



RETURN TO THE GHOST TOWER OF INVERNESS

This is a familiar scene. Shackled. Bound. The same faces surround you as the last time you were in this dark, dank cell. Your friends, your party members. You've been told that your actions have led to death and destruction near and far, but you were only doing what was demanded of you from those who hold you captive again now. A looming figure goes over your crimes and holds out a glowing gemstone, offering a trade for your lives. "You must undo what you have done and put this back," he whispers. "You must return to the Ghost Tower."

A Four-Hour Competitive Adventure

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ADVENTURE PRIMER

Return to The Ghost Tower of Inverness is a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. Although this is a sequel to the AD&D adventure, *The Ghost Tower of Inverness*, previous play of that module is not a pre-requisite to this adventure.

This adventure is designed specifically for the six 9th-level pregenerated characters included within. Once begun, the teams of players will have 3 ½ hours to complete it.

NOTE ON SPELL COMPONENTS

If one or more of the casters has a spell that requires a material component with a gold piece value, they are considered to have enough of that component to cast the spell a number of times as shown below.

- 1st Level Spell (5 times)
- 2nd Level Spell (4 times)
- 3rd Level Spell (3 times)
- 4th Level Spell (2 times)
- 5th Level Spell (1 time)

ADVENTURE BACKGROUND

The Ghost Tower is a magically bound dungeon that is hidden in time, the construct of the evil wizard, Galap-Dreidel. The characters of this adventure have all (except for our bard, Phineas) been to the Ghost Tower years ago, on a command quest to steal the **Soul Gem**, the prized possession of the fabled wizard, locked in the tower's top floor. With the exception of Li Hon, each of these characters is a criminal for which the original quest represented redemption to the authorities whom they originally offended.

Unbeknownst to our heroes, since completing that task and delivering the Soul Gem to Justinian Lorinar, Duke of Urnst, it has brought death and doom to the entire realm. The governing council, insistent on not taking the blame for the devastation, have turned back to the heroes for help once again.

ADVENTURE OVERVIEW

Return to The Ghost Tower of Inverness is a puzzle and trap heavy adventure with hinting systems built into the normal gameplay. Each puzzle encounter has linked combat in case a solution is not found.

The adventure is broken down into 3 parts:

Part 1. The characters are introduced to the history of the Soul Gem, given their task, and set upon the **Tower Keep**.

Part 2. The characters must figure out how to enter the keep and discover the missing pieces to access the **Ghost Tower**.

Part 3. The meat of the adventure begins when the Ghost Tower materializes. A 6-level dungeon with themes of the four cardinal elements, each floor will present a new challenge for the heroes to solve and overcome, commencing with the return of the Soul Gem (which is hopefully still intact).

ADVENTURE HOOK

Unlike a typical D&D adventure, where the ways that any given character gets involved are many and varied, in this competitive event there is but a single hook. The pregenerated characters, created specifically for this adventure, are established as invested in the outcome, and so players don't get to opt out, unless they simply don't want to play in the event, in which case, why are they at your table to begin with?

Once the characters are passed out to the players and they've had a few minutes to decide who is playing what and to review their character sheets, the head Dungeon Master may proceed.

This first section is meant to be enacted before the entire assemblage by a group of Dungeon Masters. As such, it is written as a script with boxed text to be read by the head Dungeon Master of the event. The head DM should begin by identifying each of the characters participating in the introduction. One possible method is for each of them to where a sign with their respective names given in very large letters.

This is a familiar scene. Too familiar. You walk down a torch-lit corridor, and you can't help but feel a sense of déjà vu. Shackled. Bound. As you look around, you see the same faces surround you as the last time you found yourselves arrested for no reason you could imagine. This time, however, there is one stranger in the group, who has no idea how he has gotten himself into this mess. For five of you however, you recall a similar scene...

Across the chamber sat Duke Justinian Lorinar of Urnst. To his right, partially shrouded in shadow was his advisor, the mysterious magician known only as the Seer.

A smile crept across the Duke's face as he spoke to your small band, "I imagine you are wondering why you have been brought to appear before me today. Most of you have been convicted of crimes for which you should spend the greater part of your lives in my dungeons."

"Hodar... you dared to defy a royal order and continued to dabble in sorceries which I had forbidden to all the people of my realm."

"I should have thought that a warrior of your caliber, Lembu, would have known better than to slay a captain of the guard in a bar room fight. Never mind the eleven guards you killed while resisting arrest."

"Zinethar... your wisdom must have left you when you decided to lead that ill-fated Temple Coalition revolt these three months past."

"And you, Discinque, your rash daring, and bravado is really to be marveled at. One has to wonder where you would be now if not for that broken cornice which caused you to fall... with the Crown Jewels in hand... on top of sergeant Norlik and his men while they were out on patrol."

"Of all you five, Li Hon is the only one here who should not spend the rest of her life in prison for some crime. I am deeply honored, Li Hon, that your monastery saw fit to offer your services to me as payment of this year's taxes."

The shadowed figure of the Seer stepped forward to address you, "It is fortunate for all of you that the Duke is both a wise and merciful ruler. He is willing to make you a most generous offer. Discinque, Hodar, Lembu, and Zinethar, you shall be granted amnesty, and Li Hon, you shall be freed from your bond of service if the five of you can perform but one small task for his majesty."

GUARD: "Eyes forward, and keep quiet! You are being brought before the governing council, and you'd best agree to their demands."

Before long, a large and ornate door opens before you, showcasing a beautiful room full of hushed spectators behind perfectly lined soldiers, forming a pathway to a surprisingly empty gilded throne, flanked by three councilmembers on each side.

THE SEER: "I imagine you are wondering why you have been brought before us today."

ZINETHAR: "Not this again."

[Zinethar mumbles under his breath, glancing at the others. The cleric realizes that he has spoken out of

place, and humbly commits to the eerie quietness of the room.]

HODAR [boldly]: "What's this all about? We've done our duty. We've paid our price to these lands. You cannot hold us for no reason!"

THE SEER: "No reason!?!"

[A deep voice from behind the throne booms towards the group. Out of the shadows, the Seer appears, wearing deep blue robes and a bitter expression.]

"No reason, he says!"

[Facing the audience of distraught townsfolk.]

"This Wizard Hodar is obviously not as wise as he seems! Our esteemed Duke is clutching to life, and you say we have no reason? The farmlands are dying, the rivers are bare, and madness has swept the lands. All we have seen is death and destruction...because of your actions. That is our reason."

[Zinethar steps forward, this time with a confident and open address to the court.]

ZINETHAR: "Sir, if you may, we do not understand. Hodar speaks what we know as truth. We were commanded a task in exchange for our freedom, which we won rightly by our successful mission. I aim to do right by these lands and its people, so please tell us what we have done to deserve these chains and your ire."

[The councilmembers whisper to each other, glancing at the group but saying nothing.]

PHINEAS: "Your Honor, if I may please..."

[he trails off, spinning to the rest of the group and then back again]

"I don't know of these crimes of which you speak. I believe you may have confused me with another. I have only just come to these parts, you see -"

[Interrupting, one of the councilmembers stands up.]

COUNCILOR REYNARD: "Oh Phineas, I know exactly who you are. I see your type all the time. If you live as a charlatan, know that your lies will eventually betray you. Bragging that you were the

one to steal the Soul Gem in order to swindle Lady Odelina was the biggest mistake you've ever made. Our officers may have arrested you accidentally, but you will pay a price nonetheless. Besides, we need all the help we can get.

Hodar, Zinethar, you are correct to be confused. You did prove yourselves to be honorable and did earn your freedom. Li Hon and Lembu, your services in combat were invaluable to us in our time of need, and Discinque, your skills in thievery were only ever noble in your recovery of the item requested of you all."

THE SEER: "That is enough, Councilor Reynard!"

[He holds up a scroll and reads aloud]

"It is hereby decreed that the defendants are guilty of unleashing a scourge upon the world by bringing an accursed artifact to this realm. The penalty of such crimes is death by beheading, unless the perpetrators agree to cure the misdeed and find a way to lift the curse."

[He turns back to the group, awaiting a response.]

LI HON: "I don't understand, we were ordered to find and steal the gem. What is it that you are asking us to do now?"

[Lembu steps towards the council enthusiastically.]

LEMBU: "Why don't we destroy it? We can smash it into millions of pieces!"

THE SEER [grimly]: "I have researched this option, but destroying it will destroy us all."

[Holding out a glowing gemstone, whispers...]

"If you want your freedom and your lives, you must undo what you have done and put back the Soulgem. You must return to the GHOST TOWER of INVERNESS."

PART 1. RUINS OF THE TOWER

You are escorted to a clearing by the same guards who kept you captive. The guards hand Li Hon an amulet with a single large crystal, "I've been told you're still attuned to this item. Like before, when you press the central crystal and concentrate, it's magic will whisk you and any living allies back to this place. As far as we know, it is the only way for everyone to leave the Ghost Tower. It is also my understanding that the amulet will only be activated when the Ghost Tower can no longer be summoned."

The guard also hands Li Hon a scrap of paper torn from a page of the Lost Journal of Duke Lorinar. Give the players **Player Handout 1** the text of which is reproduced here for your benefit.

PLAYER HANDOUT 1: JOURNAL SCRAP

All magical analysis of the gem shows that destroying the gem will unleash millions of souls, who will kill every living creature on this plane of existence. Thinking that the power of the Soul Gem could be harnessed was folly. The only way to end the destruction and demise of all who have encountered the eldritch gem is to return it to its home in the tower lost in time and seal it up forever.

Above the clearing where the council guards left your party, the mists enshroud a hilltop vestige of Inverness. As you make your way up the pathway toward the ruins, you eye a single lonely tower on one corner of a rubble-strewn crater, where once there were four. The absence of the Soul Gem has affected the magic placed upon this keep, and you wonder what else has changed about this wretched place.

The sun dips below the horizon as you approach, and you know that you have but a single night to reveal the ghost tower and complete your task.

The tower has one obvious entrance on the west side approximately 60 feet up. This doorway was once accessible by climbing steps from within the keep's walls. These are now nothing but rubble.

A successful DC 15 Intelligence (Investigation) check, turns up a metal door having no lock or handle, at the base of the tower. At first glance it looks simply like a part of the stone wall was replaced with iron. It can only be opened using the key found in the chamber through the door above, though it is icy cold to touch from outside.

A successful DC 15 Strength (Athletics) check is sufficient to climb the side of the tower to the open door as there are a few holes at various

heights trailing up the tower. Alternatively, the party may construct makeshift steps from the rubble, but this takes time.

Once the party reaches the open doorway, they find themselves in a damp and moldy stone foyer, which has been open to the elements for far too long. Inside this chamber are a functional set of stone steps leading up to the UPPER FLOOR. In the rear of the chamber is a rusted iron door that leads to the LOWER FLOOR.

SCORING

- +10 to Team score for successfully entering the Keep Tower without attempting to break down the door or construct steps from the rubble.
- +5 to Team score for any other successful entry.

UPPER FLOOR

Chamber Area: 60 ft. diameter

Lighting: Dim to none

You look beyond the arched doorway of the Upper Floor of the Keep Tower to find what looks like an old guard station. A round, wooden table with a chair that has been knocked over sits on the far-left side of the room, which has been left to dirt and decay. A door on the other side of the chamber appears to be locked with a heavy chain.

Upon investigation of the table, party members will find a piece of parchment, held in place by an odd-looking paperweight. Give the players **Player Handout 2** the text of which is reproduced here for your benefit. All but Phineas recognize this as the original key that revealed and opened the ghost tower the first time they were here. The chained door leads to the Lower Floor.

PLAYER HANDOUT 2: PARCHMENT

"The key is the key, the key is the lock. Beware the temptation of the precious and powerful."

The key is a square shape, with a square hole in the center and is made from a strange metal. It is smoother than glass, harder than steel, and treated as magical adamantite (AC 26, 20 Hit Points). The detects as magical when *detect magic* is cast. A successful DC 20 Intelligence (Arcana) check alongside the *detect magic* spell reveals that another object in the vicinity calls to the key. A successful DC 25 Intelligence (Arcana) check reveals the magic to be evil in nature. Casting *detect evil and good* also reveals that the object has been desecrated. The key must be taken to the

new door, revealed in the section, *Courtyard Rubble*.

TAKING NOTES?

At this point and until the end of the adventure, any player who does not write down or naturally remember clues given to them throughout the adventure must make a DC 15 Intelligence check to remember a specific clue. Any item that a character can take with them can always be referenced to remember. As an impartial arbiter, you are **NOT** to remind them to do these things.

LOWER FLOOR

Chamber Area: 60 ft. diameter

Lighting: Complete darkness

The door leading to the Lower Floor of the Keep Tower is locked with heavy chain and rusted shut. Due to the decay of the keep, there has been no safeguard against the years of rains and other environmental attacks on this once grand fortress.

The door is rusted closed, though a successful DC 25 Intelligence (Investigation) check reveals that the metal around the edges of the door is sealed with a thin line of wax that is heavily laden with flecks of silver. Any character trained in Religion that makes a successful DC 15 Intelligence (Religion) check knows this means that undead are held at bay behind this door.

If a character makes a successful DC 25 Dexterity (Thieves' Tools) check or a successful DC 25 Strength (Athletics) check to either pick the lock or break down the door, the party finds darkened stairs that spiral down to what appears to be an empty room.

A moment after the door is opened however, three **wraiths** emerge from the chamber to attack the adventurers. Once the wraiths are disposed of, investigation of the room shows that this was once an old library. There are a few books left on rotted wooden shelves, but they are too fragile and bleached by time to be legible and disintegrate to dust when handled. Carved into the wall is a cautionary phrase: "Wise men remember wisdom granted by strangers."

The metal door visible from the outside of the Keep is accessible here, and it can be easily opened from the inside to lead back out to the *Courtyard Rubble*.

COURTYARD RUBBLE

Courtyard Area: 300 ft. by 600 ft.

Crater Area: 200 ft. diameter (approx.)

Lighting: Dusk

The Courtyard is filled with enormous piles of rubble surrounding a crater, a reminder of a time when a great tower stood in this spot. Many of the larger stones have visible carvings of runes. A few barren trees rattle in the breeze that sweeps through the courtyard, while vines creep randomly through the ruins.

At the center of the rubble, in the bottom of the 20-foot deep crater, there is a 20-foot diameter circle of eight perfectly formed, polished stones protruding from the silvery, sandy earth, contrasting the roughly worked material of the Keep.

The stone circle is the last remaining portal to the Ghost Tower, and it is magically guarded. (**Visual Aid #1**) Each time a creature steps within the circle (onto the sand) it sets off a magic trap that inflicts 5d8 electricity damage. A successful DC 15 Dexterity saving throw reduces this to half damage. The trap will also trigger if one of the stones is turned or shifted. Doing this requires a successful DC 15 Strength (Athletics) check.

A successful DC 15 Intelligence (Investigation) check reveals several magical symbols on the larger blocks (**Visual Aid #1b**). Additionally, once a character has set off this trap once, those trained are allowed a single DC 15 Intelligence (Arcana) check. Success indicates that one of the magical symbols, if drawn in the sand, will short out the trap. Failure draws forth no such conclusion, and setting off the trap for the third time, summons two **air elemental myrmidons**. Destroying these creatures deactivates the trap and satisfies the requirements of the puzzle.

PUZZLE

Players must identify the only symbol that when drawn in the sand, would touch all eight stones. Since the characters may not enter the circle, they must work together to draw all the lines from outside the circle, using whatever resources they can find. The branches of the trees are long and can be cut down to use as a drawing tool, and various weapons and gear can be modified to complete the task.

If an incorrect symbol is drawn, each creature within 20 feet of the stones (outside the circle) take 3d8 lightning damage. A successful DC 15

Dexterity saving throw reduces this damage by half.

Once the correct symbol is drawn, the ground begins to shake, as a marble platform emerges from under the ground, shaking the sand off to reveal a clean surface with a disc of smooth blue-gray metal with a semi-square channel cut into the surface. The party may now enter the circle without setting off the trap, and the Key will fit into the indentation perfectly.

SCORING

- +10 for defeating the wraiths
- +10 to Team score when the puzzle is solved
- +5 to Team score when the air elemental myrmidons are defeated instead of solving the puzzle.

PART 2. THE GHOST TOWER

Moving upward through the Ghost Tower, the players will discover five levels, one for each of the four elements (Earth, Air, Fire, and Water) and the Jewel Room, where the Soul Gem needs to be re-housed. This set-up is like the one in the original adventure, *The Ghost Tower of Inverness*, but everything about the levels is different. If players are familiar with the original adventure, this can be both advantageous and detrimental, depending on assumptions made.

Colors swirl before your eyes, and those of you who have been here before, know that the queasy feeling in your stomach is about to arrive. Everything seems to be spinning, and as you look around you notice that you're in a large chamber. You recognize it as the base of the Ghost Tower, and you feel as though you've been here all along.

INNER CHAMBER

Chamber Area: 40 ft. by 40 ft.

Lighting: Magic light/Unknown source

The characters will innately understand they are back in the past, when once the mighty tower stood tall. All players must make a DC 15 Constitution saving throw. Failure indicates the character in question is ill, suffering from disadvantage on attack rolls and ability checks while in the room. Additionally, PHINEAS is at disadvantage on the saving throw, since he has not experienced this feeling before.

Looking around the room, the players will discover a puzzle they must unlock to gain access to the first level of the tower.

PUZZLE

In the center of the room, a beautiful stone statue of a sleeping hieracosphinx rests upon a gilded base, inscribed with the following words:

"Air, Earth, Water, and Fire - The first and last give the key you desire. Stand before me, speaketh the answer, and I'll grant you the power to gain entrance at last to the master's tower."

A hieracosphinx has a leonine body and the head and wings of a hawk. Once the rest of the room is investigated, the players will discover four pillars each bearing a magical symbol of one of the elements carved into the top, and an inscription (**Visual Aid #2**). A successful DC 15 Intelligence

(Arcana) check reveals which symbol represents each element, which could be useful later in the Ghost Tower.

(PUZZLE ANSWER – DO NOT READ ALOUD)

Take the first and last letters of every inscription in order of Air, Earth, Fire, and then Water, which spells OPEN EYES. When a character says this aloud, the eyes of the sleeping statue open, and are looking up to a mysterious hole that has appeared above it in the ceiling.

The first time a character stands before the sphinx and speaks aloud an incorrect password or phrase, there is a loud series of clicks as the gilded base opens to unleash three **swarms of cranium rats** upon the adventurers. Defeating the swarms will also cause the statue's eyes to open, revealing the hole above.

Once the hole is open, it can be reached by climbing the statue, which requires no check to accomplish.

DM REFERENCE- VISUAL AID #2 INSCRIPTIONS

- **Air:** Open by stealing that which would stop
- **Earth:** Everyone who sleeps must eventually awaken
- **Water:** Elements in place will end all jeopardy
- **Fire:** Every falsehood hits with truthfulness

PUZZLE HINTING

Any character who is proficient in 3 or more languages can roll a DC 20 Intelligence check to automatically realize that "first and last" refers to each phrase on each of the inscriptions.

SCORING

- +10 to Team score for solving the puzzle.
- +5 to Team score for defeating the swarms rather than solving the puzzle.

THE CHUTE

With the hieracosphinx statue's eyes now open, you follow its gaze up toward the ceiling, where a 5-foot diameter hole appears. The hole looks to be an entry to a long chute, with walls of rough stone.

Made of rough-cut stone, the first 20 feet of the chute are easily climbable with a successful DC 10 Strength (Athletics) check; bronze rungs appear at that point, making the next 50 feet safe to be climbed without a check. These rungs continue to the top, where a new level is discovered.

AIR LEVEL

Level Area: 200 ft. diameter

Lighting: Magic light/Unknown source

You find yourself in the center of a room, surrounded by 8 statues of Sylphs, in a perfect square, facing outward toward the walls. All but one of the statues are blowing a strong gust of air toward the walls, where unlit torches are mounted directly in each of the paths of wind. The single statue that is not blowing wind faces a torch on the wall that is lit. There is a locked door on the East wall.

The eight statues form a square and face the torches that will be immediately extinguished if the statue is “on.” (**Visual Aid #3**). The party must figure out how to turn the statues off and light all the torches.

A successful DC 25 Wisdom (Perception) or Wisdom (Insight) check allows a character to get a hunch that they should obtain the fire from the single lit torch before attempting to solve the puzzle.

If the single torch is blown out before fire is obtained and safely brought to the center of the room, a fire-creating spell or tinderbox can be used to relight the torches.

PUZZLE

When any statue is touched, it and the two adjacent statues switch from blowing air (on) to not blowing air (off) or vice-versa. Players must figure out the pattern to solve the puzzle. **You can use coins to denote if statues are blowing air (heads) or not (tails).**

The puzzle can be solved in 3 moves from the starting setup, if thought out correctly. If players get stuck, they can attempt a DC 15 Intelligence (Investigate) check to remember that the optimal starting position is one statue in the off position in a corner. A successful DC 20 Intelligence (Investigate) check allows a character to realize that this can be done in 3 moves. Do not tell them what those moves are however.

When all torches are lit, the door to the East unlocks, revealing circular stairs that lead up to the next level.

If the characters make 5 or more moves without achieving success, four of the statues transform into living **sylphs** and attack.

SCORING

- +25 to the Team score if the puzzle is solved in 3 moves
- +15 if solved in 4 or more moves.
- +10 if fire obtained from lit torch before attempting to solve this puzzle
- +10 if the sylphs attack and are defeated.
- -5 to the Team score if the torches are lit by any source besides the original torch.
- -10 to the Team score if the puzzle is brute forced by party members using anything to block the wind (ie. their bodies) to light the torches.

STAIRS TO THE EARTH LEVEL

There is a wrought iron interior circular staircase that wraps along the inside wall of the tower. You cannot see beyond the Northeast corner of the room you just exited.

As the adventurers traverse this staircase, a dozen steps before reaching the top they happen upon a dagger with a long, blackened curved blade. Though blackened, the blade shimmers with an ebon iridescence and inscribed into its pommel in Dwarvish are runes that translate to “Black Tooth, Beware”. Black Tooth is a cursed *dagger of venom* (see below).

BLACK TOOTH

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

SPECIAL NOTE (DM's EYES ONLY)

The above is revealed when identify is cast upon this weapon. Identify won't reveal the curse however. Once the poison has been activated, a successful attack also bites the wielder for half the damage and forces them to make the same saving throw against poison, with the same potential effect, as the creature they attacked.

EARTH LEVEL

Level Area: 180 ft. diameter

Lighting: Magic light/Unknown source

The staircase leads up to a large forest thicket, flanking a small winding path through the dense trees and underbrush. Beneath your feet, you feel the softness of supple earth, brown and moist in a stark contrast to the hard, cold stone of the rest of the tower. The trees climb 20 feet above you, providing a lush canopy against the bright sky-like ceiling. The path through the forest is well-lit by the gaps in the treetops, gently swaying in the warm breeze.

The trees in the room are easily climbable, but the thick canopy at various heights prevents characters from gaining any advantageous views. The forest is extremely dense, so all movement through it is slowed to half speed. The ground is overgrown with roots and thorny brush; all characters who attempt to move along the ground must make a successful DC 15 Dexterity saving throw or be subject to 2d4 piercing damage for every 5 feet traveled. Characters that succeed at a DC 15 Wisdom (Perception) check, identify the terrain as hazardous before entering. Any path taken leads to a 20-foot by 20-foot clearing in the center of the room.

THE GOLEM

You make your way to a 20-foot by 20-foot clearing. Behind the edge of a small garden of roses, you can see someone with their back toward you, but you can't make out their details. They are very still and focused on the garden, not seeming to notice you. There are other paths leading away from the clearing to the West and South.

If a character decides to attack or approach the figure, they soon notice that it appears to be a stone statue of a Su-Monster. Upon further exploration of the clearing, several more statues will be noticed. As each character looks at the statues, they are individually discovered: a Pteranodon, a Troll, three Humans, and a hulking mass of stone in the rough shape of a humanoid, nearly as large as a Giant.

Once the Monster is discovered, it is revealed that this is no ordinary statue and is instead – a **Stone Golem!** The character who discovered the Golem must immediately make a DC 17 saving throw against a Slow attack, and from then on, each party member must do the same if they enter

within a 10-foot radius around the golem. The golem will pursue every party member until it is dead, but it cannot leave this level.

There is treasure hidden in the rose garden. Any character searching the garden (unless specifically stated that they are avoiding thorns) must make a successful DC 18 Constitution saving throw against poison; if failed, the character falls into an enchanted sleep for 2d6 minutes. Simple shaking will not rouse the character, but any spell that removes the poisoned condition (such as *lesser restoration*), will.

A successful DC 20 Intelligence (Investigation) check made while searching the garden, turns up a beautiful longsword bearing a pale blue steel blade and a hilt carved from fang of an ancient white dragon. The name *Frostbite* is etched artfully into the scabbard in Draconic. *Frostbite* is a special cursed *frost brand*.

FROSTBITE

Weapon (*longsword*), very rare (*requires attunement*)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

SPECIAL NOTE (DM's EYES ONLY)

The above is revealed when identify is cast upon this weapon. Identify won't reveal the curse however. If taken into an area of extreme heat (such as the Fire Level of this adventure), Frostbite tends to overcompensate, putting out such extreme cold that at the beginning of each round it is wielded in combat, the wielder is required to make a successful DC 17 Constitution saving throw or be affected that round as if by a *slow* spell.

If the party chooses to go explore the path to the West, a chest filled with 2 vials of antitoxin, 2 *potions of healing*, and 2 flasks of alchemist's fire. When the party explores the path to the South, they find an ivy-covered door, leading the stairs to the next level.

SCORING

- +15 to Team score if the Golem is defeated

STAIRS TO THE WATER LEVEL

As you exit the Earth level, you begin to climb another wrought iron staircase that wraps along the inside wall of the tower. You cannot see beyond the Northeast corner of the room you just exited.

WATER LEVEL

Level Area: 160 ft. diameter

Lighting: Magic light/Unknown source

You open a brass door with a spinning wheel lock. The crisp air that escapes the empty chamber before you a relief from the humidity of the previous room. There are eight 10-foot wide ledges that jut out about 5 feet, circling the chamber walls about 15 feet up. Eight stone mermaids are carved into the 25-foot ceiling. There is a square brass pillar in the center of the room.

Once the party is completely inside the chamber, the door slams shut behind them and locks. As this happens, the mermaids above start pouring water into the room from their open mouths, which are water spouts. The water fills the room at half a foot per round.

Upon investigation of the pillar, the party learns that it is about 3 ½ feet high, with a 4 by 4 grid etched into the surface (**Visual Aid #4**). There are tiles with symbols stuck in five of the grid spaces, and there are 14 loose tiles with similar symbols next to the grid.

PUZZLE

Players must figure out that proper placement of all tiles will stop the flow of water. The 16 tiles must be placed so that no two identical symbols are in the same row or column. As each water symbol is placed correctly, one of the mermaid spouts closes. Once all tiles are placed, the water will drain out of the room and a door to the West appears.

Once the water reaches 4 feet in depth, two **giant eels** emerge through the spouts. Once the water reaches a depth larger than the height of a character, that character is considered as fighting underwater.

UNDERWATER COMBAT

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

If the eels are defeated, the water will drain out of the room and a door to the West will appear.

STAIRS TO THE FIRE LEVEL

As you exit the Water level, more steps appear. You are wet but oddly not cold, and you begin to feel warmer and warmer as you continue towards the next level.

The stairs wind clockwise around the Water Level chamber and continue upwards until they reach a large, open doorway.

SCORING

- +20 to Team score if the puzzle is solved before the eels can emerge.
- +15 to Team score if the puzzle is solved after the eels emerge.
- +10 to Team score if the eels are defeated instead of solving the puzzle.

FIRE LEVEL

Level Area: 140 ft. diameter

Lighting: Everything is burning or burnt

The steps lead to a stone entryway at the North side of the new room, and extends about 25 feet. It looks like there used to be a narrow pathway to the South side of the room, but what was once there has sunk into the enormous sea of fire before you. The lava-filled room has various lit patches, with flames forming a thin overlay to the molten magma below. You can still make out six 20-foot wide segments of the path, just under the flames. You can see a doorway high on the wall on the South side of the 160-foot wide chamber. The room is smoky and unbearably hot, and breathing is difficult. To your right, there is a stone statue of a Red Dragon holding a scroll. To your left, there is a stone statue of a red dragon holding a tray of six stones.

The sea is molten lava and will instantly burn flesh (through all clothing) and whoever touches it or falls in will take 6d10 points of fire damage for each round of contact (no saving throw). The depth of the “sea” is 5 feet. It will also ignite any inflammable item that touches the surface. Any nonmagical item falling in is destroyed.

Upon investigation of the right dragon, the party will discover a Draconic inscription on the scroll that reads:

Choose thy word with utmost care
Each letter at home will raise a stair
True letters, false place gain glowing fire
Seven guesses bring a fate most dire

Upon investigation of the left dragon, the party will discover a slate tray with six flat square stones and a piece of charcoal (**Visual Aid #5**). This statue can magically detect any word written across the tiles and evaluate the guess for accuracy. A successful DC15 Intelligence (Arcana) check will inform the character that the statue is magical.

PUZZLE

The players must figure out that they must guess a six-letter word, which is ENGULF. The puzzle begins when the first word is written down. Each time one of the letters that appears in ENGULF is guessed out of place, that letter will begin to glow in flames. Letters that do not appear in ENGULF

stay dormant. Any letter that is correctly in place magically carves itself into the stone, and the corresponding stone rises out of the sea of fire.

After about 20 seconds, all the letters that are not carved (fully correct) will disappear, leaving the stones blank for a new guess. For each completely incorrect letter, the character that wrote the word takes 1 point of damage (if players keep track of all letters guessed, this will equal a maximum of 20 points of damage dealt).

If the puzzle is solved successfully, all stairs will emerge from the sea of fire. However, to successfully traverse these, each character must succeed at seven separate DC 10 Dexterity (Acrobatics) checks in order to jump from stair section to section.

Once seven words are guessed incorrectly, a **young adult red dragon** emerges from under the lava to challenge the party. It will first mock the party for being unable to solve its puzzle, giving the party a chance to either negotiate or attack. If defeated, the dragon falls back into the lava onto the sunken pathway, forming a surface on which the party can reach the South door. Upon a successful negotiation (or bribe), the dragon will carry the party to the door. A smoothly crafted deal or convincing will require a DC 20 Charisma (Persuasion) check. Acceptable bribes must equal one piece of treasure, rare item, or something to eat per character that needs to be carried.

SCORING

- +30 points to Team score for beating the puzzle
- +10 points to Team score for alternatively besting the red dragon

STAIRS TO THE JEWEL ROOM

When you exit the southern door of the Fire level, you see a gem-encrusted golden circular staircase before you, leading up to an opening above the hallway. Rays of light stemming from the opening illuminate the staircase.

These stairs take the party to the Treasure Room. The gems found in the staircase are about 1 inch in diameter and include magically cursed rubies, emeralds, and sapphires. If a party member attempts to pry a gem from the gold, a successful DC 15 Strength check is required, using a dagger or some other appropriately strong and sharp instrument (i.e. thieves' tools won't cut it). If the check is too successful (DC 21+) the gem breaks

from too much pressure, releasing a toxic poison upon the would-be thief.

- **Sapphire** Burnt Othur Fumes
- **Ruby** Essence of Ether
- **Emerald** Malice

GEM POISONS

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

THE JEWEL ROOM

Level Area: 120 ft. diameter

Lighting: Magic light/Unknown source

The Jewel Room is a large circular chamber with a domed ceiling about 50 feet high at its apex. The walls glitter with gold leafing and scattered embedded gemstones. A low hum emanates from the center of the room, where a glowing white circle of runes is carved into the floor. There is a doorway to the North, beyond the floor carving.

The circle of runes creates a force that holds the Soul Gem in place when it is returned. The characters can remember that this is where the Soul Gem once resided: floating mid-air in this force. If a character places the Soul Gem into the circle, it will activate and start glowing with the same bright white light as seen in the runes.

Once activated, the Soul Gem will begin to charge up, and it will attempt to extract the souls of the closest creature to it (likely the one who placed it). That person must succeed at a DC 15 Wisdom saving throw or have their soul extracted. If the save is successful, that player is from then on immune to attacks from the Soul Gem, and it attacks the next player, in order of proximity, on its turn in initiative order once combat begins. Once placed, the Soul Gem cannot be removed again.

If a soul is extracted from a character, it does not immediately get sucked into the Soul Gem, as the gem is weak and not fully powered. The body of the victim will begin to turn white and be reduced in strength as though struck by the spell *ray of enfeeblement*.

The soul, confused and stuck between states, will attack the other characters using the unmodified attributes of its character, starting on their next initiative. When defeated, the soul will permanently return to the character it belongs to (souls can only be extracted once).

After combat begins, if at any time the players all have their souls intact (or are killed), the gem stops glowing and is considered safely in place; the party may leave the room considered a success. If someone attempts to activate the amulet, it will not work – there is still the task of making sure the Ghost Tower cannot be accessed ever again. The party must leave the room through the North door and make the journey down the steep steps back down to the ground floor, remove the Key that activates the tower, and destroy it. If the party has taken the Key with

them, they may destroy it in the Jewel Room without making the journey down.

Once the Key is destroyed, the amulet may be activated. When activated, the character holding the Amulet will teleport back to the Council Courtroom, along with anyone and anything (including all possessions) they touch or touching them.

SCORING

- +100 to Team score for permanently closing the portal
- +10 to Team score for each character to return to the Council Courtroom alive.

COUNCIL COURTROOM

You appear in the Council Courtroom as if no time has passed. All the council guards are in their positions, and the Magistrate utters the last few words of his former speech, "...return to Ghost Tower." Pausing, he looks at you curiously. "Ah, so it is done. I suppose you may go about your day."

APPENDIX. MONSTER/NPC STATISTICS

In Order of Appearance

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, one language of its creator's choice

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiaction. The myrmidon makes three flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Sylph

Medium Fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

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

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The sylph ignores the range restriction on its telepathy when communicating with a creature it has charmed.

Actions

Claw (Fey Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the sylph can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the sylph's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this sylph's Charm for the next 24 hours. The sylph can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The sylph kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Swarm of Cranium Rats

Medium swarm of Tiny beasts, lawful evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: command, comprehend languages, detect thoughts

1/day each: confusion, dominate monster

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 rat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hit points or fewer.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Eel

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Tail Wrap. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the eel can't use its tail on another target.

Young Adult Red Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +5, Cha +9

Skills Persuasion +9, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

PLAYER HANDOUT 1

All magical analysis of the gem shows that destroying the gem will unleash millions of souls, who will kill every living creature on this plane of existence. Thinking that the power of the Soul Gem could be harnessed was folly. The only way to end the destruction and demise of all who have encountered the eldritch gem is to return it to its home in the tower lost in time and seal it up forever.

PLAYER HANDOUT 2



*The key is the key, the key is the lock.
Beware the temptation of the precious and powerful.*

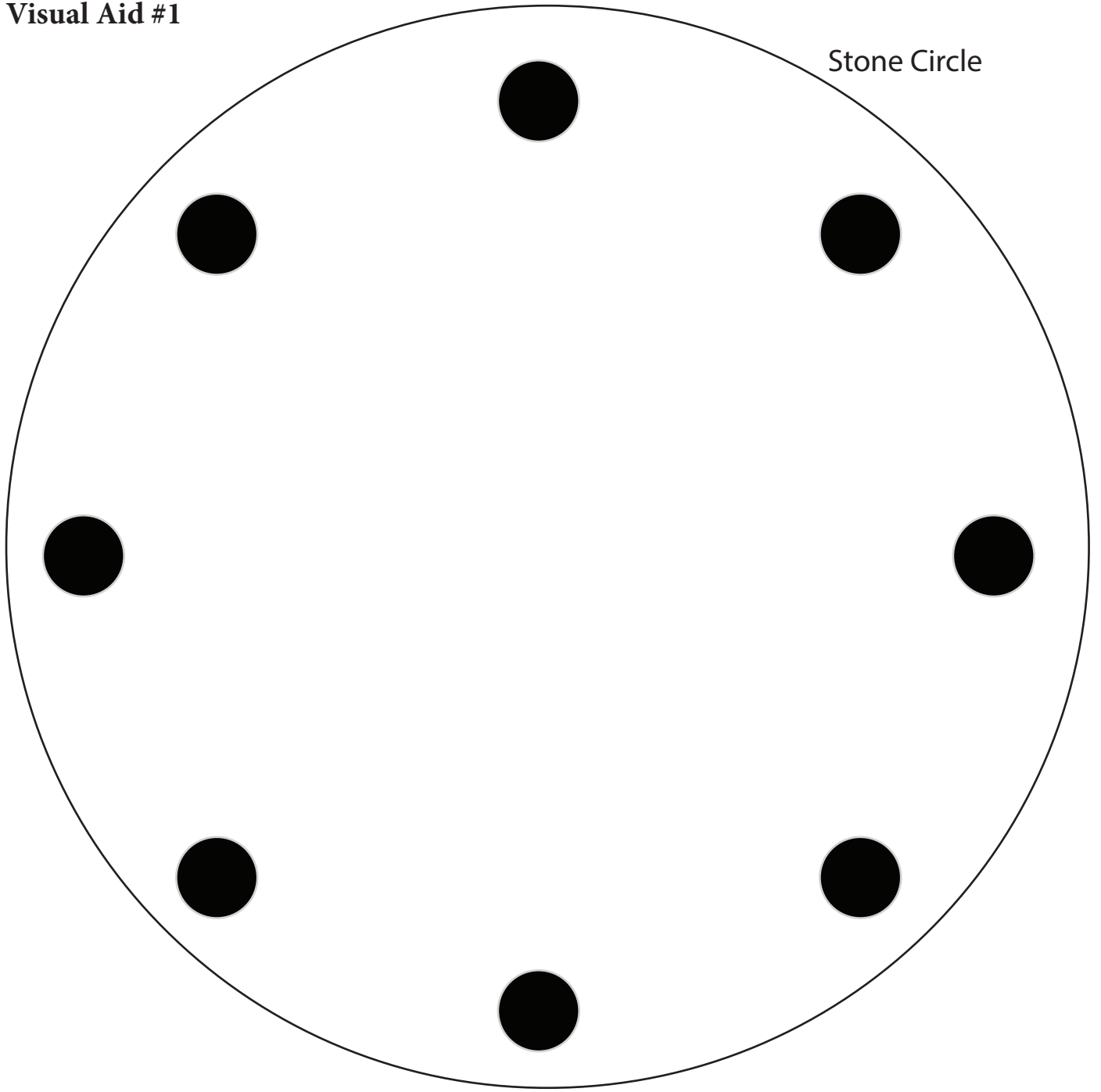
VISUAL AIDS GUIDE

Below are a series of Visual Aids to aid in presenting various puzzles to your players. It is important that you're providing them with their visual aid, and not solution however. To this end, visual aids solutions (when present) are provided after, in their own section.

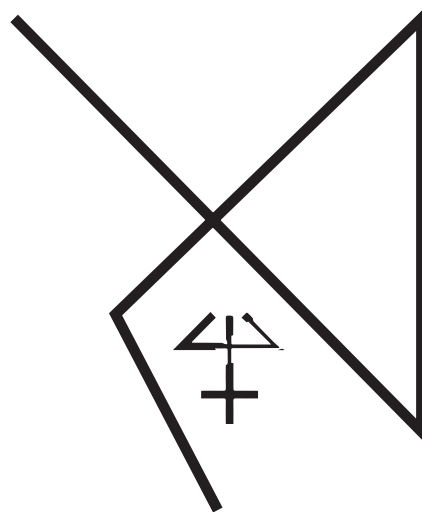
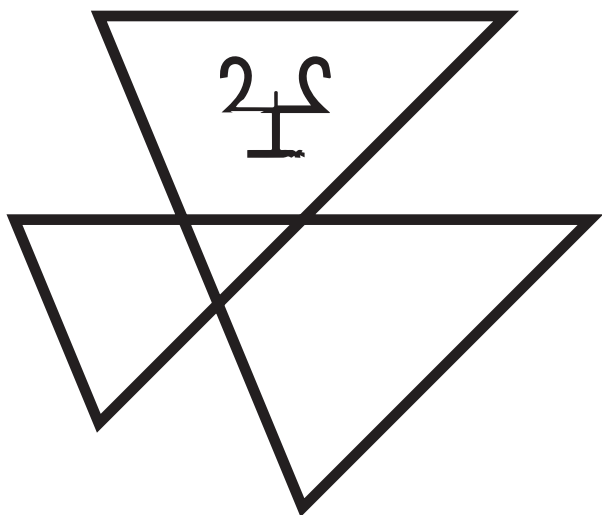
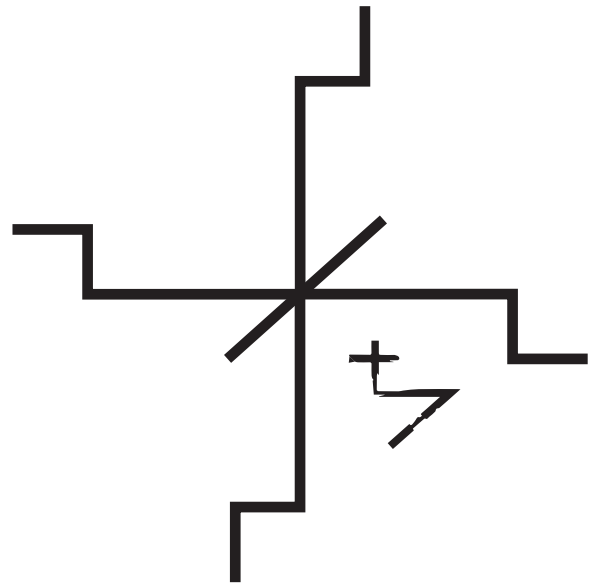
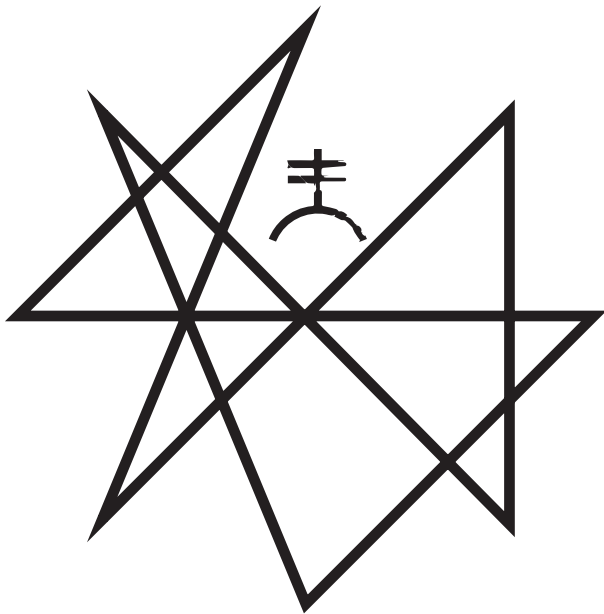
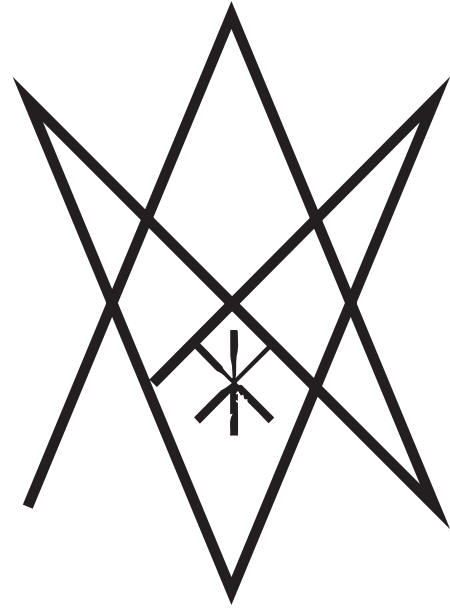
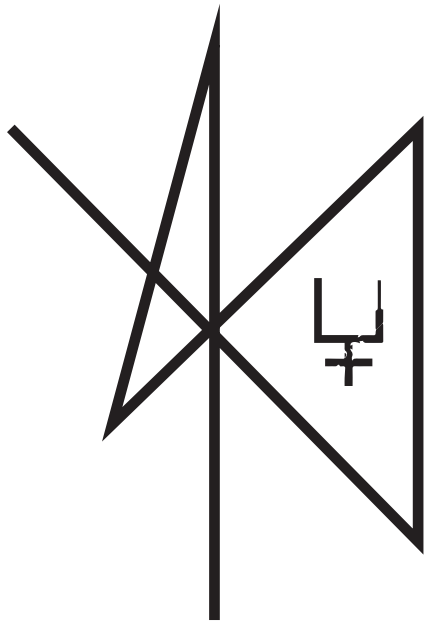
NOTE: The solution for Visual Aid #4 should be printed out twice. Cut the pieces out of one of these, discarding the pieces already present in the player visual aid, so your players have a way of showing you where they think each of these loose tiles goes.

Visual Aid #1

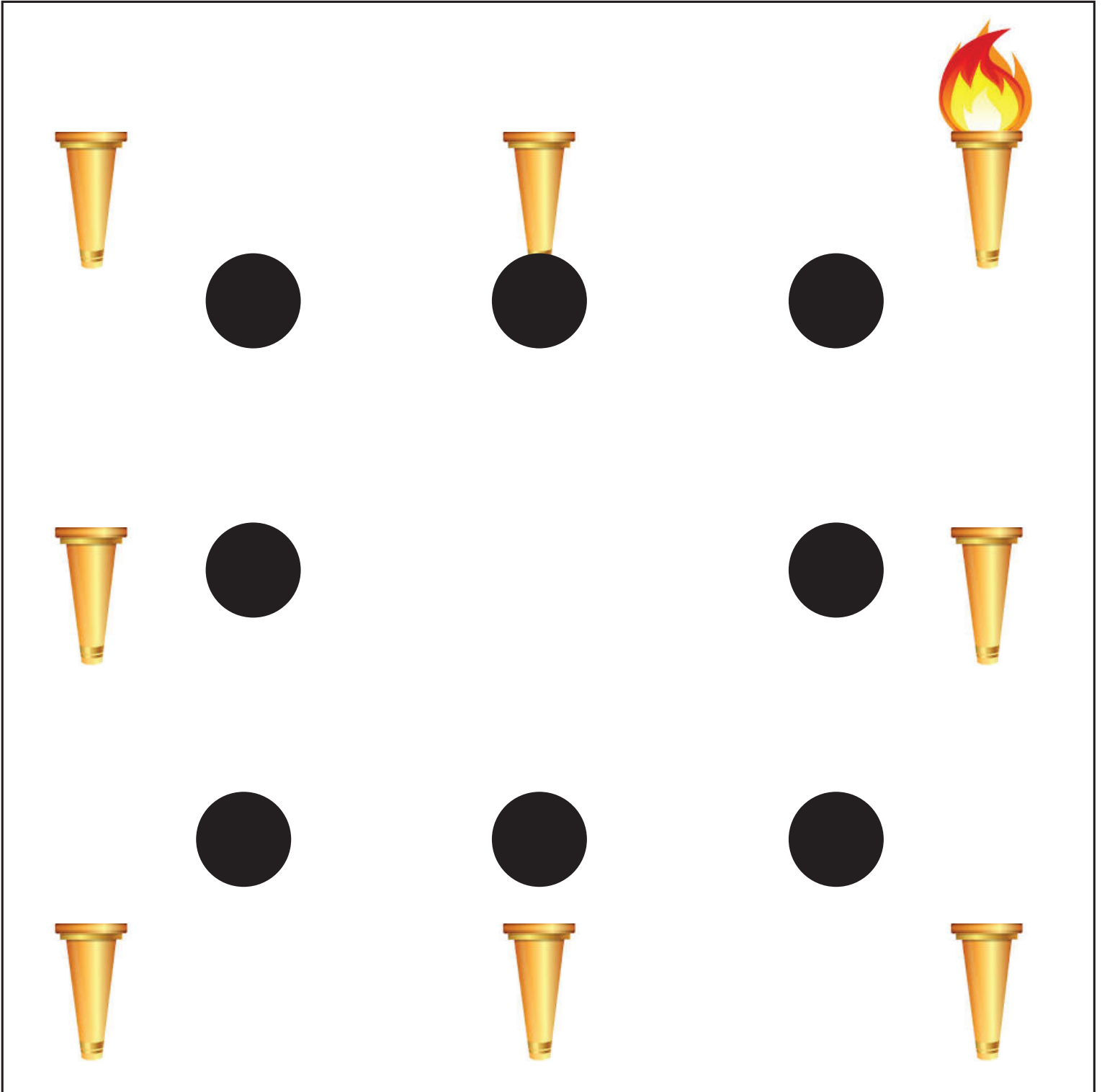
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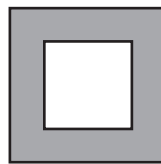
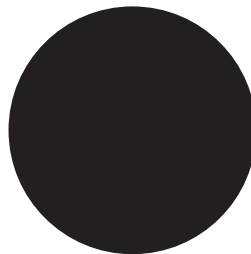
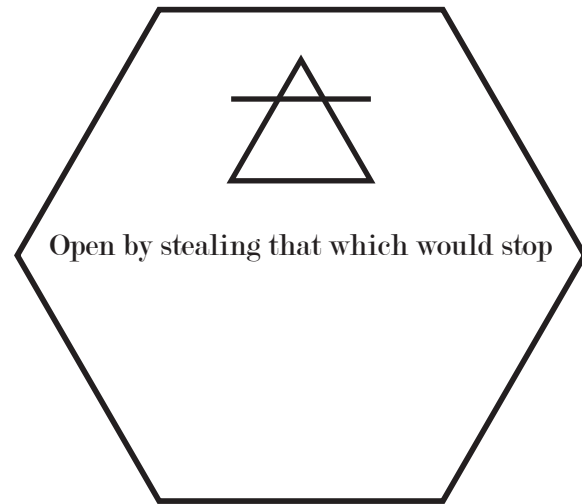
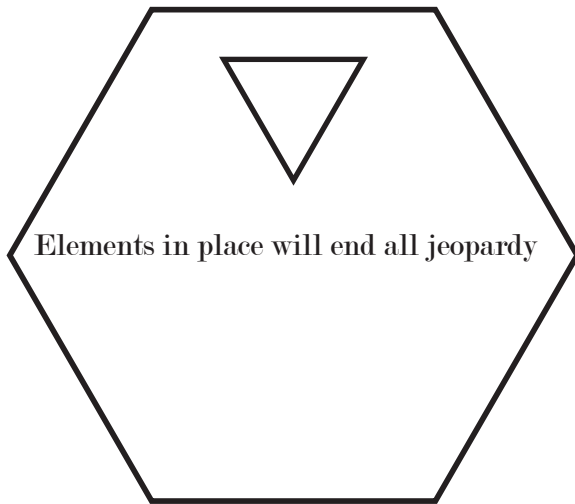
Visual Aid #1b


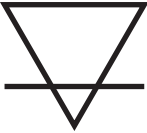
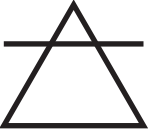
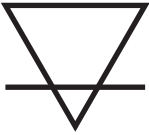



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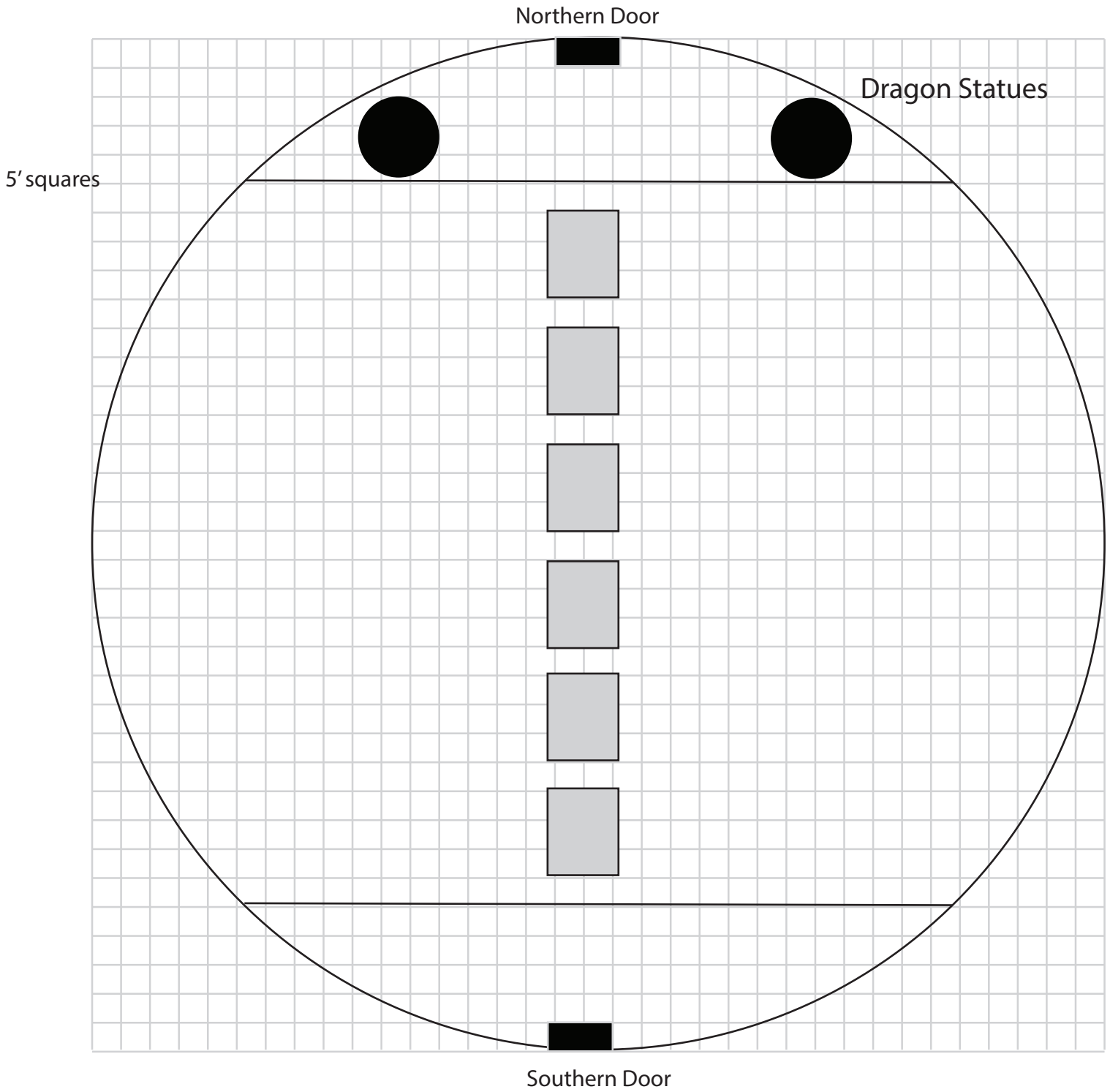


Visual Aid #2



Visual Aid #5



**Choose thy word with utmost care
Each letter at home will raise a stair
True letters, false place, gain glowing fire
Seven guesses bring a fate most dire**



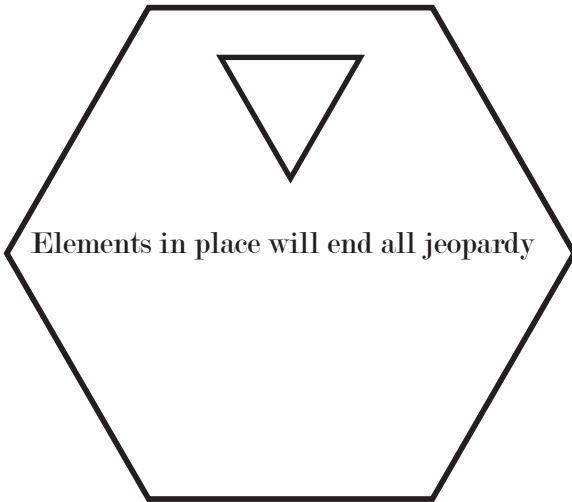
VISUAL AIDS SOLUTIONS

Visual Aid #2

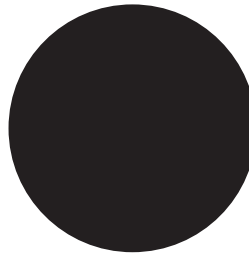
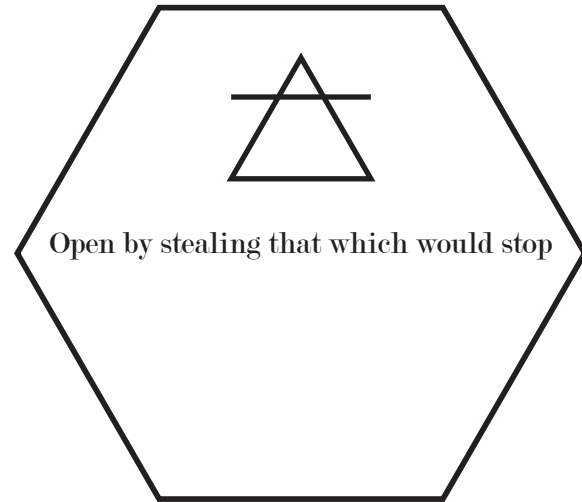
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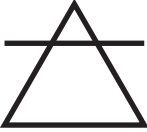
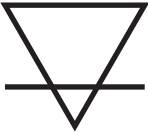
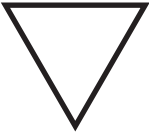


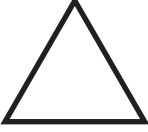
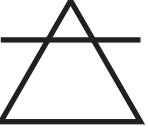




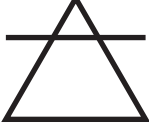
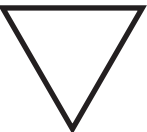
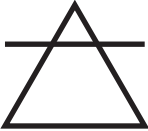




Air: OP



Fire: ES



DISCINQUE

CHARACTER NAME

Rogue 9

CLASS & LEVEL

Human

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
14
+2

DEXTERITY
18
+4

CONSTITUTION
12
+1

INTELLIGENCE
16
+3

WISDOM
9
-1

CHARISMA
14
+2

INSPIRATION

+4 **PROFICIENCY BONUS**

SAVING THROWS

- +2 Strength
- +8 Dexterity
- +1 Constitution
- +7 Intelligence
- 1 Wisdom
- +2 Charisma

SKILLS

- +8 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +3 Arcana (Int)
- +10 Athletics (Str)
- +10 Deception (Cha)
- +3 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- +7 Investigation (Int)
- 1 Medicine (Wis)
- +3 Nature (Int)
- 1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +3 Religion (Int)
- +8 Sleight of Hand (Dex)
- +12 Stealth (Dex)
- 1 Survival (Wis)

16 ARMOR CLASS

+4 INITIATIVE

30 ft. SPEED

Hit Point Maximum **57**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **9d8** **HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

I will become the greatest thief that ever lived.

BONDS

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

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+8	1d8+4
shortbow*	+8	1d6+4
dagger*	+8	1d4+4

*shortbow range (80/320)
*thrown dagger range (20/60)

Sneak Attack.
Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses Athletics, Deception, Stealth, or Thieves' Tools (already figured in).

Cunning Action.
You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge.
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion.
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands.
You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work.
Climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak.
You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

FEATURES & TRAITS

9 **PASSIVE WISDOM (PERCEPTION)**

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Gaming Set (Dice), Thieves' Tools (+12)

Languages.
Common, Elvish, Halfling, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP rapier, shortbow, quiver of 20 arrows, 2 daggers, studded leather armor, thieves' tools, dark common clothes with hood, belt pouch

SP

EP

CP **15** backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, crowbar

PP

EQUIPMENT

LEMBU

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

18

+4

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

11

+0

INSPIRATION

+4

PROFICIENCY BONUS

- +8 Strength
- +1 Dexterity
- +8 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +8 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

19

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 94

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I've lost too many friends, and I'm slow to make new ones.

PERSONALITY TRAITS

Ideals aren't worth killing over or going to war for.

IDEALS

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

longsword +7 1d8+4*

handaxe* +7 1d6+4

*longsword is versatile; when wielded in two hands damage is 1d10+4
*thrown handaxe range (20/60)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Gaming Set (Dice), Vehicles (Land)

Languages.
Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

chainmail, shield, common clothes, belt pouch, longsword, 2 handaxes

SP

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, insignia of rank, piece of a banner from a fallen enemy, bone dice

EP

GP

10

PP

EQUIPMENT

Fighting Style (Defense).

While you are wearing armor, you gain a +1 bonus to AC.

Second Wind.

On your turn, you can use a bonus action to regain hit points equal to 1d10 + 9. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge.

On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Indomitable.

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Improved Critical.

Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete.

Add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS

HODAR

CHARACTER NAME

Wizard 9

CLASS & LEVEL

Human

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
9
-1

DEXTERITY
14
+2

CONSTITUTION
12
+1

INTELLIGENCE
20
+5

WISDOM
14
+2

CHARISMA
14
+2

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +1 Constitution
- +9 Intelligence
- +6 Wisdom
- +2 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +9 Arcana (Int)
- 1 Athletics (Str)
- +2 Deception (Cha)
- +9 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +9 Investigation (Int)
- +2 Medicine (Wis)
- +5 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +9 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I ... speak ... slowly ... when talking ... to idiots, ... which ... almost ... everyone ... is ... compared ... to me.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

I am easily distracted by the promise of information.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

staff +3 1d8-1

shk. grasp +9 2d8

ATTACKS & SPELLCASTING

Ritual Casting.
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

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

Sculpt Spells.
You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip.
When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Languages.
Common, Draconic, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP quarterstaff, component pouch, common clothes, pouch

SP backpack- book of lore (general arcana), 2 bottles of black ink, 2 ink pens, 10 sheets

EP parchment, little bag of sand, small knife, a letter from a dead colleague posing a question you have not yet been able to answer, spellbook

CP 10

PP

EQUIPMENT



Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0 **CANTRIPS**

- Dancing Lights
- Light
- Mending
- Shocking Grasp

3 **3**

- Clairvoyance
- Dispel Magic
- Fireball
- Haste
- Water Breathing

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 **4**

PREPARED SPELL NAME

- Burning Hands
- Comprehend Languages
- Detect Magic
- Identify
- Mage Armor
- Magic Missile
- Protection from Evil and Good
- Sleep
- Tenser's Floating Disc

4 **3**

- Confusion
- Fire Shield
- Ice Storm
- Wall of Fire

7

2 **3**

- Darkness
- Detect Thoughts
- Gust of Wind
- Ray of Enfeeblement
- Shatter

5 **1**

- Bigby's Hand
- Cone of Cold

8

9

SPELLS KNOWN

LI HON

CHARACTER NAME

Monk 9

CLASS & LEVEL

Human

RACE

Folk Hero

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+4

PROFICIENCY BONUS

- +6 Strength
- +7 Dexterity
- +1 Constitution
- +1 Intelligence
- +3 Wisdom
- +2 Charisma

SAVING THROWS

- +7 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +1 Arcana (Int)
- +6 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +7 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

45 ft.

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm confident in my own abilities and do what I can to instill confidence in others.

PERSONALITY TRAITS

No one should get preferential treatment before the law, and no one is above the law.

IDEALS

I protect those who cannot protect themselves.

BONDS

I have trouble trusting in my allies.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

unarmed +7 1d6+3

shrtsword +7 1d6+3

dart +7 1d4+3

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Arts.

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

Ki-Empowered Strikes.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ATTACKS & SPELLCASTING

KI SAVE DC 15; KI POINTS 9

Flurry of Blows.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense.

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind.

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stunning Strike.

When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Deflect Missiles.

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 12. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

FEATURES & TRAITS

13

PASSIVE WISDOM (PERCEPTION)

Weapons.
Simple Weapons, Shortsword

Tools.
Artisan's Tools (Calligrapher's Supplies), Musical Instrument (Lute), Vehicles (Land)

Languages.
Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

shortsword, 10 darts, common clothes, belt pouch

SP

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, shovel, iron pot, calligrapher's supplies

EP

CP

10

PP

EQUIPMENT

Slow Fall.

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Unarmored Movement.

You have the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind.

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body.

You gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Open Hand Technique.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

ADDITIONAL FEATURES & TRAITS

PHINEAS

CHARACTER NAME

Bard 9
CLASS & LEVEL
Human
RACE

Charlatan
BACKGROUND
Neutral
ALIGNMENT
EXPERIENCE POINTS

STRENGTH
11
+0

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
14
+2

WISDOM
12
+1

CHARISMA
18
+4

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +7 Dexterity
- +1 Constitution
- +2 Intelligence
- +1 Wisdom
- +8 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +4 Arcana (Int)
- +2 Athletics (Str)
- +12 Deception (Cha)
- +4 History (Int)
- +9 Insight (Wis)
- +6 Intimidation (Cha)
- +6 Investigation (Int)
- +3 Medicine (Wis)
- +4 Nature (Int)
- +3 Perception (Wis)
- +8 Performance (Cha)
- +8 Persuasion (Cha)
- +4 Religion (Int)
- +7 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS
+5 INITIATIVE
30 ft. SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I lie about almost everything, even when there's no good reason to.

PERSONALITY TRAITS

I'm determined to make something of myself.

IDEALS

I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

rapier	+7	1d8+3
dagger*	+7	1d4+3
shillelagh	+8	1d8+4

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

Ritual Casting.
You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Bardic Inspiration (d8).
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die.
Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
You can use this feature four times. You regain any expended uses when you finish a short or long rest.

Song of Rest (d8).
If you or any friendly creatures who can hear your performance regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Countercharm.
As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words.
When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Disguise Kit, Forgery Kit, Musical Instruments (Drum, Lute, Pan Flute)

Languages.
Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP

rapier, dagger, walking stick (club) leather armor, pan flute, fine clothes, belt pouch

backpack- bedroll, 2 costumes, 5 candles, 5 days rations, waterskin, disguise kit, forgery kit, set of weighted dice

15

EQUIPMENT



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0 CANTRIPS

- Light
- Prestidigitation
- Vicious Mockery
- Shillelagh*

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

PREPARED SPELL NAME

- Charm Person
- Comprehend Languages
- Feather Fall
- Illusory Script
- Tasha's Hideous Laughter

2 3

- Detect Thoughts
- Suggestion
- Misty Step*

3 3

- Feign Death
- Nondetection

4 3

- Compulsion
- Freedom of Movement

5 1 1

- Mislead

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SPELLS KNOWN

ZINETHAR

CHARACTER NAME

Cleric 9

CLASS & LEVEL

Human

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
14
+2

DEXTERITY
10
+0

CONSTITUTION
14
+2

INTELLIGENCE
11
+0

WISDOM
20
+5

CHARISMA
14
+2

INSPIRATION

+4 **PROFICIENCY BONUS**

SAVING THROWS

- +2 Strength
- +0 Dexterity
- +2 Constitution
- +0 Intelligence
- +9 Wisdom
- +6 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +9 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +9 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +2 Performance (Cha)
- +6 Persuasion (Cha)
- +4 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +5 Survival (Wis)

18 **ARMOR CLASS**

+0 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
mace	+6	1d6+2

Divine Strike.
Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

ATTACKS & SPELLCASTING

I see omens in every event and action. The gods try to speak to us, we just need to listen.

PERSONALITY TRAITS

The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

15 **PASSIVE WISDOM (PERCEPTION)**

Armor.
All Armor, Shields

Weapons.
Simple Weapons

Languages.
Common, Celestial, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP mace, chainmail, shield, dagger, holy symbol, common clothes, belt pouch

SP backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments

EP

GP 15

PP

EQUIPMENT

Ritual Casting.
You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

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

Blessed Healer.
When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Channel Divinity (2/rest).

CD: Turn Undead.
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.
A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1.

CD: Preserve Life.
As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

FEATURES & TRAITS

Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Sacred Flame

Spare the Dying

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Bless*
- Cure Wounds*
- Create or Destroy Water
- Guiding Bolt
- Healing Word
- Protection From Evil and Good
- Sanctuary
-
-
-
-
-
-

2

3

- Lesser Restoration*
- Spiritual Weapon*
- Hold Person
- Prayer of Healing
- Silence
-
-
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-
-

*Domain Spells-Always Prepared

3

3

- Beacon of Hope*
- Revivify*
- Mass Healing Word
- Remove Curse
- Spirit Guardians
-
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4

3

- Death Ward*
- Guardian of Faith*
- Freedom of Movement
- Stone Shape
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5

1

- Mass Cure Wounds*
- Raise Dead*
- Greater Restoration
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8

9

SPELLS KNOWN