may be a chance for your Cleric to get some hint of who he is. Impart to the successful player that there is no known cure for Cryptblight, and its victims return as Undead shortly after expiring. The only way to avoid this fate is to remove the head of the victim before he dies of the disease. In other words, killing the man would be a merciful act.

The prisoner is suffering from the same memory loss as the players; he has no idea who he is or how he arrived in the prison. If pressed for info, he will reveal that he saw the Bugbear place a good amount of adventuring gear in the locked chests within the room.

Should the players decide to not kill the prisoner, he will quickly die after a severe coughing fit, and reawaken as a ZOMBIE. If he is killed by decapitation, this fate is avoided.

However the prisoner is handled, players searching his body will discover a set of lockpicks concealed in his clothing. If they discover this before he passes away, he will state that he was waiting for his chance to use them to escape, but became too ill to proceed.

The point of the lockpicks is to have the Rogue open the locked chests, which contains the players’ basic gear. Ultimately it’s up to you to decide how to encourage your players to achieve this. Perhaps having them all make a wisdom roll, and then telling the rogue that he “recognizes” the lockpicks as something he’s seen before.

Once the chests have been opened, give your players the list of following gear:

Mace (the Cleric’s Holy Symbol is located on its handle)
Shortsword
Scimitar
Shortbow + Quiver (20 Arrows)
Greataxe
Light Crossbow + Quiver (20 Arrows)
Quarterstaff

Iron Shield
Wooden Shield
Scale Mail
Leather Armor x2
Robes

Bracelet with Symbol of Bat (Wizard’s Focus)

It’s up to your players on how to divide the gear. Here’s hoping the Wizard doesn’t grab the Greataxe!

Also, once the chests are opened, give your Rogue his or her character sheet.

Should the players examine the wooden crates next to the cooking fire, they can discover Healing Potions, Torches, or whatever other

gear you decide would be helpful for their party- DM’s discretion to be employed here.

Once the gear is divided up, your players should head out of the room. On the exit door is hanging a small stone tablet with holes in it (WORD PUZZLE PIECE 1)- give it to whomever is leading the marching order into the next room.

ROOM II: THE TEMPLE (CLERIC)

NOTE: Do not reveal the map for this room to your players until instructed to.

Read the following to your players as they enter:

As you enter the next room, your vision goes dark as the door behind you slams shut. You can’t see a thing!

INSTRUCT ALL OF YOUR PLAYERS TO CLOSE THEIR EYES, AND TO KEEP THEM CLOSED UNTIL YOU GIVE THE SIGNAL.

Now instruct your players that you will walk around the table and tap some of them on the shoulder. If you do, they may open their eyes, but may not say a thing until given the OK. At this point, sneakily walk around your players, tapping ONLY the Cleric on the shoulder. Hand the Cleric a piece of paper that says the following on it:

YOU FIND YOURSELF IN A PITCH-BLACK DARK CIRCULAR ROOM. THE AIR IS COLD, AND YOU CAN BARELY SEE A TRACE OF YOUR BREATH AS YOU EXHALE. AS YOUR EYES ADJUST TO THE DARKNESS, YOU SEE A STATUE BEFORE YOU. IT STANDS BEHIND A SMALL FIRE PIT, WHICH HAS NO FIRE- IT LOOKS AS THOUGH IT HASN’T BEEN USED IN QUITE SOME TIME.

THE STATUE DEPICTS A MALE FIGURE, WITH BROAD SHOULDERS AND A WELL-KEPT PHYSIQUE. IT HOLDS A TORCH IN ONE HAND, WHICH IS EXTENDED AND POINTING AT A SPOT ON THE SOUTHERN WALL. THE ARTIST SCULPTED THIS STATUE WITH AN EYE TO THE DETAILS- IT’S MASTERFULLY CRAFTED, AND YOU GET THE SENSE THAT WHOEVER (OR WHATEVER) IT DEPICTS IS A FIGURE OF IMPORTANCE. YOU FEEL STRANGELY DRAWN TO THIS STATUE- ITS FACE FEELS FAMILIAR, YOU KNOW YOU’VE SEEN IT BEFORE.

AS YOU APPROACH THE STATUE, YOU SEE AN INSCRIPTION AT THE BASE OF THE STATUE PEDESTAL. IT READS- GIVE ME YOUR LIGHT, AND YOU MAY SEE. MY FIRE ALONE CAN OPEN THE WAY.

YOU MAY CHOOSE WHETHER OR NOT TO REVEAL THIS INFO TO THE OTHER PLAYERS. WHAT DO YOU DO?

To escape this room and proceed, two things need to happen:

First, your Cleric must cast light upon the Statue. Once he does, it illuminates brightly- all players can now open their eyes. Also, once the statue is lit, the Cleric has a rush of memories come to

him, recognizing the statue as a depiction of his God. GIVE YOUR CLERIC HIS CHARACTER SHEET NOW.

The Statue has a torch in its right hand, and its arm is raised. One finger on the raised hand points towards a spot on the southern wall.

The southern wall has a hidden door; any player passing a DC 18 investigation check can see signs of its presence, but cannot determine how it functions or how to open it. The only way for it to be opened is as follows:

The brazier in front of the statue must be lit (with any means of producing fire). The statue's torch must be lit from this brazier, and then the torch must touch the spot on the southern wall as indicated by the statue's pointing figure. Once this happens, the door opens and the players may proceed. Upon leaving the room, the players discover another of the strange stone pieces (WORD PUZZLE PIECE 2).

ROOM III: THE TUNNEL (DRUID)

Your players enter a small room. The floor is strewn with a variety of bones. On the far wall is a small opening (6 inch x 6 inch), which reveals a long tunnel. At the end of the tunnel can be seen what appears to be a stone pillar 4 feet in height, with a symbol of a rat carved into it.

Any player succeeding on a DC 10 Investigation check will notice two stone panels, one each on the eastern and western wall, that seem to conceal an opening. It cannot be opened, and beyond that description, no further information can be discerned.

The goal for the room is to have the Druid wildshape into a rat, proceed through the tunnel, and then climb to the top of the pillar in the room at the end of the tunnel. Once they do, the tunnel's stone walls slide open wide enough for a medium sized creature to walk through.

However, it's a trap! Once the rat-formed Druid steps on the top of the pillar, the previously mentioned stone panels also slide open, and two Giant Spiders (MM pg 328) ambush the players. ALSO, GIVE YOUR DRUID HIS CHARACTER SHEET ONCE HE STEPS ON THE PILLAR TOP.

Note that this ambush happens the second your rat Druid steps on top of the pillar- the point is to have him out of the start of the battle. He'll need to run back to the starting room (in either Rat or Dwarven form).

Should the spiders be killed, they contain no loot. Upon leaving this room, the players should discover another stone puzzle piece (WORD PUZZLE PIECE 3).

ROOM IV: THE DOORS (WIZARD)

Your players enter a room containing a table and three doorways, all shut.

Upon the table are three keys made of colored metal: one is red, one is green, and one is blue. The doors are similar colored: again, one door is red, one is green, and one is blue.

On the floor of the room is carved a number of symbols. Any player making a DC 15 History check can discern that the symbols have the structure/composition indicating some semblance of language, but cannot discover what message they impart.

The goal is to have your wizard cast Detect Languages upon the symbols, at which point he recognizes the message:

TURQUOISE INTO EMERALD, THEN RUBY WILL OPEN YOUR MIND.

Therefore, the correct solution for the puzzle is as follows: The BLUE key must open the GREEN door. Then, the RED key must open the door at the end of the hallway revealed by the previous door.

However, to mislead the players, it should be made clear that any of the colored doors can be opened successfully with any key- but only the correct key into the correct door will avoid triggering a trap.

Inserting the wrong key into any of the first three doors will trigger a POISON NEEDLE- does 1 piercing damage + 1d8 poison damage. They can only be triggered once. Again, the door will still be opened after the trap triggers. Players can detect the needles with a DC13 Investigation check, and can disarm with a DC 15 Dexterity check (or with Thieves Tools, if proficient).

Each of the color doors opens to an identical hallway; at the end of each hallway is a normal (not colored) doorway, which is locked.

Only the middle path leads to the exit. The door at the end of the middle path must be opened with the RED key.

Failing to open the middle path door with the RED key- or opening any of the other non-colored doors- triggers a FALLING ROCK trap, which does 2d6 damage (half on a successful DC 12 Dexterity check) to any player standing in the appropriate hallway.

The doors cannot be lockpicked or forced open- they are magically sealed and respond only to the keys.

Should the players open the middle pathway's normal door with the RED key, they find a small room that appears safe enough for the players to take a short rest. Once they enter the room, GIVE THE WIZARD HIS CHARACTER SHEET.

Upon leaving the room, the characters discover another stone puzzle piece (WORD PUZZLE PIECE 4).

ROOM V: THE COFFIN (BARBARIAN)

This room appears to be a hall of some size. In the center of the great hall sits a stone sarcophagus, with a thick stone lid upon it. Behind the coffin sits 6 statues, each wearing an identical set of armor. Each statue is made of stone, and is sculpted to appear to be wearing a necklace. Five of the necklaces each individually depict a certain symbol (CLASS CIRCLES). Note that these necklaces don't "exist" - they're just a part of the carving of the statue. The middle statue- the one without a CLASS CIRCLE necklace- has a large heart carved into it. Keep in mind that none of this should be visible to the players unless they remove the armor from the statues- it's all covered beneath each cuirass.

The sarcophagus lid is made of stone, and is extremely heavy. In order for it to be moved, your Barbarian will need to pass a strength check- it's up to you to determine the difficulty needed so that only he can achieve it. Once he does, GIVE THE BARBARIAN HIS CHARACTER SHEET.

Once the lid is moved, the coffin interior is revealed. In it is carved a strange series of words, composing a poem (WORD PUZZLE). In order to discover the clue, the players will need to arrange their previous WORD PUZZLE PIECES in the correct orientation to reveal the message, which reads:

THE NECKLACE WAKES THE STATUE HEART
THE ORDER COMES FROM YOUR PATH

As soon as the players read this clue aloud, the armor on five of the statues comes to life (ANIMATED ARMOR, MM pg 19) and attacks the players. This will be a tough fight, and your players will need to be careful!

Once the armor is defeated, two things happen:

First, the stone upon which the word puzzle is carved slides to the side (it's still visible), and beneath it is a series of round grooves (CLASS PUZZLE)- more on this in a moment.

Secondly, the stone carved necklaces on the five statues materialize into being, revealing five individual necklaces (CLASS CIRCLES). Give these circles to your players. Each circle represents one of the five classes of your players.

In order to solve the CLASS PUZZLE, your players will need to insert the CLASS CIRCLES into the CLASS PUZZLE slots in the correct order (from left to right):

ROGUE, CLERIC, DRUID, WIZARD, BARBARIAN
This represents the order of the rooms they have come through.

Upon doing so, the Heart-shaped panel on the final statue pops open, revealing five scrolls within. Upon each scroll is written:

"Congratulations on passing the test. We knew you would. This scroll has power- it is a story. Your story. That which you write upon it is the truth."

And thus ends the session.

Should your players wish to continue with their characters, you can work with them to develop their back stories, using the magical scrolls as an tie into the actual gameplay.

THE END (FOR NOW)

Thanks for playing! We hope you enjoyed D&D Amnesia: Forgotten and Forsworn, and look forward to hearing your thoughts on it. Please feel free to use this as a guideline for whatever you can imagine!

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2 Barbarian
LEVEL & CLASS

PLAYER NAME

Outlander
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH

+3

17

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

0

10

SAVING THROWS

STR: +5, DEX: +1, CON: +5, INT: -1, WIS: +1, CHA: 0

RESISTANCES

Bludgeon (in rage): Poison

Piercing (in rage):

Slashing (in rage):

Adv. on Strength saves in rage;
Adv. vs. Poison; Adv. on Dex saves vs. seen effects

SKILLS

Acrobatics (Dex): +1

Animal Handling (Wis): +1

Arcana (Int): -1

Athletics (Str): +5

Deception (Cha): 0

History (Int): -1

Insight (Wis): +1

Intimidation (Cha): +2

Investigation (Int): -1

Medicine (Wis): +1

Nature (Int): -1

Perception (Wis): +3

Performance (Cha): 0

Persuasion (Cha): 0

Religion (Int): -1

Sleight of Hand (Dex): +1

Stealth (Dex): +1

Survival (Wis): +3

Tool

MAXIMUM HIT POINTS: 14

PROFICIENCY BONUS: +2

ARMOR CLASS: 14

INITIATIVE: +1

CURRENT HIT POINTS

TEMPORARY HIT POINTS

SUCCESSES: 0

FAILURES: 0

DEATH SAVES: 0

LEVEL: 2, DIE: d12+3

HIT DICE

ENCUMBERED: 25 ft

SPEED: 25 ft

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Rage (+2 melee damage)	2	LR	

ARMOR

AC: 13

DESCRIPTION: Unarmored Defense (Con)

Shield:

1 Dex: Medium Armor Heavy Armor

Magic:

Misc:

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons:

LANGUAGES: +1 from Outlander

TOOLS & OTHERS: Type of musical instrument

Common: smith, brewer, or mason tools

Dwarvish:

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Rage (start/stop)	

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

AMMUNITION

NAME: TOTAL:

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME: TOTAL:

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Greataxe	✓	Str	Melee	+5	1d12+3	Slashing
Heavy, two-handed						
DESCRIPTION						

Barbarian, level 2:

- ◆ Rage (Barbarian 1, PHB 48) [+2 melee damage, 2× per long rest]
Start/end as bonus action; add damage to melee weapons that use Str; lasts 1 min
Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing
Stops if I end turn without attacking or taking damage since last turn, or unconscious
- ◆ Unarmored Defense (Barbarian 1, PHB 48)
Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield
- ◆ Danger Sense (Barbarian 2, PHB 48)
Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- ◆ Reckless Attack (Barbarian 2, PHB 48)
Adv. on melee weapon attacks during my turn, but attacks vs. me adv. until next turn

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Wanderer**

I have an excellent memory for maps and geography, and I can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

Mountain Dwarf (+2 Strength, +2 Constitution)

Stonecunning:

Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB	
SUBTOTAL			SUBTOTAL			SUBTOTAL			
						ATTUNED MAGICAL ITEMS			
						EQUIPMENT			

CP
SP
EP
GP
PP

WEIGHT CARRIED
ENCUMBERED
86 - 170 lb
HEAVILY ENCUMBERED
171 - 255 lb
PUSH/DRA/LIFT
256 - 510 lb

2 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Acolyte
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH

+1

13

DEXTERITY

-1

8

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

+3

16

CHARISMA

+1

12

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

SKILLS

- 1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 0 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +5 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +5 Medicine (Wis)
- 0 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex) [disadv.]
- +3 Survival (Wis)
- Tool

24 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

13 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

-1 INITIATIVE

SUCCESSSES: 3

FAILURES: 0

DEATH SAVES

LEVEL: 2, DIE: d8+3, USED: 0

HIT DICE

ENCUMBERED: 25 ft

SPEED: 25 ft

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Channel Divinity	1	SR	

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
Channel Divinity: Preserve Life		
Channel Divinity: Turn Undead		

ACTIONS

AC: 14

DESCRIPTION: Scale Mail

Shield

-1 Dex

Magic

Misc

Misc

ARMOR

Medium Armor

Heavy Armor

INSPIRATION

13 ABILITY SAVE DC

WISDOM

ARMOR: Light, Medium, Heavy, Shields

WEAPONS: Simple, Martial, Other Weapons: Battleaxe, Warhammer

LANGUAGES: Common, Dwarvish

TOOLS & OTHERS: smith, brewer, or mason tools

PROFICIENCIES

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

AMMUNITION

10 arrows

AMMUNITION

10 arrows

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Mace	✓	Str	Melee	+3	1d6+1	Bludgeoning

DESCRIPTION

Cleric (Life Domain), level 2:

- ◆ Bonus Proficiency (Life Domain 1, PHB 60)

I gain proficiency with heavy armor

- ◆ Disciple of Life (Life Domain 1, PHB 60)

When I use a spell that restores hit points, it restores an additional 2 + spell level

- ◆ Spellcasting (Cleric 1, PHB 58) [3 cantrips known]

I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability

I can use a holy symbol as a spellcasting focus

I can cast my prepared cleric spells as rituals if they have the ritual tag

- ◆ Channel Divinity (Cleric 2, PHB 58) [1× per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

- ◆ Channel Divinity: Preserve Life (Life Domain 2, PHB 60) [10 hit points]

As an action, I can heal any creature within 30 ft of me up to half their maximum HP

I divide the number of hit points among the creatures as I see fit

- ◆ Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wisdom save

If an undead fails this save, it is turned for 1 minute or until it takes any damage

Turned: move away, never within 30 ft of me, no reactions or actions other than Dash

Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Shelter of the Faithful**

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

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

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED
66 - 130 lb

HEAVILY ENCUMBERED
131 - 195 lb

PUSH/DRAG/LIFT

196 - 390 lb

ATTUNED MAGICAL ITEMS

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○								

SPELL SLOTS

CLERIC SPELLS

Wisdom SPELLCASTING ABILITY	5 TO PREPARE	+5 ATTACK MODIFIER	DC 13 SAVING THROW DC
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CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Spare the Dying	1 living creature with 0 current hp becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P	277

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
<input checked="" type="radio"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
<input type="radio"/> Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input checked="" type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
<input type="radio"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
<input type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275

2 Druid (Circle of the Land)

LEVEL & CLASS

PLAYER NAME

Hermit
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH

0

10

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

-1

8

0 STR +3 INT
+1 DEX +5 WIS
+3 CON -1 CHA

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

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

Tool

SKILLS

MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1 INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+3 USED

HIT DICE

ENCUMBERED 25 ft

25 ft

SPEED

FEATURE	MAX	RECOVER	USED
Natural Recovery (1 level spell slots)	1	LR	
Wild Shape (CR 1/4, no fly/swim; 1 hour)	2	SR	

LIMITED FEATURES

AC	DESCRIPTION
11	Armor Leather
2	Shield Wooden
1	Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
	Misc
	Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quip

LANGUAGES

Common

Druidic

+1 from Hermit

Dwarvish

TOOLS & OTHERS

Herbalism kit

smith, brewer, or mason tools

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
Wild Shape (start)	Wild Shape (end)	

ACTIONS

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Scimitar	✓	Dex	Melee	+3	1d6+1	Slashing
Finesse, light						

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

Druid (Circle of the Land), level 2:

- ◆ **Druidic** (Druid 1, PHB 66)
I know Druidic; Hidden messages with it can only be understood by who know Druidic
- ◆ **Spellcasting** (Druid 1, PHB 66) [2 cantrips known]
I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability
I can use a druidic focus as a spellcasting focus
I can cast my prepared druid spells as rituals if they have the ritual tag
- ◆ **Bonus Cantrip** (Circle of the Land 2, PHB 68)
I know one additional druid cantrip of my choice
- ◆ **Natural Recovery** (Circle of the Land 2, PHB 68) [1 level spell slots, 1× per long rest]
After a short rest, I can recover a number of 5th-level or lower spell slots
- ◆ **Wild Shape** (Druid 2, PHB 66) [CR 1/4, no fly/swim; 1 hour, 2× per short rest]
As an action, I assume the shape of a beast I have seen before with the following rules:
 - I gain all its game statistics except Intelligence, Wisdom, or Charisma
 - I get its skill/saving throw prof. while keeping my own, using whichever is higher
 - I assume the beast's HP and HD; I get mine back when I revert back
 - I can't cast spells in beast form, but transforming doesn't break concentration
 - I retain features from class, race, etc., but I don't retain special senses
 - I can choose whether equipment falls to the ground, merges, or stays worn
 - I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Discovery**

The quiet seclusion of my extended hermitage gave me access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of my seclusion. It might be a great truth, a hidden site, a long forgotten fact, or unearthed some relic of the past that could rewrite history.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

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

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

ATTUNED MAGICAL ITEMS

SUBTOTAL

CP
SP
EP
GP
PP

WEIGHT CARRIED

ENCUMBERED

51 - 100 lb

HEAVILY ENCUMBERED

101 - 150 lb

PUSH/DRAW/LIFT

151 - 300 lb

CHARACTER NAME

1ST LEVEL 2ND LEVEL 3RD LEVEL 4TH LEVEL 5TH LEVEL 6TH LEVEL 7TH LEVEL 8TH LEVEL 9TH LEVEL

SPELL SLOTS

DRUID SPELLS

Wisdom
SPELLCASTING ABILITY

5
TO PREPARE

+5
ATTACK MODIFIER

DC 13
SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Shillelagh	Club/quarterstaff you hold does 1d8 dmg and you use your spellcasting ability modifier instead of Str	—	Trans	1 bns	Touch	V,S,M	1 min	P	275
Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft to you; +1d6 at CL 5, 11, and 17	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	E	15
<input checked="" type="radio"/> Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="radio"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<input type="radio"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<input checked="" type="radio"/> Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input checked="" type="radio"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="radio"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="radio"/> Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input checked="" type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E	19
<input type="radio"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="radio"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="radio"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282

2 Rogue
LEVEL & CLASS

PLAYER NAME

Charlatan
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH
+2
14

DEXTERITY
+2
15

CONSTITUTION
+1
12

INTELLIGENCE
-1
8

WISDOM
+1
13

CHARISMA
+2
14

RESISTANCES
Poison

Adv. vs. Poison

SAVING THROWS

SKILLS

- +6 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +2 Athletics (Str)
- +4 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- 1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +1 Survival (Wis)
- +4 Thieves' Tools (Dex)

18 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

13 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2 INITIATIVE

SUCCESSES: 0/3

FAILURES: 0/3

DEATH SAVES

LEVEL 2 DIE d8+1 USED

HIT DICE

ENCUMBERED 25 ft

SPEED 25 ft

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED

AC 11

DESCRIPTION Armor **Leather**

Shield

2 Dex Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Other Weapons:
Battleaxe, Hand Crossbow, Longsword, Rapier, Shortsword, Warhammer

LANGUAGES Common

TOOLS & OTHERS Thieves' tools

Thieves' Cant Disguise kit

Dwarvish Forgery kit

smith, brewer, or mason tools

PROFICIENCIES

11 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Cunning Action	

ACTIONS

NAME Arrows **TOTAL**

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME **TOTAL**

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Shortsword	✓	Str	Melee	+4	1d6+2	Piercing
Finesse, light; Sneak attack 1d6						
Shortbow	✓	Dex	80/320 ft	+4	1d6+2	Piercing
Ammunition, two-handed; Sneak attack 1d6						

2 Evoker
LEVEL & CLASS

PLAYER NAME

Sage
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+2

15

WISDOM

0

11

CHARISMA

+1

12

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

SKILLS

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

18 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

12 ARMOR CLASS

Temporary Hit Points:

2 LEVEL **d6+2** DIE **USED**

25 ft ENCUMBERED

25 ft SPEED

2 SUCCESSES

0 FAILURES

DEATH SAVES

HIT DICE

SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Arcane Recovery (1 level of spell slots)	1	LR	

AC 10

DESCRIPTION

Armor **Unarmored**

Shield

2 Dex Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

12 ABILITY SAVE DC **INTELLIGENCE**

PROFICIENCIES

ARMOR Light Medium Heavy Shields

WEAPONS Simple Martial Other Weapons:

Battleaxe, Dagger, Dart, Handaxe, Light Crossbow, Light Hammer, Quarterstaff

LANGUAGES **Common**

Dwarvish

+2 from Sage

TOOLS & OTHERS smith, brewer, or mason tools

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

10 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Quarterstaff	✓	Str	Melee	+1	1d6-1	Bludgeoning
Versatile (1d8)						

CHARACTER NAME

1ST LEVEL 2ND LEVEL 3RD LEVEL 4TH LEVEL 5TH LEVEL 6TH LEVEL 7TH LEVEL 8TH LEVEL 9TH LEVEL

SPELL SLOTS

EVOKER SPELLS

Intelligence
SPELLCASTING ABILITY

4
TO PREPARE

+4
ATTACK MODIFIER

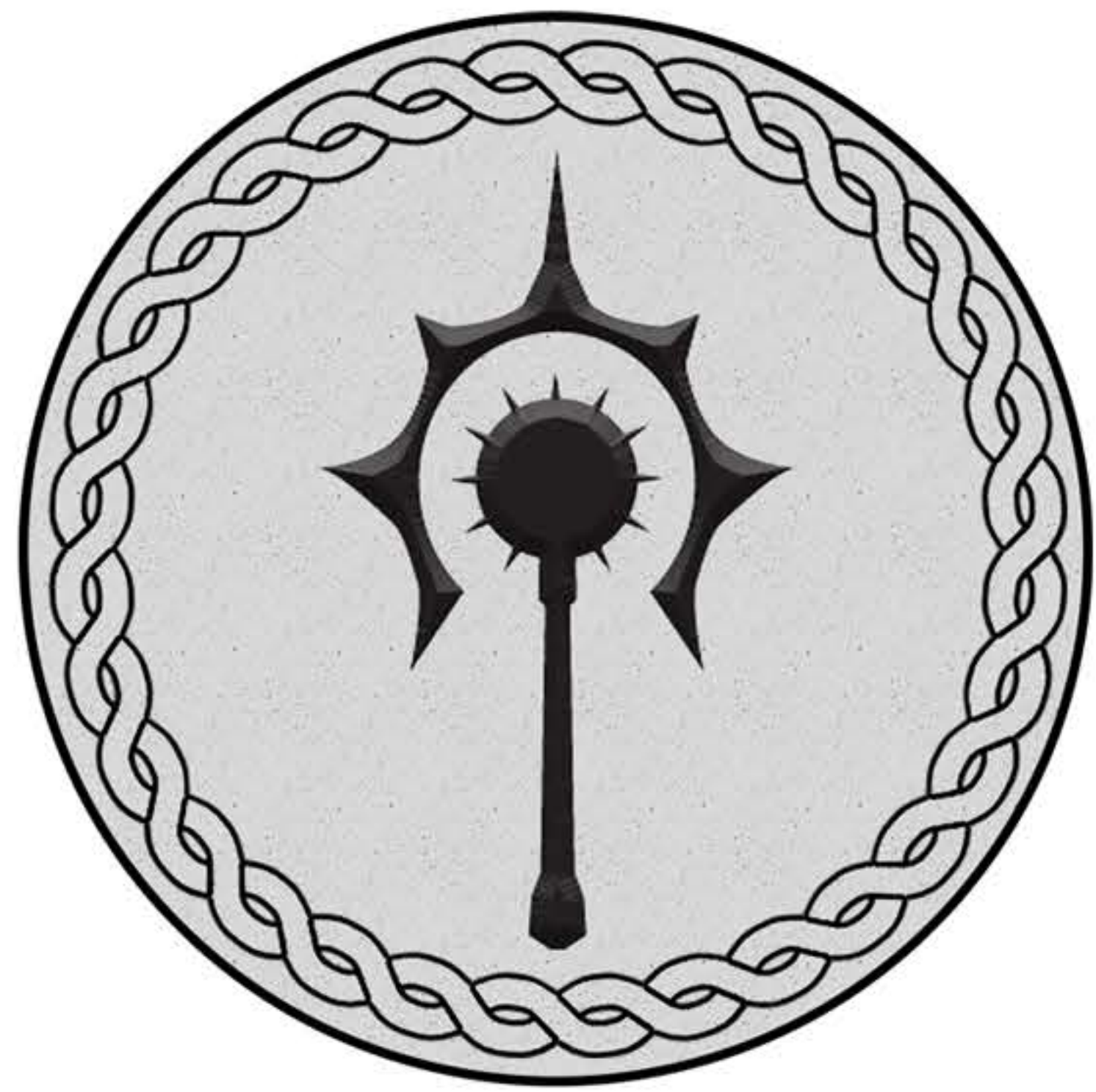
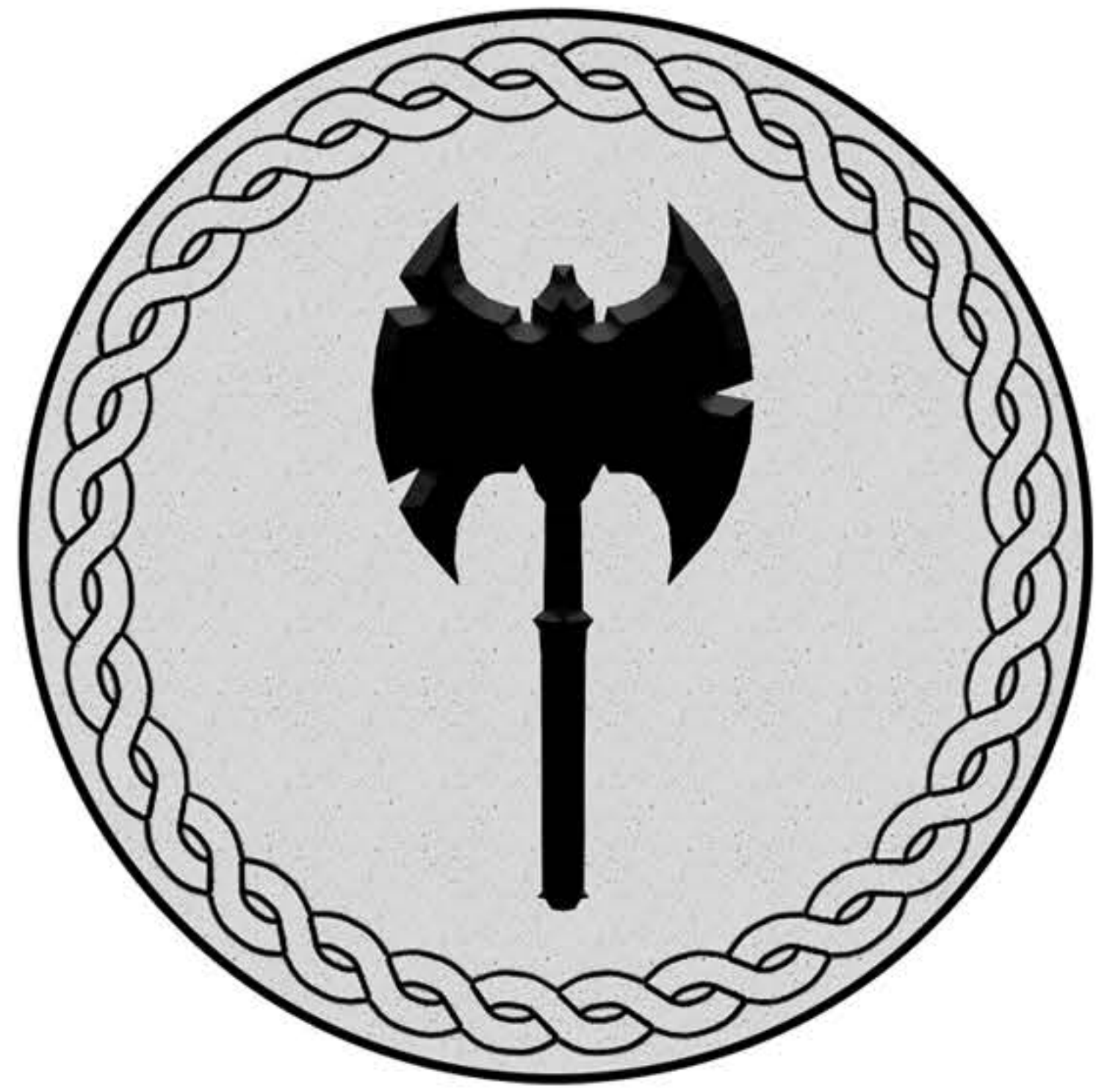
DC 12
SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book	—	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
<input checked="" type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input checked="" type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input checked="" type="checkbox"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	—	Ench	1 a	90 ft	V,S,M	1 min	P	276



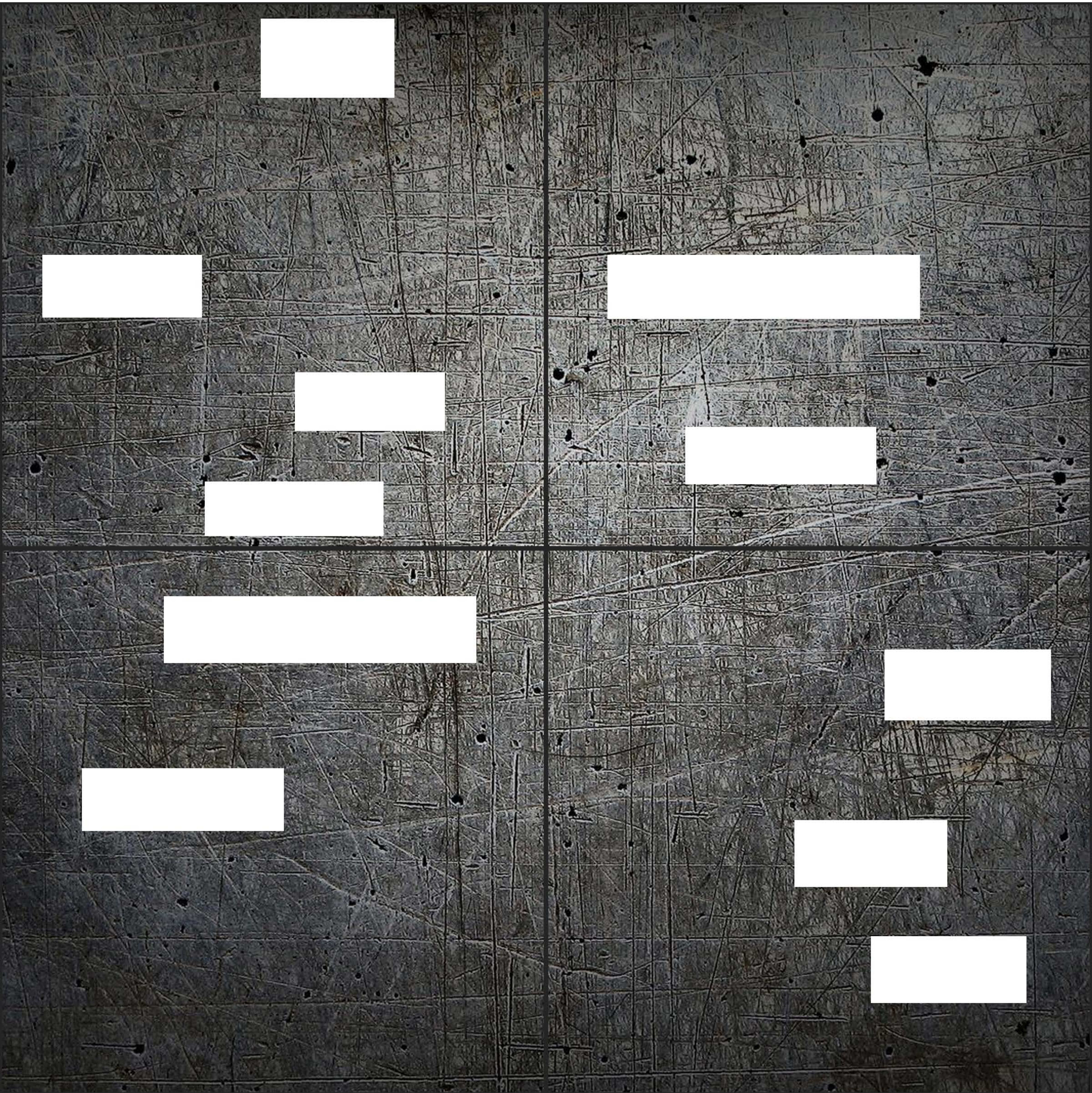
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+ ≡ ||| ≡ + N O S C ≡

AFTER THE FUNERAL MULE PRAISES
BRAYS WINDSHAKE OF SAILSHAPED EARS
MUFFLE-TOED TAP TAP HAPPILY OF ONE
PEG IN THE THICK GRAVE'S FOOT AND
NECK BLINDLY DOWN THE STATUE LIDS
THE TEETH IN BLACK THE SPITTLED
EYES SALT LACE PONDS IN THE SLEEVES
MORNING SMACK OF THE HEART SPADE
THAT WAKES UP SLEEP SHAKES A DESO-
LATE BOY WHO SLITS HIS THROAT QUICK
IN THE ORDER OF THE COFFIN AND
SHEDS DRY LEAVES THAT BREAKS FROM
ONE BONE TO LIGHT WITH A JUDGMENT
COMES CLOUT AFTER THE FEAST OF
TEAR-STUFFED TIME AND YOUR
THISTLES IN A ROOM WITH A STUFFED
FOX AND A STALE FERN I STAND PATH
FOR THIS MEMORIAL'S SAKE ALONE

cut out spaces in stone pieces.
there are 4 pieces.



THE

NECK

THE STATUE

LACE

HEART

WAKES

THE ORDER

FROM

COMES

YOUR

PATH



