

PILGRIMS OF THE GRAVE



THE EMERALD LEGACY



A 1st Level adventure for the World of Eberron
By Kyle Fontenot & D.G. Landreneau





-Foreword-



Dedicated to our families, without your love and support this would not have been possible.

To Keith Baker, Anthony J. Turco, Matthew "Regitnui" Booth, Bryan Holmes, Lorne Boni, all of the DMsGuild and Eberron Discord Servers, thank you for all the inspiration and help along the way.

And to the iNoobs, and the "Krewe" for the years of fun and experiences shared, here's to many more, roll em boys!



PILGRIMS OF THE GRAVE

PART I OF THE EMERALD LEGACY

A 1st-Level Adventure

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INTRODUCTION

Welcome to Weeping Brook, a small town in the east of Karrnath and home to the gothic estate of House Fruling. Here, an evening gala turns to a night of violence as echoes of the Last War come to haunt those who have tried to escape their past. This is a first level adventure in the Emerald Legacy series. In it there is intrigue as history is uncovered, and danger as an old menace rises with a familiar face when a friend of a noble family turns to betrayal and starts a chain of events that leads to uncovering dark secrets left behind by Karrnath's war efforts and the mages that once pursued them.

Can you stop the Emerald Claw from changing Karrnath's fate? Or will the Emerald Legacy take hold and spell doom for the people of Khorvaire? Only time will tell as the Emerald Legacy series kicks off in *Pilgrims of the Grave*!

Adventure Background

The noble House of Fruling has ruled over the town of Weeping Brook for several generations. It was more than a hamlet, but less than a city and yet the diplomatic powers of House Fruling stretched throughout the land of Karrnath from Weeping Brook partly due to the family boasting a closeness to the Wynarn bloodline which once ruled over all of Galifar.

The late Lord Gunter Ir'Fruling was often judged by the rest of Karrnath as being either weak or secretly an enemy because of his desire to weaken military power. However, the truth behind the accusations came from Lord

Fruling's wish that the money be put toward helping the common people. Despite rumors of his weakness Lord Gunter was an excellent tactician and swordsman, who had commanded an army during the Last War, and these skills were passed along to his daughter Lady Luisa Ir'Fruling in hopes that she would one day continue his work. During the twilight years of the War Lord Gunter fell in battle, while his daughter remained in Weeping Brook tending to family affairs.

Captain Donner Valwynter, a friend of Lord Gunter, delivered his remains to the family and spoke greatly of his final moments at the funeral. Since then Valwynter has made regular visits to the Fruling manor to make sure Lady Luisa is doing well as a favor to his deceased friend.

Recently Lady Luisa has followed in her father's footsteps, making regular trips to the capital which have caused quite a stir from the nobility who thought that they had been done with the likes of the Frulings and their agenda. In fact, during the Lady Luisa's last return there was an attempt on her life, which inspectors were unable find leads to further any investigations.

Now, instead of cowering in fear the Lady Luisa Ir'Fruling has decided to host a ball at her estate to serve as a fundraiser to help anyone starving in the streets and to serve as a message to her enemies which echoes her family motto: "Do Not Fear Before the Keeper."

The Emerald Legacy

During the final days of the Last War, a number of mages worked on a project that was overseen by The Emerald Claw. The project dabbled in the magical manipulation of temporal energies to some varying degrees of success. However, when the war ended, the facility was abandoned and much of the work was left behind. The mages that worked on the project did their best to distance themselves entirely from the Emerald Claw, having been forced to work with what was now considered a terrorist organization. Having heard of some of the possibilities of the project, Lord Gunter Ir'Fruling sought out a few of the mages and befriended them, looking to turn their research into something that all of Karrnath could benefit from instead of a weapon. The research and secrets these mages kept are known as the Emerald Legacy.

ADVENTURE SYNOPSIS

The events of this adventure take place in a very short amount of time relative to most adventures and as such there is an item included within the adventure (The Experimental Orb of Rest) which acts as both a method of foreshadowing future events in the second and third parts of this adventure path, as well as to make up for the fact that the players will not have time for standard rest periods.

The adventure begins in the ballroom of the Fruling Estate which currently hosts a bevy of guests, servants, and musicians, for Lady Fruling's fundraiser gala. Outlined below are a number of important figures that are allies and adversaries as the events unfold. Among these important figures there are also six hired guards that have been brought along by Lord Valwynter who are secretly members of the Emerald Claw and will generally avoid conversation. During this time the PCs are able to mingle with guests and get a general feel for the state of the situation at the party. This serves not only as an method to get some exposition and background, but also can provide some listed mechanical benefits for when the ball is actually attacked.

After about 20 minutes of mingling the DM should have the appropriate members of the party head out to their listed locations. Lady Fruling, Grimnir, Rayla d'Deneith and Valwynter head out of the ball room into the house with half of the hired guards while the other half of the guards head into the backyard and the doors are locked behind them. At this point the ceiling of the ball room is blown inward as the house is assaulted by a necrotic siege weapon setting off the chain of events in the adventure.

The faction of the Emerald Claw Valwynter is working with is in the possession of a specialized Airship commissioned late in the Last War for Karrnath. The vessel saw no

action in the war but could have been a tide turner for Karrnath had it been available earlier. The ship, known as the Bloodreaver, is powered by a fire necromental and possesses siege weaponry which unleashes necrotic blasts that can, on occasion cause the corpses left behind in its wake to rise as undead. The explosion that tears through the ceiling of the ballroom is from a small firing of the Bloodreaver's cannon. The vessel remains unseen as it maintains high altitude to keep from drawing firing from guard towers around the estate

As the players and Meister Vyla recover from the attack, and begin to inspect the corpses, the dead begin to rise and assault the PCs.

It is important to note that after the fight with the Risen Dead, the PCs have the decision to head either to the backyard where there is a strange glow coming from the crypts, or into the house where the sounds of struggle are occurring. Making this choice changes the the adventure in several ways. Meister Vyla will give the PCs the Experimental Orb of Rest and explain its use, granting them a short rest immediately. She will then head to the backyard and be captured by the Acolyte and loaded onto the air skiff, and either Lady Fruling and Grimnir are captured if the PCs head to the crypts, or Lord Gunter's corpse and Meister Vyla are taken if they head to the interior of the house. These losses set up events in the upcoming modules in the series.

Heading into the backyard the PCs find the entrance to the crypt open with strange sounds and glowing coming from it, a number of house guards are also dead outside and as the players approach, Emerald Claw guards come up from the crypts and engage them in a fight.

After the fight, the PCs notice the back wall of the estate has been destroyed and the Acolyte and another figure are climbing onto a

small air skiff to escape. As the skiff rises above the treetops the guard towers begin to fire on it causing it to careen off into the woods.

Having landed in the woods the PCs can track down the skiff, possibly dealing with a random encounter before coming upon the Acolyte and the ghoul Lord Fruling who have survived the crash.

If the PCs head into the interior of the manor instead, they will encounter a handful of the Emerald Claw dragging the bound Lady Fruling away toward the courtyard and Rayla Deneith trapped under rubble on the stairs. After fighting the Claw and freeing Rayla and Lady Fruling, the Deneith guard provides some aid to the PCs but stays behind with Lady Fruling as she has been weakened due to her previous encounter.

Meanwhile the sounds of battle suddenly reach an apex as the library is blown apart, and Grimmir lands in a heap in the courtyard with Valwynter making his way to an air skiff to escape as the Bloodreaver descends in the back of the house to pick up it's cargo.

During this time, if the PCs have not used the orb given to them by Vyla there is a pulse of magical energy accompanying the explosion and they are granted the benefits remaining in the orb as time slows dramatically.

Valwynter flees in the air skiff, which is fired upon by the guard towers, sending it careening into the woods where it crashes allowing the PCs to track down and deal with him and possible random encounters along the way.

Regardless of which direction the PCs head, at the end of the adventure two of the guard towers near the manor are blown apart by necrotic blasts from the Bloodreaver which descends and takes off with its cargo and crew from the area the PCs did not head.

Information about the Emerald Claw can be gathered from Donner as he dies, or from Meister Vyla and mission briefing letters/interrogation of Claw members if they are left alive. But the flight of the Bloodreaver over Karnath is an ominous portent to the future as it heads east toward the Mror Holds.

THE BLOODREAPER AND CREW

The Bloodreaver was to be the crowning achievement in Karnath's arsenal during the Last War. As a warship it possessed a full compliment of twenty arcane balista and a crew of 60. The vessel was commissioned with bleeding edge advancement in binding techniques, combining Zilargo elemental binding with Karnath necromancy to harness the powers of both Fire and Air Necromentals for flight. With the necrotic energy coursing through its green flame elemental ring, the vessel also possesses the ability to turn the arcane balista damage into necrotic energy. This devastating power at times resulted in many of the corpses left behind by its assault to rise as undead, able to be commanded from the ship by either clerics or the pilot of the vessel, Lyrandar exoriate Trakas "Greenvein". Since the end of the war, the Bloodreaver along with the crew that manned it (The Pilgrims of the Grave) have been in hiding, plotting their eventual rise to power under the command of General Dragomir of the Emerald Claw. The Pilgrims, having knowledge of the temporal studies of Lord Grimmir and Meister Vyla have recruited Lord Valwynter to infiltrate his former friend's home so that they might strike at those weakening the greatness of Karnath, and take back the knowledge that they believe will bring them to their former glory. During the raid on the estate the Bloodreaver stays in the clouds above the home, to avoid detection and any retaliatory fire from the guard towers around the house. Once their mission is completed, the vessel descends and destroys the towers, taking its cargo and crew to flee as quickly as possible.





CAST OF CHARACTERS

Rayla d'Deneith: Rayla is a soldier in the purest sense. She is disciplined and comes off as rigged. Though, like most soldiers she knows that the best way to loosen up is alcohol. Rayla would never turn down a drink off duty. However, the suggestion of doing so while working would be an insult to her work ethic. Her dragonmark starts on the base of her neck and stops just below her left cheek and a scar on that side intermingled with the mark.

Personality trait: I'm haunted by memories of war. I can't get the images of violence out of my mind.

Ideal: Responsibility. I do what I must and obey just authority. (Lawful)

Bond: Those who fight beside me are those worth dying for.

Flaw: I'd rather eat my armor than admit when I'm wrong.

Lady Luisa ir'Fruling: Lady Luisa was raised not to be just a simple noble woman, but also to lead her people through whatever troubles await them. She does not seem to care about the delicate back door deals of politics, instead she cares about action. To her, each moment wasted is a moment that could be used to help one of her citizens. Her passion not only fuels her actions in politics, but also fuels her skills in battle. The soldiers used to laugh when Lord Gunter used to push her into fighting lessons. That ended when she was 14 and displayed that her instructor was obsolete.

Personality trait: The common folk love me for my kindness and generosity.

Ideal: Respect. Respect is due to me

because of my position, but all people regardless of station deserve to be treated with dignity. (Good)

Bond: The common folk must see me as a hero of the people.

Flaws: I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

Vyktar Grimmir: Grimmir is a skilled tactician and spellcaster. He would be described as handsome and in fit condition. He's more wirey than muscular, but anyone would be foolish to underestimate how dangerous the man is. When watching Grimmir's movement he seems to attempt to make himself seem humble, but intuitive characters can see the danger beneath the surface.

Personality trait: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Nation. My city, nation, or people are all that matter. (Any)

Bond: I am in love with the heir of a family that my family despises. Vyktar's family believes that war culture is important to the nation. The Fruling's have opposed that concept. Despite this Vyktar loves Lady Fruling.

Flaw: I hide a truly scandalous secret that could ruin my family forever. Vyktar's family are Emerald Claw sympathizers. They hide the members during dangerous times.



Captain Donner Valwynter: On the surface Valwynter is a true patriot of Karnath. In fact beneath the surface he likely views himself in such a manner. However, his love of military might has caused his loyalties to lay with the Emerald Claw. Valwynter loved Lord Fruling, in fact the secret affair they had only ended because Fruling loved his country and his daughter more. His experiences in the war left him a bit hardened and obsessive over the need to protect his country, and with the separation from Gunter leaving him feeling abandoned, confused, and hurt, the Emerald Claw preyed upon this paranoia. Seducing him with promises of a stronger Karnath as well as romantically, Dragomir convinced him to arrange for Gunter to fall in battle. His hope was that he could influence Luisa where he failed to influence her father. Valwynter failed in this regard, and now is enraged at the entire situation. It becomes clear during the adventure that his rage is toward Luisa, who many believe he wished to marry but in truth he views as a daughter, and not the Emerald Claw who is pulling his strings. In time, those who wield his cursed blade will come to understand the the complicated situation regarding Valwynter. While he is a psychopath who blamed the would be victim instead of the crazed cult in which his membership resides, his mindset is one that has been twisted by false promises and emotional entanglements he does not fully realize.

Personality Trait: I have a crude sense of humor. He seems to not understand sensitive subjects. Especially in regards to warfare.

Ideal: Might. In life as in war, the stronger force wins. (Evil) Valwynter believes Karnath must be that stronger force. No matter the cost.

Bonds: I'll never forget the crushing defeat my company suffered or the enemies who dealt it. Valwynter displays malcontent for most of Karnath's enemies, but has an unyielding hatred for Cyrans.

Flaws: I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret. Valwynter cost the death of Lord Gunter ir'Fruling and all those who accompanied him into battle. In order to set up this situation he had to reveal information to Cyre forces. Something that would make him a traitor to Karnath. It bothers him constantly that he did not think of another way.

Meister Vyla Zytraisant: Paranoia is a disease which infects many geniuses, but Meister Vyla's is justified. It is only tempered by the fact that she seems absent minded most of the time. This is due to the amount of time she spends thinking about the workings of the universe itself. Many would find speaking with her tedious as she goes on many tangents and conversational pathways.

Personality trait: I'm convinced that people are always trying to steal my secrets. In particular she covets the secrets of the Emerald Legacy. Though Vyktar has moved on to more political pursuits Vyla has secretly continued her research.

Ideals: No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)

Bonds: I sold my soul for knowledge. I hope to do great deeds and win it back. Vyla hopes that her future actions will fix her past atrocities.

Flaws: Unlocking an ancient mystery is worth the price of a civilization.



Grand Ballroom

PART ONE: THE GALA

Adventure Hook

Lady Luisa's late father was a hero of the Last War and the date in which this party is taking place just so happens to be his birthday. There are three ways the player characters can find themselves at the Ball. The simplest way is that they were invited. In addition to inviting a host of nobles throughout Karrnath, Lady Luisa also held a drawing in which randomly selected commoners could attend. Beyond these two ways they could have simply been hired as extra security by the Lady's household.

1a. Mingling at the Masquerade

The adventure begins in the gothic estate of Lady Fruling in the town of Weeping Brook, Karrnath. Whatever has drawn the players to the gala, the first even takes place in the ballroom. Read or paraphrase the following:

The walls of the Fruling grand ballroom are draped with red, black, and gold velvet banners which gently sway in a magically created breeze which plays through the bustling room. Illumination in the form of what appears to be small flickering golden lights mimicking fireflies dance among with the guests; the majority of them members of high society in their best formal wear, and adorned with decorative masks with plumes of feathers and glitter. The gathered ensemble of about thirty individuals or so, mingle, dance, and make merry among the sounds of a twelve piece elven orchestra and their conductor, enjoying themselves in the night's festivities.

General Features

The Fruling Grand Ballroom has the following general features:

Decor. The beautiful black streaked marble floor is decorated at its center with the Fruling family crest, a blooming tree with sparrows entwined in the branches. Red, gold, and black silks are draped and from the ceiling hanging between carved cherub figures inset in intervals along the walls. Plush red chairs and dark wood tables reside at either side of the room.



Atmosphere. The band is playing a varied selection of Karrnath waltzes and up beat music for the occasion. Soft amber lights dance like fireflies among the talkative guests and all around the part seems to be a rather joyous affair.

Time of Day. Outside the night air is crisp and clouds fill the sky making the Rings of Siberys barely visible at the edge of the horizon, and the sounds of night time insects, can be heard, barely audible, over the sound of the music, if near the windows.

Guest Arrangement. The guests mingle and dance, some spending time in the Ballroom seating areas and simple enjoying drinks. Placement of any of the NPCs is entirely up to the discretion of the DM, however it is suggested that a number of the guests do remain on the ballroom floor, as well as Meister Vyla, for when the events of **Part 1b.** **The Dirge** occur.

Mingling

At this stage the characters can mingle with the various guests at the party. Most of these people will just have small talk to share, but a few notables will be listed below. (This is by no means a complete list of the guests at this party as there are upwards of 30 individuals at the house not including servants, guards, and the individuals listed here.)

The Man of War: Vyktar Grymnir was known for his prowess in battle and served under Lord Gunter ir'Fruling. He is betrothed to Lady Luisa, though he is almost a decade her senior. He is notably in good shape and still serves as an agent in the Karrnath Military. With a **Persuasion DC5** he will mention that he is supportive of the Lady's intentions in helping the downtrodden. With a **Persuasion DC10** you will discover that Vyktar has agreed to surrendering his family name as he understand that the noble name of Fruling is more important to hold. He assures you that he has many brothers to carry on the Grymnir name. With **Persuasion DC15**, then

he tells you that he does not trust the guards hired by Captain Donner Valwynter. **Note:** Vyktar Grimnir will make his exit shortly after Lady Luisa leaves.

The Captain: Captain Donner Valwynter wears his metals proudly, and boasts of his military credentials. He is the opposite of Vyktar. Where Vyktar's reputation precedes him, Valwynter ensures that you know of his reputation whether you do or not. Valwynter seems a standard benevolent military man who wants his kingdom to prosper. A **Persuasion DC10** will have the Captain telling you that he believes the Lady Fruling should not endanger herself by visiting the capitol in protest. A **Persuasion DC15** will have him utter the words **"this party was a mistake"**. This will cause him to leave earlier than expected. **Note:** Valwynter should seem like he is very loyal to Lady Luisa at this time.

The Princess: Lady Mia ir'Wynarn has decided to attend this event. She is a master of gossip, and tells many secrets to anyone willing to speak with her. At **Persuasion DC5** she will tell you that you should be aware that she is 26th in line for the throne(it may or may not be true). At **Persuasion DC10** she will tell you something juicy about how Captain Valwynter was passed up for Grimnir in becoming Lady Luisa's betrothed. Valwynter did not seem to mind(rumor has it like likes the dead a little too much), but Grimnir has always tried to make Valwynter look the villain at gatherings to fortify his position as the future husband. A **Persuasion DC15** and she will inform you that she spotted most of the newly hired guards at Captain Valwynter's estate when he hosted a party. She adds **"so obviously they must be good at their jobs"**. **The Thief:** A young halfling named Rosie can be seen slipping around the nobles. A **Persuasion DC5** will have her telling you about the treasures that can be found at a party such as this. Rosie will also mention the late Lord ir'Fruling's office filled with all sorts of interesting papers.



If pressed on either matter she will make an excuse to leave. **Persuasion or Intimidation DC10** will get her to admit that she came upon a necklace from upstairs. The intimidation will have her hand it over, but she will flee the party afterward if you do. The **necklace** is worth 50 gold.

The Mercenary: Rayla d'Deneith is a mercenary bodyguard assigned to Lady Luisa for her personal protection. A scar runs across the left side of her face intermingling with her dragonmark. She is a handsome woman, and seasoned in battle. A **Persuasion DC5** will have her telling you the story of how a warforged dreadnought broke through her undead soldiers and did that to her face. **Persuasion DC10** will have her telling you the new guards do not work for house Deneith. **Persuasion DC15** and she will tell you about her suspicions that the guards were hired by Valwynter. **Note:** She will make her exit shortly after Lady Luisa leaves.

The Lady of the House: Lady Luisa will not talk long with her guests as she has some pressing issues elsewhere(15 minutes at most). However, she will thank everyone for coming. A **Persuasion DC10** when asking her about where she's going and she'll say that she has to review some new information in her quarters.

The Scientist: Meister Vyla Zytraisant is a seemingly absent minded mage who is particularly interested in discussing the horrific implications of magical weapons used during the Last War (for other settings outside of Eberron she will simply discuss that magic should be used to better mortals; not for war). A **Persuasion DC5** will have her mention Vyktar Grimnir having worked with her on weapons during the Last War. A **Persuasion DC10** will get her mentioning an orb she designed that allows soldiers to rest for short periods due to slowing down time itself. She will also mention that the orb runs out of power quickly, and is too costly to make on a large scale. ***"Karrnath takes great value in its soldiers, but I'm afraid raising them from the dead to fight again is cheaper than allowing them to rest in the middle of***

battle," she explains.

A **Persuasion DC15** and she will reveal Captain Valwynter taking great interest in her work.

Notes:

- The players should be given about 30 minutes to mingle before moving to the next mission.
- The DM should feel free to allow the players to use other non-hostile skills for mingling, if a player would like to join the band or even striking up a game of cards with one of the guests as a means to provide a sort of "ice breaker." The checks used should be entirely at the DM's discretion but otherwise, have fun with it.
- Any violence instigated at this point will be met in full force not only by the guards, but also by Rayla d'Deneith, Grimnir, and likely even Lady Luisa who is well trained in combat. If Valwynter has not taken his exit, then he will do so. Immediately following his exit the second mission will begin.
- Passive perception of 12 will have the players overhearing a few of the guests(these in particular wearing mages robes and one of which being Grimnir) mentioning that they were working on special assignments for Karrnath during the war. These guests will speak with Meister Vyla only. If the characters press the subject of their experiments, then they will excuse themselves and exit. Grimnir stays in the ballroom.
- You may find it difficult to keep players to the ballroom before the attack due to some of them wishing to explore the grounds. Remind them that there was an attempt on Lady Fruling's life quite recently, and that when everyone was summoned to the ballroom security was adamant about them following instructions or they will escort them from the property. In this event, security will be secretly **Emerald Claw Guards**. If the player agrees to being escorted without confrontation, then they will not be able to participate until part 3.



1b. The Dirge

After the Mingling, players with a passive perception of 14 or higher notice that the guards have exited the ballroom and with a perception of 12 the DM may also note that Captain Valwynter has also left. If the characters attempt to pursue, then they will find that the doors have been sealed. Read the following aloud:

The upbeat tempo of the waltz is suddenly cut short due to the sizzle and crack of some otherworldly tone as the ceiling of the ballroom is blown inward. Rubble is thrown across the room with a flash of sickening black and green energy that knocks all the screaming guests off their feet.

The players must make a **Constitution save DC 11** or take **1d10 necrotic damage**. If any of the players have learned of Grimnir, or Deneith's distrust of the Guards, or if they overheard Valwynter's comment about the party having been a mistake they have advantage on this save. Meister Vyla looks as though she has failed the save and take maximum damage.

Breathing heavily and whincing from her injuries, Meister Vyla produces a glowing orb and looks toward the guests, unmoving and scattered in the rubble. "Are the others alright?" She asks, drawing a ragged breath while attempting to regain her strength.

The orb Meister Vyla holds is the **Experiemental Orb of Rest**, and while she attempts to recover from her wounds, she does her best to make sure the PCs check on the fallen guests who don't seem to be responding.

If the party attempts to check on the other guests (there are about 5 remaining whole; the others were blown apart or crushed by rubble) they will note that they are in fact dead. Give

them a chance to check the corpses and then begin initiative as the dead begin to rise and attack the group. A successful **Perception DC 15** from any PC will prevent surprise for the entire party. Vyla will caste sanctuary on herself and remain out of the fight while she recovers.

*As you pick your way through the rubble, looking over the damage caused by the unknown force from the sky, the devastation is clear. Most of the guests have been crushed by falling rubble or were wracked by the necrotic energy that blasted through the room, tearing them completely apart in a gruesome manner. However, five, pale, withered forms, suddenly rise from the rubble. Their eyes filled with green light, and bodies shattered and dead but now somehow animate. From behind you hear Meister Vyla utter a magical phrase to protect herself as the **Risen Dead** begin rushing toward you with unnatural hunger.*



Setup

(5) Risen Dead. Placement of the Risen Dead is entirely up to the DM, however it is suggested that they be somewhere near the middle of the ballroom floor and not grouped too tightly.

Features. The rubble and bodies in the room do not count as difficult terrain, however, if the DM wishes to make the encounter slightly more difficult, the center of the ballroom map would have the largest portion of any rubble to consider.



RISEN DEAD

Medium Undead, Lawful Evil

Armor Class 10

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, passive Perception 9

Languages Understands All Languages It Spoke In Life But Can Not Speak

Challenge 1/4 (50 XP)

ACTIONS

Slam Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit 1d4+2 bludgeoning damage.

Tactics

Risen Dead attack the closest target.

The Risen Dead are simply ravenous monsters and have no real tactics other than to attack the nearest living target. They can however gang up on individuals and gain the benefit of flanking if the DM is using this optional rule.

Development

After defeating **The Risen Dead**, read the following:

As the light fades from the last undead's eyes and it falls to the floor, the sounds of battle echo throughout the manor. Magic and steel play a violent concert somewhere deeper in the house as well as the exterior. Meister Vyla slowly rises, whincing in pain but seemingly much more healthy than only moments before as she holds out a glowing crystal orb. "Here, take this, it will allow you to rest in a zone where time does not pass. Lady Luisa is in danger upstairs, but there is something happening at the late Lord Fruling's tomb. The decision is yours. I'll head go on ahead, meet me there if you wish to join me. Rest up and good luck."

After pausing for any questions, The Meister then hurriedly turns and heads for the back courtyard.

Ballroom Battlemap

Backyard to Crypt

Stage

Seating

Seating

To Main Hall

1sq = 5ft



Treasure

Below are a list of the possible treasures players can attain in this part of the adventure.

Rosie's Stolen Necklace - A fine necklace with an ivy and rose design. (50gp)

Picking through the Rubble- Most of the possessions of the poor souls that died from the attack are utterly destroyed, however within the rubble 2 Freshwater Pearls (9 gp), Rhodochrosite (13 gp), 50 gp, 8 sp can be salvaged with a DC 10 Perception check.

Experimental Orb of Rest

Wonderous Item, Very Rare

This palm sized Eberron shard is engraved with numerous runes and Non-Euclidean designs on the interior which glow with arcane light. The capability of the Orb is such that it draws power from Xoriat and provides an area of dilated time which can provide temporary reprieve for those within 10ft when activated, granting the effects of a short rest or a long rest within 1 minute of use. If this rest is interrupted for an individual, they do not gain the benefit. The orb has 3 charges when first created but can only grant the benefit of a long rest once.

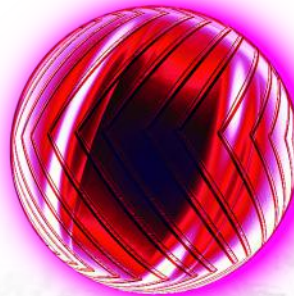
Experience Rewards

Below are the listed experience points possible for this level. Add them up and then divide them by the total number of PCs and distribute them equally. At the DM's discretion a role-playing reward (No more than 50 XP per level) can be given to individual PCs.

Objective	Experience Points
Learning information at DC15 while Mingling	100xp
Avoiding the damage from the ballroom being destroyed at the start of The Dirge	100xp
Avoiding being surprised by the Risen Dead	100xp
Defeating the Risen Dead	150xp
Total Possible XP per Group	450xp

Experimental Orb of Rest

Created during the final days of the Last War by a team of research mages under the orders of the Emerald Claw, the Experimental Orb of Rest is actually one part of a larger Eldritch Machine which was never completed. When the players receive the Orb, Meister Vyla has already expended one use for a short rest. After using the Orb the energies within it quickly begin to unravel, which is one of the primary issues that lead to it not being manufactured on a large scale. By the end of this adventure, the magic within the Orb fades, and any left over charges are lost. More information on the **Experimental Orb of Rest** is found at the end of this adventure.





PART TWO: DEADLY DECISIONS

The Choice

It is at this point that the players must make a difficult choice. They can either head out of the ballroom farther into the house to rescue Lady Fruling(2a) or they can head to investigate Lord Fruling's tomb(2b). Remind the players that there is a sense of urgency, and that they cannot complete both tasks. Despite what they choose the sounds of battle can be heard in both directions.

Note: If they choose to rescue Lady Fruling, then simply continue reading as Meister Vyla heads outside to investigate the tomb ahead of them while they make use of the **Experimental Orb of Rest**. If they choose to investigate the tomb, then skip to **page 19** and note Meister Vyla heads out to the backyard ahead of the players while they rest.

2a. The Rescue

As the players enter the Main Entrance Hall read the following:

Making your way into the Main Entrance Hall, the bodies of a number of Fruling's guards and some of the hired mercenaries turned assassins lying dead on the red and gold velvet carpet immediately catch your attention. To the west the stairway to the library is collapsed, and beneath the rubble, Rayla d'Deneith lay unconscious, weapon still in hand. The sight of the carnage and the sounds of battle from farther within the house are suddenly broken as you notice Lady Luisa, bound, and struggling being dragged toward the front door by one of the two of the thugs as a third follows close behind. "Your weakness only proves your family was never worthy of Karrnath's soil, now you'll pay for the sins of your father." he snarls as the other two laugh cruelly.



To Ballroom

Rubble Blocked Stairs to
Chambers & Library

1sq = 5ft

Courtyard

Setup

(3) **Emerald Claw Troopers**. Two Emerald Claw Troopers are with the bound Lady Luisa near the doors to the Courtyard and the third can be placed at the DM's discretion.

Features. The stairway is considered difficult terrain, and a number of dead Fruling House Guards and Emerald Claw Troopers are lying in the hall. The corpses can be placed as the DM sees fit and can be considered difficult terrain if they wish to make the encounter more difficult tactically.

One of the **Emerald Claw Troopers** remains at range using their heavy crossbow for as long as possible while the other two engage in melee. They have been trained to make use of flanking if the DM is using this option.

EMERALD CLAW TROOPER

Medium humanoid, Lawful Evil

Armor Class 18 (Chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Fanatic. When reduced to 0 HP the Emerald Claw Trooper can make a melee attack as a reaction against the creature that reduced it to 0 HP. If successful, this attack deals an extra 2 (1d4) damage, after which the Emerald Claw Trooper immediately falls unconscious.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 slashing damage if used with two hands (1d10 + 1).

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 6 (1d8 + 1) piercing damage.



Development

After defeating **The Emerald Claw Troopers**, read the following:

"Please help her, we tried...she tried to stop them even once they destroyed the archway." Lady Luisa pleads for the unconscious Rayla d'Deneith, despite her own wounds and currently bound condition.

If the players ask what happened Lady Luisa will explain that she heard a commotion in the Library where Grimnir and Valwynter were, and when she went to check the guards that Valwynter hired attempted to grab her. Rayla d'Deneith and some of the house guards stepped in and there was a fight just as the explosion happened. Once the guards grabbed she tried to defend herself but the numbers overpowered her, and as she was being dragged off, Rayla managed to take down a few of the assassins but the archway over the stairs gave way and collapsed.

Lifting the rubble off of Rayla on the stairs is a **DC15 Strength check**, after being freed read the following:

*As Rayla d'Deneith comes to, she draws a weak breath and whinces looking up at you, the proud warrior quickly surveys the scene and breathes a pained sigh of relief seeing Lady Luisa relatively unharmed. "You have my thanks...Captain Valwynter is a traitor. Vyktar Grimnir, Lady Luisa, and myself fought him the best we could, but Grimnir is still upstairs fighting that wretch and his assassin scum. You can reach the library from the Courtyard. If you hurry you can stop him. Take this.." she says holding out a **Healing Potion**. "It's no good to me and Valwynter has drained my strength. I'll be no good to you..."*



Pilgrims of the Grave Symbol

If the players attempt to use magical healing on Rayla she will refuse their aid, and during this time period the sounds of combat can be heard from beyond the ruined hall. Lady Luisa will help Rayla to her feet and answer what questions they can. They only know that Valwynter was demanding Grimnir provide him with **"The location of the research for the good of Karrnath."** and that when he refused, Valwynter stated **"Very well...you leave me no choice, for the Glory of Karrnath!"** and then the explosion occurred.

Checking the bodies of Lady Luisa's assailants the players will come across a symbol on engraved on the blade of their swords of a claw upon a stylized background. A **DC10 History check** will let the players know this is the symbol of the Emerald Claw, a terrorist organization that was once the elite backbone of Karrnath's armies during the last war. A **DC15 History check** will let the players know that this particular symbol is of a faction known as the Pilgrims of the Grave, a special operations division of the Claw rumored for having overseen secret research during the Last War. A **DC20 History check** lets the players know that the division was headed by a ruthless man known as General Dragomir, not much was known of him other than tales of his cruelty and efficiency in **"Doing what must to be done for the Glory of Karrnath."** Dragomir was spoken of as horrible spectre only in hushed whispers even by those who were close to him.

Continue on to **page 22** for **Part 3: Requiem, 3a Grève Finale**. but be sure to reward players **Experience Points** first.





Part 2b: The Raiders

The PCs have decided to forsake Lady Fruling and go meet with Meister Vyla to investigate the late Lord Fruling's tomb. Read the following:

In the back of the mansion there is a great garden elegantly designed and well kept despite the harsh winters of the kingdom. Beyond the court, the centerpiece of this design is the mausoleum in which the Fruling family reside and a large fountain sits in the center of the courtyard with stone benches on either side, shaded by oak trees along the corners, but what catches your eye is the stains of blood and corpses of the House Fruling guards and no Meister Vyla in sight.

Upon entering the backyard the PCs must rely on their passive perception (or if they mention it, then the DM may allow them to roll **DC12**). If they fail, then they will be surprised and assaulted by Emerald Claw guards currently heading away from the crypt entrance. If the party notices the guards read the following:

Seeing the corpses you quickly survey the area and notice the armor-clad form of the assailants. The mercenary-guards hired to protect the estate rush forward with weapons

drawn, having turned traitor. With violent intent in their eyes one of them screams, "Purge the weakness from her soil, Glory for Karranth!"

If the party fails to notice the guards read the following:

Suddenly, a volley of crossbow bolts come from the direction of the crypt and you hear the clatter of armor as three, traitorous guards appear from the darkness. "Your corpses will be the foundation of a stronger nation. Karrnath forever!"

Setup

(3) Emerald Claw Troopers. On the first round of combat, all three of the guards fire their heavy crossbows on the party from the far end of the courtyard. In subsequent rounds, one of the Emerald Claw Troopers use the trees at the far end of the courtyard as cover while the other two engage in melee.

Features. On each side of the center fountain there are large stone benches, these features, along with the fountain itself act as difficult terrain.



Pilgrims of the Grave Symbol



Back Courtyard

To Crypt

To Ballroom

1sq = 5ft

EMERALD CLAW TROOPER

Medium humanoid, Lawful Evil

Armor Class 18 (Chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Fanatic. When reduced to 0 HP the Emerald Claw Trooper can make a melee attack as a reaction against the creature that reduced it to 0 HP. If successful, this attack deals an extra 2 (1d4) damage, after which the Emerald Claw Trooper immediately falls unconscious.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 slashing damage if used with two hands (1d10 + 1).

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 6 (1d8 + 1) piercing damage.

Development

After defeating **The Emerald Claw Troopers**, read the following:

As the final thug falls, sounds of movement come from the crypt beyond the courtyard. A shadowed figure flees, dragging an unconscious Meister Vyla behind the structure.

As the party heads in the direction of the crypt and the fleeing individual, make sure to note to any player with a **Passive Perception 12** or higher that the door to the crypt has been shattered and it appears as though something was dragged from within to the back of the crypt where the shadowed creature fled.

The **Emerald Claw Troopers** have been trained to use flanking maneuvers if the DM is using this option.



Checking the bodies of the fallen guards the players will come across a symbol on engraved on the blade of their swords of a claw upon a stylized background. A **DC10 History check** will let the players know this is the symbol of the Emerald Claw, a terrorist organization that was once the elite backbone of Karrnath's armies during the last war. A **DC15 History check** will let the players know that this particular symbol is of a faction known as the Pilgrims of the Grave, a special operations division of the Claw rumored for having overseen secret research during the Last War. A **DC20 History check** lets the players know that the division was headed by a ruthless man known as General Dragomir, not much was known of him other than tales of his cruelty and efficiency in *"Doing what must to be done for the Glory of Karrnath."* Dragomir was spoken of as horrible spectre only in hushed whispers even by those who were close to him.

From here continue on to **page 24** for **Part 3 Requiem: 3b. The Horror Awakened**. Be sure to give the players **Experience Points** before continuing.

Treasure

Below are a list of the possible treasures players can attain in this part of the adventure.

2a. The Rescue

Healing Potion - The red liquid glimmers when agitated and can heal 2d4+2 HP.

Chain Mail (3) - (75 gp)

Long Sword (3) - (15 gp)

Heavy Crossbow (3) - (50 gp)

2b. The Raiders

Chain Mail (3) - (75 gp)

Long Sword (3) - (15 gp)

Heavy Crossbow (3) - (50 gp)

Experience Rewards

Below are the listed experience points possible for this level. Add them up and then divide them by the total number of PCs and distribute them equally. At the DM's discretion a role-playing reward (No more than 50 XP per level) can be given to individual PCs.

Objective	Experience Points
2a. The Rescue	
Defeating the Emerald Claw Troopers	150xp
Freeing Rayla d'Deneith from the rubble.....	100xp
Total Possible XP per Group.....	250xp
2b. The Raiders	
Avoiding surprise against the Emerald Claw Troopers	100xp
Defeating the Emerald Claw Troopers	150xp
Total Possible XP per Group.....	250xp





PART THREE: REQUIEM

3a. Grève Finale

Moments after defeating the Emerald Claw Guards and speaking with Lady Luisa and Rayla d'Deneith a large explosion erupts from the window of the library creating a huge hole in the side of the mansion. Read the following:

The dust and rubble fall from the ceiling as the mansion shakes from a violent explosion. A terrible cascade of rubble blankets the courtyard followed by Vykta Grimnir flying into the debris. Badly injured, and groaning in pain he attempts to stand, but manages only to whince and collapse in agony.

As the players exit the house Lady Luisa follows with concern drawn on her features.

Grimnir holds his hand out to stop Luisa from coming any closer, his words pained "Valwynter is after the research, Lady Luisa. We have to stop him..." A strange ripple of

power flows throughout the grounds and the "orb of rest" begins glowing.

If the **Experimental Orb of Rest** is visible, read the following:

Stunned, Lady Luisa turns to you, panic in her voice, "You have it? Quickly, drain the orb's power before he can use it!"

Note: Regardless of what the players decide the orb will cease being a glowing magic item and become a clear crystal orb after activating.

With the sudden and somewhat unsettling ripple of energy the events in the courtyard slow dramatically. Time seems to stretch on like a punch to the gut and in ruins of the library Valwynter lifts a handful of documents from the debris, a combination of triumph and pain on his face. With his pilfered treasure in hand he drops down from destroyed room into the courtyard, and seeing that reinforcements have arrived, he turns and flees around the side of the house. Seconds later a black airskiff rises toward the clouds...



But just as the skiff makes for the air, the guard towers of the Fruling estate unleash a volley of siege fire upon it. The small airship rocks fiercely and turns toward the treeline and, smoking, careens into the forest, tearing through the wood with a thunderous sound, disabled but still intact.

At this point the players can speak with Lady Luisa and Grimnir about the occurrence. Grimnir is in no condition to continue on and Lady Luisa will want to stay with him to make sure he recovers. They will ask the group to track down Valwynter as the damage to the skiff was not substantial enough to destroy it and they want to make sure he does not escape with the research he's stolen. If the PCs press Grimnir for information about what was taken, read the following:

*"The details of the research he's stolen are...complex, but they are the basis of the **Orb** which you possess. However, that item is only a small portion of a much larger, and far more dangerous, creation that my colleagues and I were forced to work on during the Last War. Valwynter is working with the traitorous individuals that once oversaw our work. The Pilgrims must not be allowed to recover the parts of the **Emerald Legacy**!" he says through teeth clenched in pain and anger.*

From here the PCs will need to track the airskiff to the crash site in the forest. It is a relatively easy task, however the forest around the Fruling estate is not the safest, and with the disturbance of the crash some of the creatures in the area are on the move. A **Survival DC13** will allow the players to avoid any confrontations along the way, failing this check means that they encounter two **Twig Blights** which were disturbed by the crash. Use the **Crash Site Map** for the encounter with these creatures.

When the players reach the area where the crash has occurred, regardless if they encountered the Twig Blights read the following:

The forest has been an assault of sounds as you've traveled. Awakened from the crash and fleeing in the darkness all around, creatures rush through the shadows and cause a constant feeling of anxiety as the fear of ambush from a fleeing beasts in the darkness looms. Ahead, smoke rises from a small clearing made from the crash and as you approach, you notice a few oaks downed from the skiff tearing through the area. Three sets of trees still stand in the crash site which is marred by a massive cut of overturned earth and the still in one piece, but ruined air skiff.

Setup

(2) Twig Blights. (If encountered) The location of the Twig Blights is up to the DM. It is suggested that they are placed near trees away from the overturned earth.

Lord Valwynter. Lord Valwynter is currently resting near the center tree in the clearing, nursing his wounds. As the players enter the area a **Perception DC13** will reveal his location. If the PCs encounter the Twig Blights, Valwynter is not in this location and instead ambushes them, coming from the forest to the right of the center tree after that encounter.

Features. Several large trees in the area can provide cover and the large strip of overturned earth where the airskiff crashed acts as difficult terrain.



TWIG BLIGHT

Small Plant, Neutral Evil

Armor Class 13 (Natural Armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +4

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Blindsight 60ft (blind beyond this radius) passive Perception 9

Languages Common understands but can not speak

Challenge 1/8 (25 XP)

False Appearance. While the Blight remains motionless it is indistinguishable from a dead shrub.

ACTIONS

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

Tactics. The **Twig Blights** will attempt to sneak up on an apparent weak enemy and attack them together, if they are harmed and nearly killed or if someone uses fire, they will immediately flee the encounter. Immediately following their defeat, **Lord Valwynter** will enter into combat. At the start of the fight Lord Valwynter will use his Emerald Doom on the largest group of individuals, then engage weaker enemies while waiting for his Maneuvers to recharge going after ranged attackers if possible. When his Maneuvers recharge he will use his Emerald Slash and hit as many enemies as possible and repeat this tactic throughout the combat.

LORD VALWYNTER

Medium Humanoid, Lawful Evil

Armor Class 17 (Half Plate)

Hit Points 38 (7d8+7)

Speed 30 ft.

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

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Legendary Resistance 1/day If Lord Valwynter fails a save he can choose to succeed.

Senses passive Perception 14

Languages Common

Challenge 1.25 (250 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Martial Maneuvers (Recharge 5–6). Lord Valwynter uses one of the following attacks.

Emerald Slash. Lord Valwynter's blade becomes wreathed in a sickly green flame and as he swings the weapon a 20-foot line of green energy that is 5 feet wide tears through the area. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Emerald Doom. Lord Valwynter puts the point of his blade to the ground in a gesture of confidence, the edge of his sword glows with green light that traces around his form and burns from eyes, striking fear into his enemies. Each enemy in a 30ft radius must succeed on a DC 11 Will saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

REACTIONS

Intercepting Blade. Whenever an opponent attempts a grapple, shove, or reposition maneuver, Lord Valwynter may make a Longsword attack as a reaction, and if the attacker moved at least 10ft to attempt the maneuver he deals 2 (+1d4) extra damage on the attack.

Crashsite

1sq = 5ft

To House



Development

After Valwynter is defeated, read the following:

Valwynter drops to his knees, gasping and clutching his wounds but a twisted smile tugs at the corner of his lips, "It does not matter...you've only delayed the inevitable. We have Meister Vyla Zytrisant, and with her everything we need to restore the Legacy. Your weakness in saving Lady Luisa has only insured General Dragomir's ultimate victory...Glory to Karrnath." he says, coughing and spitting blood in hatred before falling over dead.

If the players search Valwynter's corpse they can retrieve his **Half Plate** armor, as well as his **Intercepting Longsword of Vengeance**, in addition to a set of **documents** on his person. If the players check the wreckage of the airskiff, they find the Grimnir's research papers without any issues and after this occurs they can hear a number of explosions back from the house as the guard towers begin firing.

Continue to **page 29** for **Part 4: A Grim Farewell**, but don't forget to give the players **Experience Points**.

3b. The Horror Awakened

Having defeated the Emerald Claw guards in the back courtyard, the players have noticed the Fruling crypt has been broken into and an individual has fled, dragging an unconscious Meister Vyla behind the mausoleum. Read the following:

As you draw closer to the crypt, the door has been shattered and something heavy appears to have been dragged through the soft earth around the back of the mausoleum. As you round the corner you hear a massive explosion from the front of the house, and a sudden ripple of unsettling energy flows over the area causing the Orb to glow brightly. Time seems to stretch on like a punch to the gut and the world around you slows. A black airskiff rises from behind the Fruling tomb, making for the clouds but as it does the guard towers of the estate unleash a volley of siege fire upon it. The small airship rocks fiercely and turns toward the treeline and, smoking careens into the forest, tearing through the wood with a thunderous sound, disabled but still intact.

Note: At this point the orb will cease being a glowing magic item and become a clear crystal orb after activating.

From here the PCs will need to track the airskiff to the crash site in the forest. It is a relatively easy task, however the forest around the Fruling estate is not the safest, and with the disturbance of the crash some of the creatures in the area are on the move. A **Survival DC13** will allow the players to avoid any confrontations along the way, failing this check means that they encounter a **Swarm of Bats** which were disturbed by the crash. Use the **Crash Site Map** for the encounter with these creatures.



As the party head through the forest read the following:

The forest has been an assault of sounds as you've traveled. Awakened from the crash and fleeing in the darkness all around, creatures rush through the shadows and cause a constant feeling of anxiety as the fear of ambush from a fleeing beasts in the darkness looms. Ahead, smoke rises from a small clearing made from the crash and as you approach, you notice a few oaks downed from the skiff tearing through the area. Three sets of trees still stand in the crash site which is marred by a massive cut of overturned earth and the still in one piece, but ruined air skiff.

Setup

(1) Swarm of Bats. (If encountered) The location of the Swarm is up to the DM.
Lord Fruling's Ghoul. Lord Fruling's Ghoul is currently hiding near the center tree in the clearing. As the players enter the area a **Perception DC12** will reveal his location. If the PCs encounter the Swarm of Bats, immediately after the bats flee, the Ghoul ambushes them.
Pilgrim Acolyte. The Acolyte has dragged Meister Vyla's wounded and unconscious body to the tree at the top, not far from the wreckage of the airskiff off the map. Once Lord Fruling's Ghoul attacks, she will also engage the players.
Features. Several large trees in the area can provide cover and the large strip of overturned earth where the airskiff crashed acts as difficult terrain.

Read the following:

From the shadows a gaunt and horrible form leaps at you. The mockery of the late Lord Fruling twisted into an undead form violently lashes out at you with wicked claws, and hate burning in his glowing red eyes.

Tactics. The **Swarm of Bats** (if encountered) has been frightened from the crash and simply wishes to escape. They will only attack as they fly through an enemy's space and flee the area. **Lord Fruling's Ghoul** will attempt to ambush the party, going after the weakest looking individual, attempting to paralyze them and attack them ferociously with his claws. **The Pilgrim Acolyte** will cast Bane in the first round of combat and maintains the spell from hiding. Perception DC11 to notice. However if the Bane fails the Acolyte will begin using Sacred Flame on the most dangerous looking targets to assist the ghoul.

SWARM OF BATS
Medium Swarm of Tiny Beasts, Unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., 30ft fly

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistance Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 60ft passive Perception 11
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its Blindsight while Deafened.
Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.
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 Bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS
Bites (swarm has more than half HP). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (2d4) piercing damage.
Bites (swarm has half HP or less). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: (1d4) piercing damage.

LORD FRULING
Medium Undead, Chaotic Evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+1)	6 (-2)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Poisoned
Senses passive Perception 11
Languages Common
Challenge 1 (200 XP)

ACTIONS
Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



To House

PILGRIM ACOLYTE

Medium Human, Lawful Evil

Armor Class 10

Hit Points 9 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bone*, *inflict wounds*, *sanctuary*

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Development

After the Ghoul and Acolyte are defeated, read the following:

As your foe falls to the ground, the forest grows quiet as if to briefly pause in respect for the end of the stain on Lord Fruling's memory.

If the players search **The Acolyte's** corpse they find a **Ring of Mind Shielding**, as well as his **Necklace of Skulls**, in addition to a set of **documents** on his person. If the players check the wreckage of the airskiff, they find the Fruling's destroyed coffin which is empty, after this occurs they can hear a number of explosions back from the direction of the house as the guard towers begin firing.

Continue to **page 30** for **Part 4: Grim Tidings**, but don't forget to give the players Experience Points.



Treasure

Below are a list of the possible treasures players can attain in this part of the adventure.

3a. Grève Finale

Half Plate - (750gp)

Intercepting Longsword of Vengeance

Weapon, Uncommon (Cursed), Requires Attunement

This finely crafted longsword feels exceptionally well balanced and fills you with a feeling of readiness for battle.

As a reaction whenever an opponent attempts a grapple, shove, or reposition maneuver, the wielder of an Intercepting weapon may make an attack with the weapon against the target. If the opponent moved at least 10ft to attempt the maneuver, the weapon deals +1d4 extra damage on a successful hit.

Curse: This sword is cursed and possessed by the vengeful spirit of Lord Valwynter. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it on your person at all times. While attended to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

In addition, while this sword is on your person, you must succeed on a DC 15 Wisdom saving throw whenever you take damage in combat. On a failed save you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it.

You can break the curse in the usual ways. Alternatively, casting banishment on the sword forces the vengeful spirit to leave it. The sword becomes a magic weapon with the Intercepting Property once the curse is broken.

3b. The Horror Awakened

Ring of Mind Shielding - Uncommon, The soul of the Acolyte inhabits this ring after his death. This may play a part in future adventures. The Acolyte can not do much from it's place within the ring, but it does wish to see the downfall of those that would oppose the Emerald Claw and it will make that known at every available opportunity. The DM is encouraged to RP the Acolyte as a fanatically loyal annoyance.

Necklace of Skulls

Wonderous Item, Uncommon, Requires Attunement

This necklace looks to be made of silver laced bone with 1d4+3 small skulls carved of jet set into the length.

As a bonus action on your turn, you can transform one of the skulls into a skeleton. The skeleton instantly falls from the necklace, lands in an unoccupied space next to you, and acts on your initiative count. The skeleton can tell friendly creatures from hostile ones and attacks the latter. The skeleton disappears in a harmless puff of smoke after 1 hour, when it drops to 0 hit points, or when you dismiss it (no action required). Once detached, a skeleton can't return to the necklace. When all of the necklace's skulls have detached, the necklace becomes nonmagical.



Experience Rewards

Below are the listed experience points possible for this level. Add them up and then divide them by the total number of PCs and distribute them equally. At the DM's discretion a role-playing reward (No more than 50 XP per level) can be given to individual PCs.

Objective	Experience Points
3a. Grève Finale	
Avoiding the encounter with the Twig Blights	100xp
Defeating Lord Valwynter	250xp
Total Possible XP per Group.....	350xp
3b. The Raiders	
Avoiding the encounter with the Swarm of Bats	100xp
Defeating Lord Fruling's Ghoul and The Acolyte	250xp
Total Possible XP per Group.....	350xp





PART FOUR: GRIM TIDINGS

4. Farewells

Regardless of what path the PCs have taken a great airship, the Bloodreaver, a terrifying vessel not seen since the Last War, descends upon the mansion. This happens while the PCs are making their way back from the woods, but they can see it descend from a distance. Read the following:

As you trek back to the house, explosions of siege fire comes from the guard towers surrounding the Fruling estate, followed by a second sound comes from on high. A massive airship descends from the clouds, its hull is black, like that of dried blood and the elemental ring is green tinted flame. The crew appears to be complemented with undead as they move along the deck. Like a dread shadow the vessel hovers above the estate, taking fire from the guard towers, relatively unphased by the assault, as a small air skiff, similar to the one that they tracked into the forest, rises to meet it. As the skiff docks, the Bloodreaver lifts off under the fire from the towers. The green flame from the elemental ring turns black as the cannon's along the ship's side glow with a greenish light and fire off a volley at the towers with a hideous sizzle and crack reminiscent of the one that started off the horrible events of the night. The impact shatters the sides of the

towers, blowing them apart, sending rubble and green flame across the courtyard while the terrible ship rises with whatever cargo it has attained. The sight of the grim airship heading into the east before vanishing into the cloud and leaving smoldering ruin and cinder serves as a final, ominous farewell to the terrible events of the night.

When the players return to the estate they will find **Rayla d'Deneith**, and (if they followed **part A.** of the module **Lady Luisa and Grimmir**) standing among the ruins of the guard towers in the courtyard. Many thanks to the players will be given by the survivors of the assault, and any questions they have about the events will be answered to the best of the ability of those asked. The following information is what each individual knows about the occurrence and the aftermath following the night.

Rayla d'Deneith - While Rayla knows almost nothing about the cause of the attack, she does recognize the Bloodreaver, if only from rumors of its existence. She recognizes that the assault was caused by a faction of the Emerald Claw and fears the worst in the coming days. The fact that they possess such a powerful weapon and were trying to get ahold of researchers from the Last War is a bad omen as far as she is concerned.



Meister Vyla - (If the players followed **path A**. Meister Vyla was taken by the Pilgrims, otherwise she can provide more information) Vyla is distraught and recognizes the Pilgrims as the faction that oversaw the research dealing with The Emerald Legacy. She can inform the players that the mages that worked on the device were kept separate so that the full scope of the device's capabilities were unknown. However, from the research the **Experimental Orb of Rest** was created by her and Grimnir. The Orb was one of many parts of the eldritch machine which was supposed to help "Restore the Glory of Karrnath" by the end of the war. Its method of temporal manipulation was based on tapping the fluctuations in irregular planar energies in an artifact that was discovered. However, the research was never completed and much of it was abandoned along with the facility at the end of the war. Grimnir possessed a great deal of the documented knowledge which they had intended to use for a better end, however if the Pilgrims have Grimnir...there are dark days ahead.

Lady Luisa - (If the players followed **path B**. Lady Luisa was taken by the Pilgrims, otherwise she is there to provide more information) Lady Luisa will not only thank the players for saving her, but also provide them with Medals of Honor. The medals are of fine white gold and jet, bearing a tree with sparrows, and can act as a **Potion of Superior Healing** once, after that they are simple medals of honor. Luisa knows that her father heard of Grimnir and Meister Vyla's work during the war and it was this interest that brought Grimnir close to her and sparked their affection. Grimnir sought to use the vestiges of war toward a better end with Lord Fruling's help and had started to work on turning the research from the Emerald Legacy to the betterment of Karrnath for peace. The assault on the estate and her family was likely the Pilgrim's attempt at not only retrieving the work, but sending a message to her supporters. She remains

undeterred and intends on doing everything she can to stop them from turning that work toward evil ends.

Grimnir - (If the players followed **path B**. Grimnir and his research were taken by the Pilgrims, otherwise he can provide more information) Grimnir is both furious and deeply saddened by the assault. His wounds are not only physical but emotional. His trust in Valwynter having been misplaced, he views as a stain on his honor and his pride is wounded. He recognized the Pilgrims as the faction that oversaw the research dealing with The Emerald Legacy and can inform the players that the mages that worked on the device were kept separate so that the full scope of the device's capabilities were unknown. However, he knows that the effects of the **Experimental Orb of Rest** are minor in comparison to what was expected, and that the device was nearly completed but required other components to control the effects. The basis of the creation was an artifact that had fluctuating planar energies that distorted time. He suspects the Pilgrims will head to the facility now since they have Meister Vyla and he is willing to assist in anyway possible to stop them.

Development & Continuing the Adventure

Here is where the first part of The Emerald Legacy ends. The Bloodreaver and the Pilgrims have either Lady Luisa, Grimnir and his research, or Meister Vyla and the knowledge she possesses and they have fled to the east heading for an abandoned research facility near the Mror Holds in an area known as Mror Cloud Vale. For now the plot comes to a halt, however the adventure can still be continued at the Fruling Estate. Here are some suggestions if you would like to continue the adventure:



Siege of the Damned! - With the large amount of necrotic energy that has been unleashed on the Fruling estate, the dead begin to rise. The Fruling crypt glows with foul necromantic energies after whatever unholy ritual was performed there. What evil now lurks within and can it be destroyed before the entire estate is overrun with the undead?

Coup de Grace - Leave no one alive. The Bloodreaver and its crew have fled the scene, however sympathizers of their cause have been sent to finish the job. With the guard towers destroyed and the guards severely lacking, mercenaries come from the forest and assault the survivors.

Traitors Among Us? - With all the chaos no one noticed, none of the band members were found among the dead. Powerful illusion magic was used to cover their escape, were they Thuranni spies? Now the hunt is on to find out who these individuals are and if they assisted in the attack against the Fruling estate.

Rosie who? - No one noticed the halfling that was snooping around the house and talking about her ends up with only more questions. How'd she get in? More importantly, Grimnir had notes on a powerful feyspire he was researching that had properties much like the artifact that the Experimental Orb of Rest was based on. Supposedly it flitted between Thelanis manifest zones and even through time, and now the notes have gone missing. Somebody needs to catch that Halfling before the Emerald Claw does!

The Emerald Legacy & the Experimental Orb of Rest

The Emerald Legacy was an experiment started by the Karrnath government after discovering a portion of an ancient dimensional seal that keeps Xoriat locked away from the Material Plane. What the mages discovered during their research of the artifact is that due to the planar

energies of Xoriat, time could be manipulated to varying degrees. Most of the research on the Legacy was kept in separate so that the researchers did not know the full scope of what they had been working on. From this research came The Experimental Orb of Rest and a number of other smaller devices that provided time based benefits such as Slow and Haste. However, the sum of the whole is greater than its parts as the ultimate goal of the device was total temporal control which would allow Karrnath to alter the events of the war without ever having to fight in it. The Orb is just one of three parts of the Emerald Legacy, with the other two being the Temporal Control Rod, and the Legacy Gate. With the Orb functioning as a channel for the planar energies of Xoriat, the Temporal Control rod as the device for activation and controlling the destination, and the Legacy Gate as the actual travel method, the plan was to conquer the Nations with temporal jumps and superior firepower. However, when the war ended the facility was abandoned and when the Emerald Claw was deemed terrorists and traitors the research was left behind save for what Grimnir and Vyla managed to keep. While the danger of altering the history of the world is a great one, the more sinister danger lies in the fact that the power of the Emerald Legacy comes from the Plane of Madness and not only could this ultimately spell disaster for those that use it in the long term, but it could cause a weakening in the seals which keep Xoriat at bay. In fact, in the coming adventures, these, along with other side effects, are explored as the Pilgrims of the Grave seek to change the fate of Karrnath with this dangerous Eldritch Machine through a combination of temporal thefts, contingencies, and invasion, which may ultimately spell their downfall, along with the doom of all Eberron.





Handouts

Valwynter,

The Bloodreaver and her crew are at your command. They will await your signal to commence the attack so that you may retrieve what we require. The secondary team will descend once the distraction has occurred.

Your dedication to the cause is admirable, though I do not see what your obsession is with the Fruling woman. Her opinions and attitude are signs of a larger sickness in the land and she along with the fools that support her must be excised and made an example of for the Glory of Karrnath. Take her if you must, perhaps we can rebuild her legacy into something fitting for the nation, but the research is all we truly require. If it can not be found, one of the mages will do.

I have located the original facility in Mror Cloud Vale. Together we will finish what was started there. Do not let your affections cloud your judgment, or her weakness infect your thoughts. Believe in US.

-Dragomir



Aldrich,

Valwynter has command of the Bloodreaver and crew, but I suspect his mind may be on other matters so I am sending you to make sure we get what we need. At the signal your team will descend once the distraction has occurred.

If the research can not be found, one of the mages will do. Fruling may have taken it to his grave, a foolhardy attempt no doubt and sign of his weak and addled mind. Retrieve the information from him and bring him into the fold. He will serve Karrnath in death better than he ever did alive.

Once you have what we require, do not wait for Valwynter, that pawn has served its purpose and dealing with his constant melancholies has become more trouble than he's worth.

The Bloodreaver will make for the facility in Mror Cloud Vale. We have much to do to restore the Legacy.

For the Glory of Karrnath,

Dragomir





Adaptation

The current storyline assumes the adventure takes place in the Eberron Campaign Setting and uses terms and themes from that world to form a story. However, if you would like to run Pilgrims of the Grave in another setting here are a few ideas.

Forgotten Realms

The Pilgrims of the Grave and the Emerald Claw replaced by Black Flame Zealots known as the Pilgrims of the Sun. The Pilgrims of the Sun are Cyrcist assassins who were routed from Thay after the spellplague and the wars that followed. They seek tear appart the government ruled by Szass Tam and gain control of the government.

Grimnir and Meister Vyla were researchers forced to work on the Black Dawn Legacy by the Pilgrims but they were freed from servitude by the Brotherhood of the Griffon.

Lady Luisa has been speaking in support of the Brotherhood in hopes that many will join the cause to free some of the lands taken by Thay during the wars. The Pilgrims see her as a future threat for when they assume control of Thay and harbor a hatred for the Brotherhood of the Griffon which she supports.

Rayla d'Deneith is a member of the Brotherhood of the Griffon.

Ravnica

The Pilgrims of the Grave are a radical faction of the Orzhov Syndicate and former agents of Bolas seeking to remove Teysa Karlov as Matriarch. Seeking to return the guild to its traditions, they have committed acts of terror in the city more befitting that of Rakdos Guild.

During the War of the Spark Grimnir and Meister Vyla were researchers who were forced by the agents of Bolas to undertake a project known as The Eternities Project. Grimnir and Vyla were overseen by the Pilgrims during their time at the facility.

Lady Luisa and Lord Fruling are professors of the changes in Orzhov, and they sought to use the research of Grimnir and Vyla to provide a better way of life for the city of Ravnica.

Rayla d'Deneith is a Boros mercenary, hired by Luisa to protect the estate.

Ravenloft

The Pilgrims of the Grave are a group of warriors that were formerly part of Strahd's army during the war that followed the Grand Conjunction. After the war they sought to utterly eradicate all of the Gundarakites and Strahd deemed them a nuisance which needed to be eliminated. The Pilgrims in a Ravenloft setting did not oversee the creation of the Experimental Orb of Rest and Grimnir and Meister Vyla's research on the Mistwalker Legacy.



However, they did learn of it all the same and seek to destroy Strahd and usurp his power to “purify Barovia.” Lady Luisa has been preaching peace among the Barovians and wishes to ease the tensions between the Gundarakites, and Barovians since the war and has been targeted by the Pilgrims due to her stance.

In Ravenloft, the Orb and Emerald Legacy draw on the power of the Mist and the Domain of Dread itself. It may spell disaster in time as this terrible artifact may potentially grant the Dark Powers to manifest in fully form, freeing them from their unknown prison.

Grminir and Meister Vyla worked on the Mistwalker Legacy under the direction of Strahd's forces and developed the Experimental Orb of Rest from the knowledge they gained during the war with Gundarak. Its original intent was to control the Mists but through some trick of the magic it instead only taps a fraction of the strange energy and timelessness there.

Ralya d'Deneith is a secret member of the Gundarak Resistance looking to destroy

Strahd and a proponent of Lady Luisa's stance of peace between the newly united domains.



Iconic Characters

Ay'nüb Ventures

Created in 990 YK by an unknown wealthy benefactor from the Shadow Marches, Ay'nüb Ventures, is a mercenary guild founded in the Karnath region whose mission is to inform the public of local potential for mercenary and adventuring opportunities, and provide services for those looking to hire adventures for events. The mysterious head of the guild, Ay'nüb, frequently writes opinion pieces on recent adventuring endeavors and researching undertakings of the local mercenaries which are published in the Korranberg Chronicle. Their goals are often aimed at assisting in public relations between the general populace and adventurers, which can sometimes be strained. Ay'nüb has rarely ever been seen even by their own guild members and likes to keep to themselves, preferring to offer assistance from afar in the form of advice, contacts, and if needed, a bit of coin.

On the other hand, the works of the guild as a whole and the public face of active members the Venture are gaining some notoriety in the region. Comprised of adventurers from varied walks of life and backgrounds, the Nübies, as they've become known by a small handful of locals, have come together in the spirit of adventure and with the goals of the guild in mind and in heart: Charity, camaraderie, adventure, and generally nübing it up.



D20 5e CHARACTER SHEET

Onextwo

Character Name

Fighter 1

Warforged Juggernaut Soldier

Player Name

Class & Level

Race

Background

Experience Points

STRENGTH

+3

16

DEXTERITY

-1

8

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+1

13

CHARISMA

+0

10

- ☐ +5 Strength
- ☐ -1 Dexterity
- ☐ +5 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- ☐ -1 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +1 Arcana INT
- ☒ +5 Athletics STR
- ☐ +0 Deception CHA
- ☐ +1 History INT
- ☒ +3 Insight WIS
- ☒ +2 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +1 Nature INT
- ☒ +3 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☐ +1 Religion INT
- ☐ -1 Sleight of Hand DEX
- ☐ -1 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

-1
INITIATIVE

ARMOR
20
CLASS

Resistances - Poison
Immunities - Disease

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP
13
HIT POINTS

Total 1d10
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dice Set, Vehicles (Land)

=== LANGUAGES ===
Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

=== REACTIONS ===

Protection

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can

use your reaction to impose disadvantage on the attack roll.

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longsword	+5	1d8+3 Slashing	Martial, Versatile
Unarmed Strike	+5	4 Bludgeoning	
Iron Fists	+5	1d4+3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

D20 5e CHARACTER SHEET

Onextwo
Character Name

Fighter 1
Class & Level
Warforged Juggernaut Soldier
Race Background
Experience Points

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Protection • PHB
While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

| 1 Reaction

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

| 1 / Short Rest • 1 Bonus Action

* Integrated Protection • WGtE
Your body has built-in defensive layers, which determine your armor class.

| Heavy Plating (armor) • WGtE
Your armor class is 16 + your proficiency bonus. You have disadvantage on Stealth checks.

* Iron Fists • WGtE
When you make an unarmed strike, you can deal 1d4 + 3 bludgeoning damage instead of the normal damage.

| 1 Action

* Powerful Build • WGtE
You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

=== JUGGERNAUT RACIAL TRAITS ===

* Ability Score Increase • WGtE

* Warforged Resilience • WGtE
You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You are immune to disease. You don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

* Sentry's Rest • WGtE
When you take a long rest, you must spend at least 6 hours in an inactive state rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	6 lb.		
CP	0	Chain Mail	1	55 lb.		
CP	0	Longsword	1	3 lb.		
EP	0	Handaxe	1	2 lb.		
CP	10	Handaxe	1	2 lb.		
CP	0	Backpack	1	5 lb.		
CP	0	Bedroll	1	7 lb.		
CP	0	Clothes, Common	1	3 lb.		
CP	0	Mess Kit	1	1 lb.		
WEIGHT CARRIED		Rations (1 day)	10	20 lb.		
130 lb.		Rope, Hempen (50 feet)	1	10 lb.		
ENCUMBERED		Tinderbox	1	1 lb.		
480 lb.		Torch	10	10 lb.		
PUSH/DRAW/LIFT		Waterskin	1	5 lb.		
960 lb.						
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

D20 5e CHARACTER SHEET

Onextwo
Character Name

Fighter 1

Warforged Juggernaut Soldier

Player Name

Race

Background

Experience Points

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

The Remade Warrior

Backstory:

Onextwo's original serial number was 1102, but he changed it slightly for some form of identity. He was designed for specialized tasks as a warforged envoy, but his caretakers quickly identified that he was clumsy. He was then placed on the frontlines and remodified with heavy composite plating.

Onextwo's superiors assumed he would end up as cannon fodder. They were wrong as he quickly became a seasoned and skilled fighter. He refused to use shields and enjoyed rushing enemies with as many weapons as he could hold. Each time he came out of battle nearly unscathed with but a few scratches on his thick armored hide.

There was only one time that Onextwo ever retreated it was from a horrifying monstrosity made of fresh corpses during his fight against the undead troops of the Karrnathi. The memory is still stuck with him.

After the war his commanding officer told him that he was free and that he could be his own person, but Onextwo wanted more. His skills and combat experience meant that there was more he could do for the people of Khorvaire, and he decided to take up adventuring.

D20 5c CHARACTER SHEET

Cororin
Character Name

Bard 1
Class & Level
Changeling
Race

Sage
Background

Player Name
Experience Points

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

+3

16

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☒ +3 Arcana INT
- ☐ -1 Athletics STR
- ☐ +3 Deception CHA
- ☒ +3 History INT
- ☒ +2 Insight WIS
- ☐ +3 Intimidation CHA
- ☒ +3 Investigation INT
- ☐ +0 Medicine WIS
- ☐ +1 Nature INT
- ☐ +0 Perception WIS
- ☒ +5 Performance CHA
- ☒ +5 Persuasion CHA
- ☐ +1 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☐ +0 Survival WIS

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

9

--

HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Lute, Lyre, Thieves' Tools, Viol

=== LANGUAGES ===
Common, Dwarvish, Elvish, Goblin, Orc

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Long Rest

As a bonus action, a creature within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

=== REACTIONS ===

Unsettling Visage • 1 / Short Rest

Once per short rest, when a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.

ACTIONS

10

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

D20 5c CHARACTER SHEET

Cororin
Character Name

Bard 1
Class & Level
Changeling
Race

Sage
Background

Player Name
Experience Points

== BARD FEATURES ==

* Hit Points • PHB 52

* Spellcasting • PHB 52

You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

* Bardic Inspiration • PHB 53

As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 3 / Long Rest • 1 Bonus Action

== CHANGELING RACIAL TRAITS ==

* Ability Score Increase • WGtE

Your Charisma score increases by 2, and either your Dexterity or your Intelligence increases by 1 (your choice).

* Change Appearance • WGtE

As an action, you can transform your appearance - including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics - or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die. You have advantage on any Deception check you make to avoid detection.

| 1 Action

* Changeling Instincts • WGtE

You gain proficiency with two of the following skills of your choice: Deception, Intimidation, Insight, and Persuasion.

* Unsettling Visage • WGtE

Once per short rest, when a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.

| 1 / Short Rest • 1 Reaction

* Divergent Persona • WGtE

You gain proficiency with one tool of your choice. Define a unique identity associated with that proficiency; establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

* Languages • WGtE

You can speak, read, and write Common and two other languages of your choice.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Leather	1	10 lb.		
CP	0	Dagger	1	1 lb.		
CP	0	Rapier	1	2 lb.		
EP	0	Backpack	1	5 lb.		
CP	10	Bedroll	1	7 lb.		
CP	0	Candle	5	—		
CP	0	Clothes, Common	1	3 lb.		
CP	0	Clothes, Costume	2	8 lb.		
CP	0	Rations (1 day)	5	10 lb.		
CP	0	Waterskin	1	5 lb.		
CP	0	Disguise Kit	1	3 lb.		
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		
54 lb.				QTY WEIGHT		
ENCUMBERED						
120 lb.						
PUSH/DRAG/LIFT						
240 lb.						

EQUIPMENT

D20 5e CHARACTER SHEET

Cororin
Character Name

Bard 1
Class & Level
Changeling
Race

Sage
Background

Player Name
Experience Points

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

There's nothing I like more than a good mystery.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

My life's work is a series of tomes related to a specific field of lore.

BONDS

Unlocking an ancient mystery is worth the price of a civilization.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



D20 5e CHARACTER SHEET

Cororin
Character Name

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME

=== CANTRIPS ===

- ☐ Prestidigitation
- ☐ Vicious Mockery

SOURCE

(At Will)

Bard
Bard

SAVE/ATK TIME

RANGE

COMP

DURATION

PAGE REF

NOTES

- 1A 10 ft.
WIS 13 1A 60 ft.

V,S
V

1 hour
Instantaneous

PHB 267
PHB 285

D: 1h, V/S
V

=== 1st LEVEL ===

- ☐ Healing Word
- ☐ Sleep
- ☐ Thunderwave

2 Slots OO

Bard
Bard
Bard

- 1BA 60 ft.
- 1A 90 ft./20 ft. Sphere
CON 13 1A Self/15 ft. Cube

V
V,S,M
V,S

Instantaneous
1 minute
Instantaneous

PHB 250
PHB 276
PHB 282

V
D: 1m, 20 ft. Sphere, V/S/M
15 ft. Cube, V/S

SPELLS

The Pretender Sage

Backstory: Cororin spent her first few years learning how to run and hide. She had some memories of Mror Holds, but not enough to leave sentimental value. Her father explained that Karrnath would be easier to blend in due to their nature, but then he was drafted. Before leaving for war her father sent her to stay at a school of magic. Though it specialized in necromancy it would be an excellent place for her to learn enough magic to protect her throughout her life. He warned her to study hard, keep silent, and always keep her true image a secret. It was the last lesson he would ever teach her.

Cororin was a pain to her instructors. She refused to stick to the fundamentals of magic, and instead decided to learn her own way. Cororin passed most of her tests, but they would fail her because the spells were not performed in a manner that she was taught. This, combined with receiving news of her father's death, brought Cororin to the decision that it was best she leave the school.

Cororin's curiosity and fascination with the world caused her to go on many adventures and she ended up taking part in the Last War. Mostly she worked to entertain soldiers with her stories which were partially historic, and partially exaggerated by her own additions. Still her music and words gave the soldiers the strength to fight harder and win the day.

After the war Cororin naturally took up adventuring as it was the easiest way to explore the natural world.

D20 5c CHARACTER SHEET

Edvard Mardar
Character Name

Rogue 1

Human

Folk Hero

Player Name

Race

Background

Experience Points

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+2

14

WISDOM

+0

11

CHARISMA

+1

13

- ☐ -1 Strength
- ☐ +5 Dexterity
- ☐ +2 Constitution
- ☐ +4 Intelligence
- ☐ +0 Wisdom
- ☐ +1 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☒ +2 Animal Handling WIS
- ☐ +2 Arcana INT
- ☐ -1 Athletics STR
- ☐ +1 Deception CHA
- ☐ +2 History INT
- ☒ +2 Insight WIS
- ☐ +1 Intimidation CHA
- ☒ +4 Investigation INT
- ☐ +0 Medicine WIS
- ☐ +2 Nature INT
- ☒ +2 Perception WIS
- ☐ +1 Performance CHA
- ☐ +1 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☒ +2 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
10		--
HIT POINTS		
Total 1d8	SUCCESSES ☐ ☐ ☐ ☐ ☐ ☐	
HIT DICE	FAILURES ☐ ☐ ☐ ☐ ☐ ☐	
DEATH SAVED		

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Cartographer's Tools, Thieves' Tools, Vehicles (Land)

=== LANGUAGES ===
Common, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Shortsword	+5	1d6+3 Piercing	Martial, Finesse, Light
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Experience Points

EQUIPMENT



D20 5c CHARACTER SHEET

Edvard Mardar

Character Name

Rogue 1

Human

Folk Hero

Player Name

Race

Background

Experience Points

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

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

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I wish my childhood sweetheart had come with me to pursue my destiny.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

The Noble Scoundrel

Backstory: Fayd often recalls the time he spent among his family. He recalls the rigorous training in warfare, and the time he spent learning the traditional spiritual focus of those who came before. The triumvirate of war was most important to his grandfather. Long would he explain the need to pray before Dol Arrah, Dol Dorn, and lastly...to Dol Azur. For so long as honor and glory are important so to would be violence and retribution. It was a blessing to them when the Blood of Vol gained some popularity. Power of the blood is important to nobles, and that is the philosophy that the followers preached. His grandfather warned them not to abandon the triumvirate for some new faith. They agreed, but Fayd's parents still attended local meetings of the dark church.

It all seemed so backward to him. Perhaps the gods were real. Perhaps they were not. Either way Fayd decided that he would do what was best for the people. He left his house to go adventuring. That way there would not be a next generation of the House of Herren to poison the minds of the people. Perhaps when he returned he would have the strength of will to overpower his family's violent customs.

Hypocrite, he often calls himself, because adventuring leads to violence. When someone such as Fayd, who's heart is good natured yet rebellious, ventures out into the world one often finds that action must be taken. He earned a price on his head by an extremist group called the Emerald Claw for his noble deeds, but obtained the love of the people.

D20 5e CHARACTER SHEET

Thalron Strongheart

Character Name

Paladin 1

Mountain Dwarf Folk Hero

Class & Level

Player Name

Race

Background

Experience Points

STRENGTH

+3

17

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+2

14

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +3 Wisdom
- ☐ +4 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- ☐ -1 Acrobatics DEX
- ☒ +3 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ +2 Deception CHA
- ☐ +0 History INT
- ☒ +3 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +0 Nature INT
- ☐ +1 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +0 Religion INT
- ☐ -1 Sleight of Hand DEX
- ☐ -1 Stealth DEX
- ☒ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

-1

INITIATIVE

ARMOR

18

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

12

--

HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Mason's Tools, Smith's Tools, Vehicles (Land)

=== LANGUAGES ===

Common, Dwarvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Divine Sense • 3 / Long Rest

As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

Lay on Hands Pool • 5 / Long Rest

You have a pool of healing power that can restore 5 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Battleaxe

+5

1d8+3 Slashing

Martial, Versatile

Handaxe

+5

1d6+3 Slashing

Simple, Light, Thrown, Range (20/60)

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS

Paladin 1

Character Name

Mountain Dwarf Folk Hero

Race

Background

Experience Points

brewer's supplies, or mason's tools.

* Stonecunning • PHB 20

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

* Dwarven Armor Training • PHB 20

You have proficiency with light and medium armor.

| 3 / Long Rest • 1 Action

You have a pool of healing power that can restore 5 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

Lay on Hands Pool: 5 / Long Rest • 1 Action

* Darkvision • PHB 20

You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • PHB 20

You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • PHB 20

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • PHB 20

You gain proficiency with your choice of smith's tools.

FEATURES & TRAITS

					
	0	Shield	1	6 lb.	Mason's Tools
	0	Chain Mail	1	55 lb.	Emblem
	0	Handaxe	1	2 lb.	
	0	Battleaxe	1	4 lb.	
	0	Backpack	1	5 lb.	
	0	Bedroll	1	7 lb.	
	10	Clothes, Common	1	3 lb.	
	0	Mess Kit	1	1 lb.	
		Pot, Iron	1	10 lb.	
		Rations (1 day)	10	20 lb.	
		Rope, Hempen (50 feet)	1	10 lb.	
		Shovel	1	5 lb.	
		Tinderbox	1	1 lb.	
		Torch	10	10 lb.	
		Waterskin	1	5 lb.	

WEIGHT CARRIED

152 lb.

ENCUMBERED

255 lb.

PUSH/DRAW/LIFT

510 lb.

ATTUNED MAGIC ITEMS
QTY
WEIGHT

EQUIPMENT



D20 5e CHARACTER SHEET

Thalron Strongheart

Character Name

Paladin 1

Mountain Dwarf Folk Hero

Class & Level

Player Name

Race

Background

Experience Points

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

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

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

The people who knew me when I was young know my shameful secret, so I can never go home

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

The Hedgeknight

Backstory: Thalron Strongheart was like most dwarves in the belief that his loyalty to his clan was everything. The Stonewells always hated the Stronghearts and had worked very hard to sabotage a shipment of weapons to the border of Mror Holds. Not only was this shipment important to the income of the Strongheart clan, but it was also important to the soldiers fighting in the Last War. The Stonewells had replaced the Strongheart swords with copper swords that were steel plated. Thalron was guarding the wagons when the switch was taking place, and realized he did not recognize the other guard on duty. Without thinking he buried his axe into the other guard's skull and chased down the Stonewell thieves. The shipment was saved, and the Stonewells were tried for treason. However, dwarves are a stoic race which relies on law and order. Thalron was charged with the murder of someone contracted under his employ. The judge understood that the victim had only contracted himself with the intent to assist the thieves, and so offered Thalron a solution. He could bring his family honor by joining the fighting effort and guarding the borders of Mror Holds.

Once there Thalron's battle prowess earned him an offer from a old order of dwarvish defenders. They were essentially paladins who had sworn to defend the world against the denizens of Khyber and the forces of evil. The kingdom of Karrnath had been rumored to be building an army of undead warriors, and so naturally the order had decided to join in the war effort. After the war Thalron became an adventurer, and traveled the world as a free knight, but never forgot his Oath of Devotion to protect the world from evil.

D20 5c CHARACTER SHEET

Faejurn
Character Name

Warlock 1

Swiftstride

Haunted One

Player Name

Base

Background

Experience Points

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

+3

16

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☐ +3 Wisdom
- ☐ +5 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +1 Arcana INT
- ☐ +0 Athletics STR
- ☐ +3 Deception CHA
- ☐ -1 History INT
- ☐ +1 Insight WIS
- ☐ +3 Intimidation CHA
- ☒ +1 Investigation INT
- ☐ +1 Medicine WIS
- ☐ -1 Nature INT
- ☒ +3 Perception WIS
- ☐ +3 Performance CHA
- ☐ +3 Persuasion CHA
- ☒ +1 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☒ +3 Survival WIS

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

9

--

HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

=== ARMOR ===
Light Armor

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Shifting • 1 / Short Rest

Once per short rest as a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain +2 temp HP and additional benefits that depend on your shifter subrace.

=== REACTIONS ===

Swiftstride Reaction

While shifted, your walking speed increases by an additional 5 ft. and you can move up to 10 ft. as a reaction when an enemy ends its turn within 5 ft. of you. This movement doesn't provoke opportunity attacks.

=== SPECIAL ===

Dark One's Blessing

When you reduce a hostile creature to 0 HP, you gain 4 temp HP.

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+5

1d8+3 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Range (30/320)

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Shortbow

+5

1d6+3 Piercing

Simple, Ammunition, Range, Two-Handed, Range (30/320)

Unarmed Strike

+2

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS

D20 5e CHARACTER SHEET

Faejurn
Character Name

Warlock 1

Class & Level
Swiftstride

Player Name
Haunted One

Background

Experience Points

=== WARLOCK FEATURES ===

* Hit Points • PHB 106

* Proficiencies • PHB 107

* Otherworldly Patron • PHB 107

You have struck a bargain with an otherworldly being.

| The Fiend

* Pact Magic • PHB 107

You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.

* Expanded Spell List • PHB 109

Additional spells are added to the warlock spell list for you.

* Dark One's Blessing • PHB 109

When you reduce a hostile creature to 0 HP, you gain 4 temp HP.

| Special

Once per short rest as a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain +2 temp HP and additional benefits that depend on your shifter subrace.

| 1 / Short Rest • 1 Bonus Action

* Graceful • WGtE

You have proficiency with the Acrobatics skill.

* Swift Stride • WGtE

Your walking speed increases by 5 feet.

* Shifting Feature • WGtE

While shifted, your walking speed increases by an additional 5 ft. Additionally, you can move up to 10 ft. as a reaction when an enemy ends its turn within 5 ft. of you. This movement doesn't provoke opportunity attacks.

| Swiftstride Reaction: 1 Reaction

=== SWIFTSTRIDE RACIAL TRAITS ===

* Ability Score Increase • WGtE

Your Dexterity score increases by 1.

* Darkvision • WGtE

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

* Keen Senses • WGtE

You have proficiency with the Perception skill.

* Shifting • WGtE

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	1	10 lb.	Rations (1 day)	10	20 lb.
SP	0	1	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
EP	0	1	1 lb.	Tinderbox	2	2 lb.
CP	0	1	5 lb.	Torch	13	13 lb.
CP	0	1	2 lb.	Waterskin	1	5 lb.
PP	0	20	1.5 lb.	Wand	1	1 lb.
	Backpack	1	5 lb.	Stake (Wooden)	9	—
	Chest	1	25 lb.	Holy Symbol	1	—
	Crowbar	2	10 lb.			
	Hammer	2	6 lb.			
	Holy Water (flask)	1	1 lb.			
	Manacles	1	6 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	Mirror, Steel	1	0.5 lb.			
	Oil (flask)	1	1 lb.			
	Piton	10	2.5 lb.			

EQUIPMENT

WEIGHT CARRIED

128.5 lb.

ENCUMBERED

150 lb.

PUSH/DRAW/LIFT

300 lb.



D20 5c CHARACTER SHEET

Faejurn
Character Name

Warlock 1

Class & Level

Swiftstride

Race

Haunted One

Background

Player Name

Experience Points

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don't run from evil. Evil runs from me.

PERSONALITY TRAITS

I kill monsters to make the world a safer place, and to exorcise my own demons. (Good)

IDEALS

There's evil in me, I can feel it. It must never be set free.

BONDS

I talk to spirits that no one else can see.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



D20 5e CHARACTER SHEET

Faejurn
Character Name

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS

The Cursed One

Backstory: It is not often that the Church of the Silverflame finds itself in Karrnath. However, there are some missionaries that travel there. Their goal is to bring more followers into the fold of the church. More followers means potentially more champions to face against “evil” in the world. As a shifter Faerjurn’s family was not exactly welcome in the church. The later stories of the Silverflame’s trials spoke of the Lycanthrope plague, when a terrible virus ravaged Khorvaire. The Silverflame knights stood against the virus and saved the world. Shifters, being descended from Lycanthropes, are looked upon as living sins by some. They are reminders of that plague, and so Faerjurn’s parents were given charge over a group of missionaries living in Karrnath.

The Emerald Claw followers struck hard in the night. Each victim rose up as a monster to slay their former allies. The paladins of the Silverflame fought and died bravely, but they were not enough to rebel such numbers. Faerjurn’s parents were made an example. Their flesh was flayed while they still lived, but the Emerald Claw would not allow death to be an end. They were transformed into ghouls by necromancy, and sent out into the nearby village. Their appearances were restored with magic so it would seem as though the Silverflame was responsible.

Faerjurn was wounded in the fight, but her anger and stubbornness would not let her die. She cried out to the Silverflame. Why would it allow such evils to destroy its followers? A shadow wreathed in silver fire appeared before her. It offered her vengeance, but only if she would champion the cause of justice. She agreed, but only if she would not be bound by any law or dogma. Faerjurn’s wounds were healed and a dark power pulsed within her. She set herself upon the village, and destroyed what her parents had become.

Faerun now travels as an avenger. She did not forget the wrongs done by the Followers of the Emerald Claw. As her wrath grows so does her power.

**Can you stop the Emerald Claw from
changing Karrnath's fate? Or will the
Emerald Legacy take hold and spell
doom for the people of Khorvaire? Only
time will tell as the Emerald Legacy
series kicks off in Pilgrims of the Grave!**

