

Alea Arcana

The Windmill Turns

-a single-shot short adventure for D&D (5e)-

War rages across the kingdom. Knights fight alongside wizards looking to save their country and their homes. Hundreds of settlements have been lost already and the princess has just been captured. Intensely focused on rescuing the king's daughter, the army doesn't see that the enemy forces have lured them away from an old ruined windmill. Janessa, a local druid, recognizes their devious ploy and gathers bold adventurers to find out what might lie within the abandoned structure and why the enemy doesn't want it discovered...

A 3-4 hour adventure for 1st level characters

by Dallas Dieckman

Like it? Love it? Think something should be different or don't understand an ability? Please contact me via email at dallas_dieckman@yahoo.com. Feedback is always appreciated.

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ALEA ARCANA: The Windmill

Introduction

This adventure is designed for three to twelve 1st level characters. This document and the secrets within it are meant just for the Dungeon Master.

Alea Arcana: The Windmill Turns is a classic adventure bringing players into an old-fashioned fantasy realm full of magic and medieval culture. This adventure can be used to introduce new players to D&D, enjoy a simple, single-session adventure, add a new adventure for your regular players, or even use it to kick-off a whole new campaign!

I love writing stories and helping others with a successful D&D plot, so if you have questions or seek advice, please send me an email at dallas_dieckman@yahoo.com. I would be more than happy to help you out!

Running the Adventure

Alea Arcana: The Windmill Turns can be played with any 1st level characters; however, to make things easy, prebuilt characters have been provided. They have been collected at the end of the adventure on page 10. Their character sheets are also available starting on page 16.

For custom characters joining the adventure simply have Lieutenant Ka Omez (the prebuilt ranger) or Janessa (the prebuilt druid) have reached out to the them for help. If no player is playing either of those two characters, just make them NPCs.

Lieutenant Ka Omez has gathered the characters to go on a mission to the Windmill. He is the default "leader" of the party. As an NPC, he will look first to Tugdyl Ferrumheart to complete the mission if the dwarf has been chosen to be played. If not, then Alfringwen Dwin'urdrenn, and then Jedrek Magar. If none of those characters are selected, Lieutenant Omez does not default to any character as the leader. He just hopes the mission is a success.

He offers to pay everybody 10 gold pieces each from the King's Army for a successful mission.

Background

To setup the adventure for your players, you may read the following boxed text:

The Kingdom of Belfast is at war! The young orc Warlord Uldorgaz, the "World-Grasper," terrorizes the countryside, pillaging and plundering one village and then another. The brave King Agannor V leads his army against them - an elite force of valiant knights and powerful magi. However, the wily orc leader has tricked the King, luring enough of his forces away from the capital to send in a strike team. The orcs were unable to assassinate the king, but they were able to kidnap his daughter, Princess Elektra.

King Agannor scrambled all of his forces in pursuit of his daughter. However, a young druid named Janessa believed it to be another trap by the orcs and claimed that she may have found a clue to the truth. She went to the King's Army, but none of them would listen to her - Until an unlikely lieutenant named Ka Omez gave her a chance. After hearing her tale, he sought out others who might help them...

Overview

This adventure takes place beneath the ruins of an old windmill. Kobolds have dug out a secret research facility in the service of Barukk Elf-Butcher - Warlord Uldorgaz's father and the former warlord. The orc has discovered a strange artifact that seems to have power over effects dealing with time. While his son has King Agannor distracted with the war, Barukk can use the agelessness of the captured Princess Elektra to unlock the powers of the mysterious device.

If you require larger maps, they are located at the end of the module on page 46.

The Adventure:

To the Windmill

If you are running short on time or need no introduction to the basics of D&D, you may skip this Prelude and begin at Act I - The Windmill.

Prelude: Under attack!

To start, read the following boxed text to start the adventure. If you haven't read the Background section on page 2, you may want to do that first.

You make your way to the old Windmill, travelling down the old path through the woods that leads there. It is eerily quiet and dark clouds build above the trees, bringing some truth to the druid's claim that darkness is at work here.

You enter a large clearing amidst the trees, and you stop as a noise breaks the weird silence. You hear branches breaking and earth being trampled. From the trees burst rampaging boars charging straight for you!

Begin the session immediately in combat. Have the party members face off against a number of **boars (MM 319)** charging from the trees. The number of boars that appear depends on the number of players:

# of Players:	# of Boars:
3	2
4-5	3

6	4
7-8	5
9-12	6

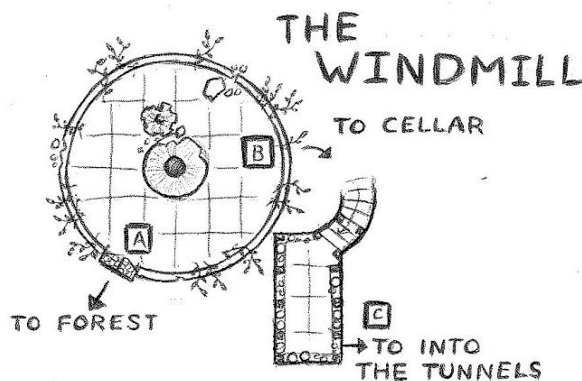
A DC 10 Intelligence (Animal Handling) check reveals that the boars had been captured and not treated well. If the character's search the woods, cages that once held the boars can be found, as well as the corpse of a kobold. A DC 10 Intelligence (Investigation) check suggests that the kobold freed the boars and was killed by them.

Act I: The Windmill

Read the following, as the players approach the windmill:

The windmill stands broken before you, forgotten by civilization and reclaimed by nature. The once spinning arms are missing. The top has crumbled from age and overgrowth, but the base remains strong. The door is clear of vines, but it is shut - sealed off from use.

From inside, you can hear a few yips and grunts. They are the only sounds as the sky grows darker with rain clouds gathering far above the trees...



The sounds are starving **baboons (MM 318)**, and they have been trapped by the kobolds for some time. A DC 10 Intelligence (nature) check can be made to identify the sounds as baboons. The number of baboons depends on the number of players:

of Players: # of Baboons:

3	7
4	8
5	10
6	11
7	12
8	14
9-12	15

The door into the windmill is locked and the only other way in is through the open top. A DC 15 Intelligence (Investigation) check at the door reveals that the door's lock hasn't been used until recently. Rust in the locking mechanism suggests that it had been unlocked for ages.

The characters can climb 30 feet to the top of the windmill (Strength (Athletics) DC 9). There they can find that a large net has been secured over the opening, trapping the ravenous baboons that are in the windmill. The baboons might attack any character atop the tower, reaching through the net to attack them (with disadvantage because of the net). The net has become entangled with vines, but sections can be destroyed. Each section is a 5 feet by 5 feet object, has AC 10, immunity to piercing, and 5 hit points.

If the characters go to the rear of the windmill, they will discover a crack in the wall. It is too small to pass through, but it will allow the players to see the baboons inside without being noticed.

If the players are not quiet outside the windmill or remain at the locked door for too long, the baboons trapped inside the windmill will become anxious and begin howling and screaming.

A. The Windmill Door

To open the door, a DC 11 Dexterity (Thieves' Tools) check can be made. The players may wish to forgo the lock and kick open the door or destroy it. In these cases, to burst the door open requires a successful DC 16 Strength check. If the door is attacked, it has AC 10, resistance to piercing, and a total of 18 hit points.

Once inside the windmill, the baboons attack!

Inside the windmill, natural overgrowth has consumed everything. A pack of ravenous baboons surge from the thicket and debris and attacks!

The baboons can be convinced to flee if a group DC 14 Wisdom (Animal Handling) check is made. Each character that threatens any square along the baboons' escape route must use their action to attempt this check for it to work.

The interior of the windmill is laden with overgrowth, making each square inside the ruin difficult terrain. The vines along the wall can be used for climbing with successful DC 6 Strength (Athletics) checks. If a character fails, they cannot climb any further. If a character fails by 5 or more, they fall. Small characters (like the baboons) may use the vines to climb throughout the entire room.

B. Cellar Door

A trap door can easily be found under the plants that leads down to an ancient cellar. Once it is found, a heavy rain starts pouring down.

Underneath a leafy bush, you discover an old trap door. Thunder breaks above you, and rain begins to pour down into the windmill.

C. Secret Cellar Passage

The cellar contains old ceramics and mounds of dust. Within is a secret door, given away by some tracks in the dirt floor. It takes a successful DC 6 Intelligence (Investigation) to find it and its activation lever. However, the character which finds it must have succeeded by 5 or more to notice the booby trapped shelf above it! If the secret door is opened, the shelf collapses, dropping a flask of alchemist's fire (PHB 148-150) on anyone below.

The passage that is revealed is a tunnel lined with support beams perfect for medium sized characters.

In the passage, tracks can be found. A DC 14 Intelligence (Investigation) check reveals that the tracks were made by kobolds dragging something or someone anywhere from a day to a month ago.

Act II: Into the Tunnels

Once the players enter the tunnel, read the following:

The passage is long, but it eventually opens into a narrow cavern. You hear moving water and can see the faint glow of a steady light somewhere down to the right.

The players may try to sneak into the cavern ahead or take some time to come up with a plan before proceeding. Once at least one of them moves into the cavern, read the following:

Over the years, water has eroded out a cavern about 60 feet across. The ceiling vaults upward to 50 feet above you. A slope to your left leads down to a shallow pool 10 feet below. The pool fills the center of the cavern and is slowly rising as rain waters rush into the cavern from a waterfall you see at the other end of the cavern on your right. Beneath the waterfall, a wheel-like machine hums louder and louder as the water flow picks up volume and speed. The turbine is currently glowing with power, illuminating the space around it like a torch.

Its light reveals an old rope bridge spanning the watery floor directly in front of you, leading to the opposite side of the cavern.

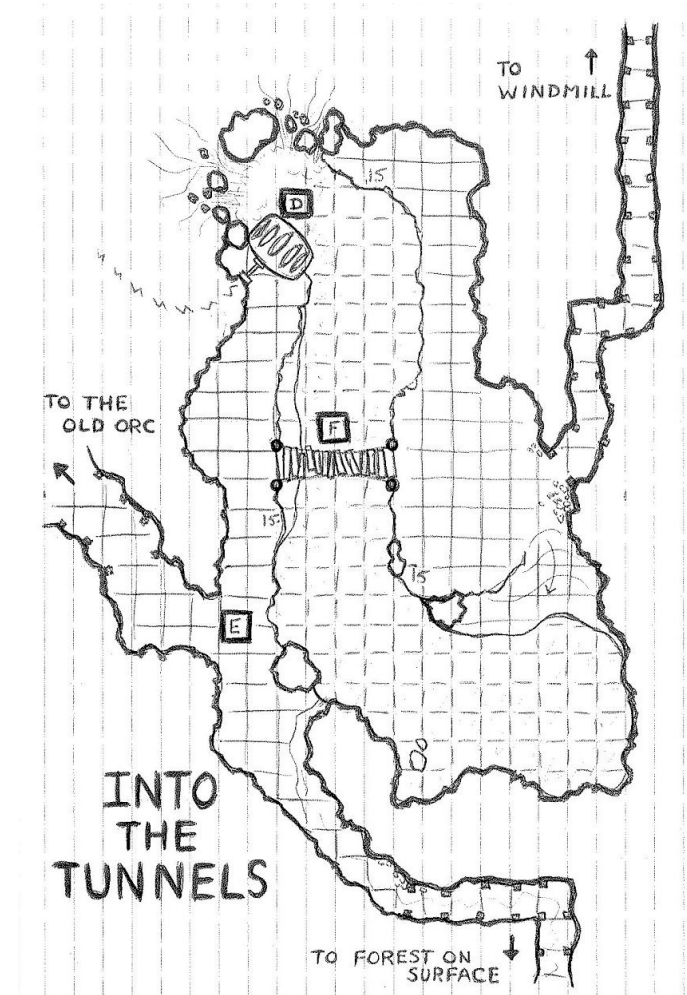
There are few places to hide from the darkvision of the kobolds within this room. Although a single character may try to sneak up to the small rock at the ledge (see map) by succeeding at a DC 8 Dexterity (Stealth) check, but if there are 9 or more kobolds, the character has disadvantage. The character also has disadvantage if they cannot see the kobolds (probably due to darkness) or if the kobolds can see a light source present down the tunnel.

The pool in the center of the cavern is shallow, and no swimming is necessary within it. However, it is difficult terrain and provides disadvantage to any Dexterity (Stealth) checks made within it.

The small cliffs cut out by the water over time are 15 feet high and can be climbed with a successful DC 12 Strength (Athletics) check.

Any character with a passive Intelligence (Investigation) of 13 or higher can tell that this cavern used to be full of kobold activity and that it must have been recently evacuated. If a character investigates the cavern, a DC 14 Intelligence (Investigation) will reveal that a medium-sized humanoid has been here within the last week. If a character succeeds by 5 or more, they also know that the humanoid was a light-footed female and probably

being dragged.



The passage to the forest is very long and gets small. Water from the outside has filled it and collects in the cavern pool.

D. The Hydro-powered Generator

The kobolds have somehow built a device that is harnessing energy from the moving water within the cavern. While it is working, it glows, giving off bright illumination 20 feet away and dim illumination 20 feet further. A cable extrudes from behind the machine and enters into the nearby cave wall.

If Jinglefoot "Skootz" Tightbuns is in the party and he investigates the device, a DC 10 Intelligence (History) check will recognize the circuitry as his own design - something he dreamed up as a theoretical power source long ago and lost along with his original spellbook.

The machine can be destroyed. It is an object with AC 19, immunity to lightning, and 29 hit points. If it is dealt lightning damage, it hums louder and glows

brighter, extending its illumination radius by 10 feet.

The cable is much easier to destroy. It is an object with AC 11, immunity to lightning, resistance to bludgeoning and piercing, and only 5 hit points. However, if a character deals damage to the cable with a metal-hafted weapon, they take 1d6 lightning. If the cable is destroyed, the generator will build-up energy and explode 1d6 rounds later, dealing 4d6 lightning and fire damage to any creature within 30 feet. A character may succeed at a DC 13 Dexterity saving throw to take half damage instead.

E. The Kobold Defenders

There are several **kobolds (MM 195)** in the cavern, guarding the larger passage that leads to their leader. In addition to the standard weapons in the kobold entry, they are also armed with spears (1d6 piercing, Thrown (20/60), Versatile 1d8), knowing that some adventurers were spotted entering the windmill. These remaining kobolds have vowed to give their lives in defense against any intruders. The number of kobolds defending the passage depends on the number of players:

# of Players:	# of Kobolds:
3	5
4	6
5	7
6	8
7	9
8	10
9-11	11
12	12

The kobolds hold their ground on their side of the cavern, and they know that they have an advantage from their position on their side of the trapped bridge.

F. The Rickety Rope Bridge

The bridge in the center of the cavern looks old and rickety. A character can use a bonus action to succeed at a DC 12 Wisdom (Perception) check and see that the ropes of the old bridge have been partially cut. A DC 15 Intelligence (Investigation) check reveals that a single small creature can move across it, but if a

medium character or more than one small character does so, it will break once they reach the middle. Any character on the bridge when it breaks falls 15 feet into the pool below and takes 1d6 bludgeoning damage. A character at an end of the bridge when it breaks can make a DC 15 Dexterity saving throw to grab the rock edge and save themselves from falling.

Act III: The Old Orc

Past the kobolds lies the last chamber. Upon entering the cavern, read the following:

The large tunnel splits in two, but not far down one, you can see that they both enter into the same 110 feet long cavern. The ceiling is lower here, only about 15 feet above. A magical light source at the other end provides illumination for two individuals currently having an argument: a weathered orc warrior wearing a flagrant necklace of elf ears with glowing red eyes within a dark mask-like helmet and a dark grey-scaled kobold matron with a floating blue rock encircling her head and a massive spellbook in her hands. Behind them you see another machine. It is a giant glowing sphere giving off its own soft pulsing light. Shackled to its side, is a young maiden obviously in pain. Floating in front of her is a stone pentagonal medallion.

If the players did not destroy the generator or the cable in the previous room, the cable across the floor illuminates each square it is with dim light. The magic light source is the tip of a pole standing near the machine. It provides bright illumination out 20 feet and dim illumination 20 feet further. The sphere (if energized) provides dim illumination out 10 feet.

The arguing characters are **Barukk Elf-Butcher (orc; MM 246)** and **Ixa (see below)**. The captive girl is none other than the half-nymph **Princess Elektra (Noble with no armor or weapons; MM 348)**. With successful Intelligence (history) checks reveal the following information for each character:

For Barukk*:

DC 10: Barukk Elf-Butcher is the former warlord of the orc horde currently at war with the kingdom. He was thought to have been killed by his son, Uldorgaz, the current warlord.

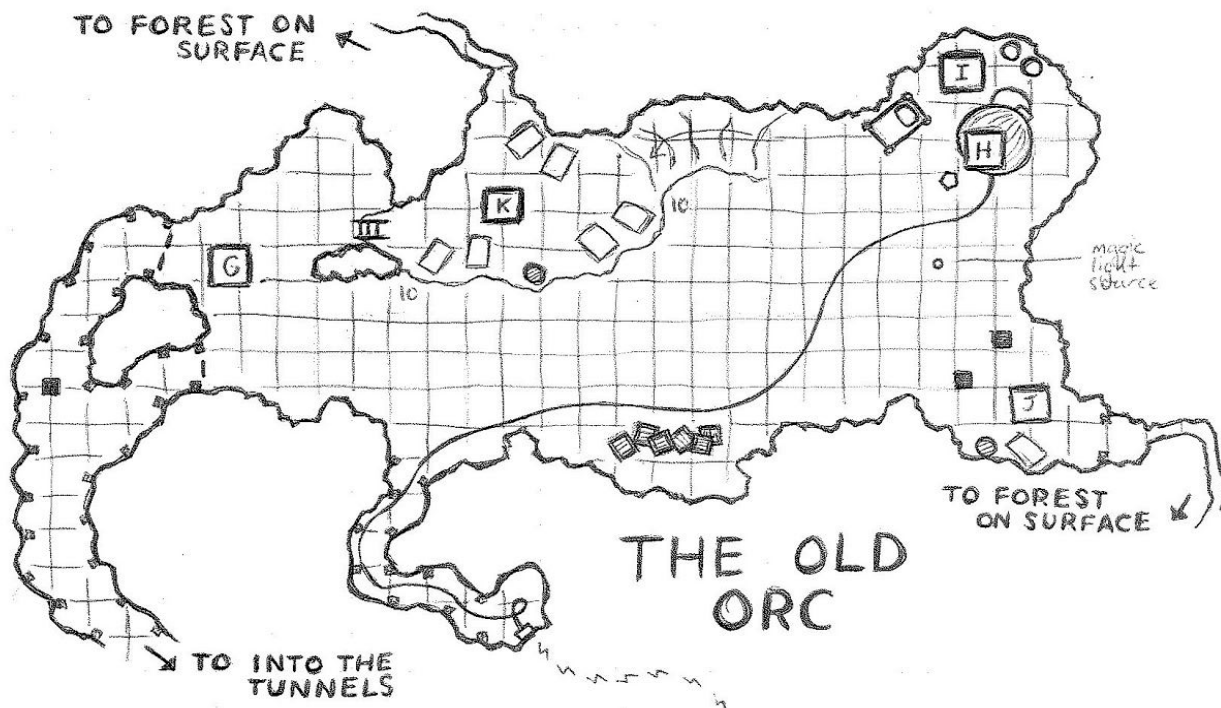
DC 15: His son fought him for rulership of the horde because of his adherence to the old traditions of the orc ancestors which respected the ways of nature. It is obvious with the dark magic at work that Barukk probably doesn't feel the same way anymore.

*If Jedrek Magar is in the party, he succeeds automatically, quickly recognizing his grandfather.

For Elektra*:

DC 8: Elektra is the eldest child of King Agannor V and his beautiful wife Queen Nystra. She was kidnapped a couple of days ago by orc assassins.

DC 13: Since Queen Nystra was a nymph (a beautiful fey creature), Princess Elektra is a half-nymph with otherworldly beauty and youth. She



rarely is seen in public, having been sequestered within the castle - only making appearances at holiday celebrations and royal ceremonies.

*If Lieutenant Ka Omez or Tugdyl Ferrumheart is in the party, they succeed automatically, quickly recognizing the missing daughter of the former Queen.

For Ixa*:

No check can be made to know Ixa's history.

*Though If Jinglefoot "Skootz" Tighbuns is in the party, he will recognize her, especially since she is holding the spellbook she stole from him years ago.

Ixa

Small kobold, neutral evil

Armor Class 17 (bone studded leather armor)

Hit Points 17 (3d8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
8	18	10	20	15	11
(-1)	(+4)	(+0)	(+5)	(+2)	(+0)

Saving Throws Dex +6, Int +7

Skills Arcana +16, Deception +14, Perception +6, Religion +10

Senses Truesight 30 feet, passive Perception 16

Languages Common and Draconic

Ioun Stone of Awareness: Ixa cannot be surprised.

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

Pack Tactics: Ixa has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting: Ixa is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *Mage Hand*, *Mending*, *Shocking Grasp*

1st level (4 slots): *Fog Cloud*, *Longstrider*, *Shield*

Bonus Actions

Cunning Action. As a bonus action, Ixa can take the Disengage, Dodge, or Hide action.

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. Thrown 20/60, one target. *Hit:* 6 (1d4 + 4) piercing

The two villains are arguing about their captive. Ixa is concerned that the Princess won't have enough youth to fuel the artifact. She ridicules Barukk Elf-Butcher for assassinating Queen Nystra - a full nymph with eternal youth that would fueled the device easily. Barukk argues back, confident that the half-nymph princess will provide enough fuel for the artifact. He points out that he doesn't care if the princess dies in the process.

If the party waits too long, the two villains activate the facet (see H. The Sphere and the Facet).

G. The Invisible Security Wall

Ixa has placed solid invisible barriers in the openings just before entering the larger cavern. Each barrier is an object that has AC 7 and 5 hit points. If a section is destroyed, the magic light source in the cavern automatically extinguishes. This also alerts the villains to the heroes' presence if they aren't already.

H. The Sphere and the Facet

Barukk has enlisted the aid of Ixa, a kobold genius, to power an artifact that he found. The two don't know much about the stone pentagon, but by using magic, Ixa has discovered that it somehow affects time.

The facet - a stone medallion with intricate markings - floats in the air just in front of Princess Elektra. If Marowyn is in the party, this medallion looks very similar to the one she has.

Once any of the players have been discovered, roll initiative for Barukk and Ixa (if you haven't already). Give the higher initiative to Ixa. On their first turn, Ixa casts *Fog Cloud* between the two groups and runs for her study to escape, collapsing the tunnel behind her.. For Barukk's turn, read the following:

The sphere at the end of the chamber energizes, whirring with power. Elektra screams! The old Barukk cries out, "In my prime, I was unstoppable! And I shall be once again!!"

Barukk ignores Ixa's warnings and activates the sphere. It surges with energy and begins siphoning Princess Elektra's youth. Younger versions of Barukk begin to appear in random squares within 60 feet of the sphere. Barukk Elf-Butcher is reaching into the past and bringing his past selves to the present. They act immediately and take their turns with Barukk. The number of copies he summons depends on the number of players (see table):

of Players: # of Barruk copies:

3	1
4-6	2
7-8	3
9-10	4
11-12	5

IMPORTANT!: You will need to keep track of each copy's age compared to the others, because once a copy dies, any older versions (including the original) immediately turn to dust!

I. Barruk's Den

Barukk is absolutely obsessed with the facet. So much in fact, that he has set up his living quarters around the sphere. Only a few barrels of water, a whetstone, and a makeshift bed lie on the floor.

J. Ixa's Study

The kobold genius, Ixa, has made herself a study in the crevasse at the far back of the cave. It contains a couple of reference books, alchemy supplies, bottles of ink, parchment, and a bed.

The study has a tiny escape route that small characters can squeeze through leading to the surface. Ixa activates a switch when she leaves, collapsing the escape route behind her.

K. The Kobold Warren

When this site was home to an entire tribe of kobolds, this pit is where they slept. Only the beds of the remaining kobolds have been left behind. A ladder on one side and a slope on the other lead down into the pit.

The pit has a tiny escape route that small characters can squeeze through leading to the surface.

Ending

Achieving victory, the characters leave the windmill, not only earning their 10 gold but also the respect of the kingdom. If any of the characters died, Princess Elektra will convince her father, King Agannor V to resurrect them for saving her life.

The rain has ended and only a few clouds dot the clear skies when you return to the surface. The windmill's blades turn in the gentle breeze, and the chirps of some birds can be heard at a nearby tree. Congratulations! You have saved the princess!

You return from the Windmill with Princess Elektra, and the King's Army gladly pays you your reward. The jingle of coins is pleasant to hear within your wallet, and they even offer you cold drink - their treat! The princess is overjoyed to be free, and invites you all to the Capital. The King himself personally welcomes you into the city as bonafide heroes! He even holds a festival in your honor! He has the strange artifact taken to the Academy where it can be studied and protected. He offers you royal quarters in which to stay during the festivities and hosts both a ball and a banquet in your names. He is so thankful for the return of his daughter, he quintuples your last payment for the mission, and in a ceremony before all of the kingdom, he officially names you as Heroes of the King and awards each of you with one of the greatest medals of the kingdom - the Copper Star!

Well done, Heroes! Well done.

The End.

Prebuilt Characters

Twelve playable characters have been created to go on this adventure - one for each class within the Player's Handbook. You are more than welcome to have your players create their own characters or modify the ones provided; however, if you just need some quick characters to be played for a single night, just select from the characters provided here. Their stats and class selections have been provided along with a short backstory below. All of the prebuilt characters use only abilities from the Player's Handbook.

The "Quiet Cobbler/Lumberjack"

Jedrek Magar

Medium male half-orc Barbarian, neutral

STR	DEX	CON	INT	WIS	CHA
17	13	15	10	12	8

Skills: Athletics +5, Deception +1, Intimidation +1, Perception +3, and Survival +3

Languages: Common and Orc

Tool Proficiencies: Cobbler's Tools and Disguise Kit

Equipment: Greataxe, 2 handaxes, 5 javelins, a wooden shield, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, a set of common clothes, a disguise kit, weighted dice, 50 feet of hempen rope, a grappling hook, cobbler's tools, and a belt pouch containing 12 gp.

Background Feature: False Identity (Charlatan)

Your real name is Jedrek Magar, and your father is the dreaded Uldorgaz World-Grasper, the young orc warlord currently laying siege to the kingdom. He is a madman, abandoning the traditions of your orc ancestors. Though you are only half-blooded, you believe in those ancient traditions, so you challenged him for leadership of the clans. You lost - badly, but you did escape! Now you hide within the human lands, working as a lumberjack during the day, and fixing damaged shoes at night. Only your friend, Ka Omez (the PC ranger), knows your secret, and now he has come to you with a chance to step out of the shadows and bring honor back to your people..."

The Hero-Seeker

Bannitryn Tahlis

Medium female half-elf Bard, neutral good

STR	DEX	CON	INT	WIS	CHA
8	14	12	15	10	17

Skills: Arcana +4, History +4, Nature +4, Perception +2, Performance +5, Persuasion +2, and Stealth +4

Spells:

Cantrips: *Prestidigitation* and *Vicious Mockery*

1st level (2 slots): *Comprehend Languages*, *Healing Word*, *Heroism*, and *Sleep*

Languages: Common, Draconic, and Elvish

Tool Proficiencies: Calligrapher's Supplies, Dulcimer, Horn, and Lute

Equipment: Leather armor, a rapier, a dagger, a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, soap, a lute, calligrapher's supplies, a letter of introduction from the guild, a set of traveler's clothes, and a belt pouch containing 15 gp.

Background Feature: Guild Membership (Guild Artisan)

Tales of intrepid heroes, intimidating monsters, and intriguing plots are what you live for! Your imagination runs wild with tales of action, adventure, and alliteration. But with the war tragically turning the tales of your fellow tradesmen at the Writer's Guild into lamentations of lost loved ones and vicious versions of violent verse, you intend to bring back the Hero! While your colleagues travel to find inspiration at the frontlines in the war, you hear talk of a valiant, young Lieutenant looking into a dark omen at a nearby ruin. Perhaps this is the perfect point in time for a hero to come along! Maybe it's the Lieutenant. Maybe it's one of his party members. Or, it might even be you...

A Voice of the Gods

Alfiringwen “Gwen” Dwin’urdrenn

Medium female high elf Cleric, chaotic good

STR	DEX	CON	INT	WIS	CHA
8	14	13	11	15	14

Divine Domain: Light

Skills: Animal Handling +4, History +2, Medicine +4, Nature +2, and Perception +4

Spells:

Cantrips: *Guidance, Light, Mending, Sacred Flame and Spare the Dying*

1st level (2 slots): *Bless, Burning Hands, Cure Wounds, Faerie Fire, Guiding Bolt, and Sanctuary*

Languages: Celestial, Common, Draconic, Dwarvish, and Elvish

Equipment: Scale mail, a shortsword, a quarterstaff, a polished metal shield, a shortbow with a quiver of 20 arrows, a sun-disk amulet (holy symbol), a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, a waterskin, the feather of an old hummingbird friend, a set of traveller’s clothes, and a belt pouch containing 15 gp.

Background Feature: Wanderer (Outlander)

Like all elves, you once lived in the divine realm with the gods, and also like all elves, you have been sent to walk among the mortals as an emissary - to advise and guide them in pursuing divine beauty and lives of fullness and grace. During meditation, your gods gave you a sign. It was a simple directive: Go to Ka Omez (the PC ranger) and aid him in his mission...

The Orphan

Janessa

Medium female human Druid, neutral

STR	DEX	CON	INT	WIS	CHA
13	15	14	11	16	9

Skills: Animal Handling +5, Nature +2, Perception +5, Survival +5

Spells:

Cantrips: *Shillelagh and Thorn Whip*

1st level (2 slots): *Cure Wounds, Entangle, Faerie Fire, and Fog Cloud*

Languages: Common, Druidic, Sylvan, and Undercommon

Tool Proficiencies: Herbalism Kit and Thieves’ Tools

Equipment: Leather armor, a quarterstaff, a scimitar, a dagger, a wooden shield, a sprig of mistletoe, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, a map of the capital city, a friendly mouse named Ellen, a locket with portraits of your parents (the only thing that tells you who they were), a set of common clothes, and a belt pouch containing 10 gp.

Background Feature: City Secrets (Urchin)

You are an orphan, raised in the streets of the capital. You fought everyday just to survive with no money, little food, and inadequate shelter. Your way of life was necessary, but it still made enemies. One day those enemies chased you out of town, forcing you to survive the dangers of the untamed wilderness. But the wilderness was not at all what you expected. Yes, it was full of predators, fear, and death, but it was also full of enjoyment, beauty, and life! You were afraid, but just like the capital streets - you survived! In fact, you found it to be a much better life. For a few years now, you have wandered both the wilderness and the streets taking care of the natural world you have come to call home. You have found signs that something is amiss at an old windmill...

The Honored Rebel

Tugdyl Ferrumheart

Medium male hill dwarf Fighter, lawful good

STR	DEX	CON	INT	WIS	CHA
14	13	17	10	13	8

Fighting Style: Protection

Skills: Athletics +4, History +2, Perception +3, and Survival +3

Languages: Common and Dwarvish

Tool Proficiencies: Brewer's Supplies, Mason's Tools, and Smith's Tools

Equipment: Chain mail, a warhammer, a war pick, a handaxe, a thick metal shield, a light crossbow and 20 bolts with case, a backpack, a crowbar, 10 torches, a tinderbox, 5 days of rations, a waterskin, 50 feet of hempen rope, a gold locket with a perfectly preserved leaf inside - the favor of the former queen Nysstra, the face-covering helmet of your gladiator persona, and a belt pouch containing 15 gp.

Background Feature: By Popular Demand (Gladiator)

Born into slavery to a tyrannical red dragon, you yearned for escape. You led a revolution against the dragon, who would not even face you herself. Instead, she tasked your family with killing you. Out of fear, they did as they were told. They nearly killed you, and in the fight, you struck down all but your mother and your brother. The dragon sentenced you to a remote mountain prison, where you suffered for decades! You were rescued by an adventuring soldier named Aron Omez. He nursed you back to health and brought you back to the kingdom, where you discover that the dragon tyrant responsible for your enslavement has been slain, and your people are now free. You're welcomed back as a hero for your role in the dwarves freedom, but you choose to remain in the human lands for two reasons: You owe your life to Aron for saving you, and though it was in self-defense, a dwarf that kills his own blood is a dwarf marked by shame. You have made a living as the famous "Honored Rebel," fighting as a gladiator in the Capital Arena, but now Lieutenant Ka Omez, son of Aron Omez (and the PC ranger), has asked for your help. He's a good person and helping a descendant of Aron's is a good first step to reclaiming your dwarven honor...

One of the Blessed

Marowyn

Small female lightfoot halfling Monk, neutral good

STR	DEX	CON	INT	WIS	CHA
8	16	13	10	15	13

Skills: Acrobatics +5, Insight +4, and Persuasion +3 Stealth +5

Languages: Common and Halfling

Tool Proficiencies: Cook's Utensils, Dice Set, and Playing Card Set

Equipment: A shortsword, 10 darts, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, a pentagonal holy symbol made of stone, cook's utensils, a dice set, a playing card set, 5 sticks of incense, monastic vestments, a set of common clothes, and a belt pouch containing 18 gp.

Background Feature: Shelter of the Faithful (Acolyte)

Halflings are creatures of extraordinary luck. Win against a halfling, be blessed for a day. Cheat a halfling, be cursed for a lifetime. Things usually go well for your kind. There is a monastery where such things as fate, probabilities, and the possible reasons why a halfling is so lucky are studied in depth. It is here where you born - beneath a rainbow - somehow present in the night sky. You know you have an important destiny. You don't know what it is, and neither do your fellow monks. However, all of you are in agreement that you won't know what it is unless you go out into the world and let it find you. So, out into the world you went. The monks gave you their blessing and an amulet - a symbol of your devotion to the Order. Not too long after your departure, it just so happened, by chance, while enjoying a game of cards at a local tavern, a young soldier of the King's Army entered in, proclaiming that he needed brave adventurers to root out the origins of a dark omen at a nearby windmill. You roll one of your dice, looks like fate wants you to go with him...

The Vengeful

Fariborz Tannaz

Medium male black dragonborn Paladin, neutral good

STR	DEX	CON	INT	WIS	CHA
17	12	13	10	8	15

Skills: Athletics +5, Insight +1, Intimidation +4, Investigation +2

Languages: Common and Draconic

Tool Proficiencies: Land and Water Vehicles

Equipment: Chain mail, a greatsword, a whip, 5 javelins, a shield, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, your wife's favorite necklace (holy symbol), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 20 gp.

Background Feature: Rustic Hospitality (Folk Hero)

You had a wife. You had two children. Now ... you have nothing! You were just a villager, fishing and farming as each day came, but one day your daughter found an intricate metal object hovering above the shoreline. Nobody in the village knew what it was, so you did what was expected. You went to the capital in search of someone more knowledgeable. You came back with an investigator; however, when you came back your village was gone - decimated by fire and the telltale signs of an attack by orcs. The metal object was gone, and the bodies of your people - and your family - lay dead in pools of blood and carnage. You had lost everything! You didn't know what to do. Then the investigator said that he could follow the orcs, and vengeance filled your heart. You followed the murderers. They were attacking another village. You were unarmed and untrained, but your goal was clear - End These Villains! With vengeance in your heart, you were unstoppable. You killed the entire orc war party for what they had done.

Now, you have no village - no home. Many commoners call you a hero for your actions, welcoming you into their homes - but it's not the same. Your rage calls you to the battlefield against the orcs, but the army turns you away, calling you reckless and unable to follow orders. However, one man has come to you with a quest, and it may involve fighting those evil orcs...

The Unwanted Officer

Lieutenant Ka Omez

Medium male human Ranger, lawful good

STR	DEX	CON	INT	WIS	CHA
11	16	15	13	14	9

Favored Enemies: Kobolds and Orcs

Favored Terrain: Forest

Skills: Athletics +2, Investigation +3, Nature +3, Perception +4, and Survival +4

Languages: Common, Dwarvish, Elvish, and Orc

Tool Proficiencies: Cartographer's Tools

Equipment: Scale mail, a shortsword, a longbow and two quivers each with 20 arrows, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, an insignia of rank, both pieces of a broken arrow from a contest you won, a deck of cards, a set of common clothes, cartographer's tools, and a belt pouch containing 5 gp.

Background Feature: Military Rank (Soldier)

Once you were old enough, you joined the King's Army, intent on proving your skill and mettle - just as your father had done when he was your age. Growing up, he taught you how to fight and how to survive. You know well how to use a sword, a shield, tactics, and strategy, but your skills really shine with the bow and arrow. You won every contest at the Capital Academy and even broke a record at archery. The other officers believe that you don't deserve your station as Lieutenant, but you intend to prove them wrong and put your skills to work...

Note: You are best friends with the PC barbarian, Jedrek Magar. The PC fighter, Tugdyl Ferrumheart, is a trusted family friend.

Protégé Assassin

Lady Cordelia Hawke

Medium female human Rogue, lawful neutral

STR	DEX	CON	INT	WIS	CHA
9	16	15	13	11	14

Skills: Acrobatics +7, Athletics +1, Deception +4, Perception +2, Sleight of Hand +5, and Stealth +7

Languages: Common, Dwarvish, and Elvish

Tool Proficiencies: Forgery Kit and Thieves' Tools

Equipment: Leather armor, a shortsword, 2 daggers, a shortbow and a quiver of 20 arrows, a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days of rations, a tinderbox, a waterskin, 50 feet of hempen rope, thieves' tools, a set of fine clothes, a signet ring (of the King's House), a scroll of pedigree, and a purse containing 25 gp.

Background Feature: Position of Privilege (Noble)

You are the perfect weapon. Raised by your parents - King Agannor's personal assassins - to accomplish the impossible and to be feared by the most powerful. You are young, but up to this point, you have completed every training exercise that your parents have given you. Now, they have been sent elsewhere, and you are your own - to sharpen your skills, refine your techniques, and put your abilities to the test. As luck would have it, an opportunity has come up, and it even comes with a paycheck...

The Untamed

Brianna Lefeu

Medium female human Sorcerer, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
11	15	14	13	9	16

Sorcerous Origin: Wild Magic

Skills: Arcana +3, Deception +5, Intimidation +5, and Persuasion +5

Spells:

Cantrips: *Dancing Lights*, *Fire Bolt*, *Ray of Frost*, and *Shocking Grasp*

1st level (2 slots): *Mage Armor* and *Silent Image*

Languages: Common, Dwarvish, and Elvish

Tool Proficiencies: Playing Card Set

Equipment: A spear, 2 daggers, an indestructible orb filled with roiling energy (arcane focus), a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50 feet of hempen rope, a set of dark common clothes including a hood, and a belt pouch containing 17 gp.

Background Feature: Bad Reputation (Pirate)

Magic courses through your blood. Sometimes you control it, and every now and then - you don't. Because of these things, most people think you a danger, and others think you a tool they can use. But you are nobody's pet - you do what you want! Sure, sometimes it puts you in lockup, but apparently even they know that sometimes your magic goes a little haywire. Turns out *accidentally* destroying public property isn't a crime, and they had no choice but to let you go. Now, people stay out of your way, let you have the things you want, and generally try to stay on your good side. However, one guy, Ka Omez (the PC ranger), isn't afraid of your skills and asks for your help. He offers payment, so it couldn't be too bad of a gig...

The Not-So-Sane

Xenophon

Medium male tiefling Warlock, neutral

STR	DEX	CON	INT	WIS	CHA
10	13	12	9	14	17

Otherworldly Patron: The Great Old One

Skills: Deception +5, History +1, Investigation +1, and Perception +4

Spells:

Cantrips: *Eldritch Blast*, *Friends*, and *Thaumaturgy*

1st level (1 slot): *Hellish Rebuke* and *Hex*

Languages: Common, Elvish, and Infernal

Tool Proficiencies: Herbalism Kit

Equipment: Leather armor, a quarterstaff, 2 daggers, a light crossbow and a case of 20 bolts, a component pouch, a backpack, a book containing the common legends of kingdom, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of multicolored gravel, a scroll case stuffed full of encrypted notes from your studies, a winter blanket, a set of common clothes, an herbalism kit, a dead frog that croaks only at just the right moment (and sometimes at just the wrong one), and a purse containing 7 gp.

Background Feature: Discover (Hermit)

Everyday you see the fools of this world struggle to wander the broken paths of their existence ... But you understand their plight - for unlike you, they don't have a voice in their head telling them what is real and what is false. Over the years, this voice has shown you so many truths, like that this is the fifth life you have lived, that no one in the Kingdom of Belfast leaves the Kingdom of Belfast - dead or alive, and that even your very body isn't actually real. You were very doubtful at first, but the voice's truths can be denied no longer. Its truths have granted you the secrets to so many otherworldly abilities like that you can recall impossible memories - including your own birth, that you can directly share your thoughts with any other individual, and that you can even speak fluent squirrel. You know the voice has major plans for you. Whatever they are, you're in - completely!

The voice has commanded you to sign up for Lieutenant Omez's quest to the windmill. The energies present there promise to reveal more truths about this crooked and strange world you are forced to remain in...

The Old Engineer

Jinglefoot "Skootz" Tightbuns

Small male rock gnome Wizard, neutral good

STR	DEX	CON	INT	WIS	CHA
8	12	14	17	14	10

Skills: Arcana +5, History +5, Investigation +5, and Nature +5

Spells: (*Known/Prepared*)

Cantrips: *Dancing Lights*, *Fire Bolt*, and *Mending*

1st level (2 slots): *Alarm*, *Comprehend Languages*, *Detect Magic*, *Find Familiar*, *Mage Armor*, and *Magic Missile*

Languages: Common and Gnomish

Tool Proficiencies: Alchemist's Supplies and Tinker's Tools

Equipment: A quarterstaff, a dagger, a component pouch, a thin spellbook, a backpack, a book of scientific theories, a bottle of black ink, a bottle of red ink, a quill, 10 sheets of parchment, a little bag of sand, a letter from a dead colleague posing the questions: Is it possible to capture a lightning bolt? If so, how?, a set of common clothes, and a belt pouch containing 11 gp.

Familiar: Ruckus, a celestial raccoon

Background Feature: Researcher (Sage)

You were an adventurer once before - with King Agannor in fact, but you put that life behind you. You're getting old. You almost died, and not to mention, during your last adventure, your spellbook got stolen. So ... you retired. It has been both a relief and a frustration. The secrets to many spells were once in your old spellbook, and it has taken you years to recall even the simplest of the powerful magics you once wielded from it. You know that a life of meditation and solitude - well semi-solitude since you have your raccoon familiar, Ruckus - is the most expedient way to get that power back, but a visitor named Janessa dropped by your house and told you that something dark is at work within the old windmill just up the hill. Such a thing, so close to your home, dare not disturb your peace...



Jedrek Magar

CHARACTER NAME

The "Quiet Clobber/Lumberjack"

Barbarian 1

CLASS & LEVEL

Charlatan

BACKGROUND

PLAYER NAME

Half-Orc

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

13

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

-1

8

INSPIRATION

12

PROFICIENCY BONUS

+2

SAVING THROWS

☒ +5 Strength

☐ +1 Dexterity

☒ +4 Constitution

☐ +0 Intelligence

☐ +1 Wisdom

☐ -1 Charisma

SKILLS

☐ +1 Acrobatics (Dex)

☐ +1 Animal Handling (Wis)

☐ +0 Arcana (Int)

☒ +5 Athletics (Str)

☒ +1 Deception (Cha)

☐ +0 History (Int)

☐ +1 Insight (Wis)

☒ +1 Intimidation (Cha)

☐ +0 Investigation (Int)

☐ +1 Medicine (Wis)

☐ +0 Nature (Int)

☒ +3 Perception (Wis)

☐ -1 Performance (Cha)

☐ -1 Persuasion (Cha)

☐ +0 Religion (Int)

☐ +1 Sleight of Hand (Dex)

☐ +1 Stealth (Dex)

☒ +3 Survival (Wis)

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

HIT DICE

SUCCESSSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

13 **PASSIVE WISDOM (PERCEPTION)**

Simple Weapons

Martial Weapons

Light Armor

Medium Armor

Shields

Cobbler's Tools

Disguise Kit

Languages:

Common, Orc

OTHER PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING

NAME	ATR BONUS	DAMAGE/TYPE
Greataxe	+5	d12+3 slashing Two-handed
Handaxe	+5	d6+3 slashing Light, Thrown 20/60
Javelins	+5	d6+3 piercing Thrown 30/100

FEATURES & TRAITS

Darkvision 60 feet

Relentless Endurance (1/long rest):
If reduced to 0 hit points, drop to 1 hit point instead.

Savage Attacks: When you score a critical hit with a melee weapon, you can roll an additional damage die for that weapon and add it to the damage.

Rage (2/long rest): Bonus Action:
- Advantage on Strength checks and Strength saving throws.
- +2 damage to Strength-based attacks using a melee weapon.
- Resistance to bludgeoning, piercing, and slashing damage.
- Can't cast spells or concentrate on them.
Lasts 1 minute. It ends early if you become unconscious or if your turn ends and you have not attacked or taken damage since your last turn.

EQUIPMENT

Greataxe

2 Handaxes

5 Javelins

Wooden Shield

12

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Jedrek Magar

CHARACTER NAME *Jedrek Kaldar*

20	6 ft. 4 in.	280 lbs.
AGE	HEIGHT	WEIGHT
green	dark grey	black
EYES	SKIN	HAIR

Lieutenant Ka Omez - your best friend.

NAME

Jedrek Magar

False Identity (Charlatan): see PHB 128

Backpack Bedroll Mess Kit Tinderbox 10 torches 10 days of rations Waterskin Set of Common Clothes Disguise Kit Weighted Dice 30 feet of Hempen Rope Grappling Hook	Cobbler's Tools Belt Pouch
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DUNGEONS & DRAGONS®

Bannitryn Tahlis

CHARACTER NAME

The Hero-Seeker

Bard 1

CLASS & LEVEL

Half-Elf

RACE

Guild Artisan

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+2

15

WISDOM

+0

10

CHARISMA

+3

17

INSPIRATION

+2

PROFICIENCY BONUS

+2

SAVING THROWS

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

SKILLS

☐ +2 Acrobatics (Dex)
☐ +0 Animal Handling (Wis)
☒ +4 Arcana (Int)
☐ -1 Athletics (Str)
☐ +3 Deception (Cha)
☒ +4 History (Int)
☐ +0 Insight (Wis)
☐ +3 Intimidation (Cha)
☐ +2 Investigation (Int)
☐ +0 Medicine (Wis)
☒ +4 Nature (Int)
☒ +2 Perception (Wis)
☐ +3 Performance (Cha)
☒ +5 Persuasion (Cha)
☐ +2 Religion (Int)
☐ +2 Sleight of Hand (Dex)
☒ +4 Stealth (Dex)
☐ +0 Survival (Wis)

13

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

12

PASSIVE WISDOM (PERCEPTION)

Simple Weapons

Hand Crossbows

Longswords

Rapiers

Shortswords

Light Armor

Calligrapher's Supplies

Languages:

Common, Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

Dulcimer

Horn

Lute

NAME

ATK BONUS

DAMAGE/TYPE

Rapier +4 d8+2 piercing

Dagger +4 d4+2 piercing

Light, Thrown 2d/60

Cantrip Attacks

Vicious Mockery Wis save d4 psychic disadvantage

ATTACKS & SPELLCASTING

Leather Armor

Rapier

Dagger

CP 15

EQUIPMENT

Darkvision 60 feet

Fey Ancestry: You have advantage on saving throws vs. charm. Magic cannot put you to sleep.

Bardic Inspiration (3/long rest):

Bonus Action - A creature within 60 feet gains a d6 to use within the next 10 minutes. It can be added to an ability check, an attack roll, or a saving throw.

FEATURES & TRAITS

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Bannitryn Tahlis

CHARACTER NAME

28	5 ft. 3 in.	118 lbs.
AGE	HEIGHT	WEIGHT
green	pale	black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Member of the Writer's Guild

NAME

Bannitryn Tahlis

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Guild Membership (Guild Artisan): see PHB 133

ADDITIONAL FEATURES & TRAITS

Chest 2 cases for maps and scrolls Set of fine clothes Bottle of ink Ink Pen Lamp 2 Flasks of Oil 5 sheets of paper Vial of Perfume Sealing Wax Soap Lute	Calligrapher's Supplies Letter of Introduction from the Writer's Guild Set of Travelers Belt Pouch
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TREASURE

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SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED	SPELL NAME
0	CANTRIPS		Prestidigitation Vicious Mockery
1	2		Comprehend Languages Healing Word Heroism Sleep
2			
3			
4			
5			
6			
7			
8			
9			

DUNGEONS & DRAGONS®

Alfiringwen "Gwen" Dwin'urdrenn

CHARACTER NAME

A Voice of the Gods

Cleric (Light) 1	Outlander	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
High Elf	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

13

INTELLIGENCE

+0

11

WISDOM

+2

15

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

+2

SAVING THROWS

☐ -1 Strength

☐ +2 Dexterity

☐ +1 Constitution

☐ +0 Intelligence

☒ +1 Wisdom

☒ +1 Charisma

SKILLS

☐ +2 Acrobatics (Dex)

☒ +1 Animal Handling (Wis)

☐ +0 Arcana (Int)

☐ -1 Athletics (Str)

☐ +2 Deception (Cha)

☒ +2 History (Int)

☐ +2 Insight (Wis)

☐ +2 Intimidation (Cha)

☐ +0 Investigation (Int)

☒ +1 Medicine (Wis)

☒ +2 Nature (Int)

☒ +1 Perception (Wis)

☐ +2 Performance (Cha)

☐ +2 Persuasion (Cha)

☐ +0 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)*

☐ +2 Survival (Wis)

*disadvantage with armor

Hit Dice

1d8

DEATH SAVED

SUCCESS ☐ ☐ ☐

FAILURE ☐ ☐ ☐

Hit Point Maximum

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

14

OTHER PROFICIENCIES & LANGUAGES

Simple Weapons

Longsword Longbow

Shortsword Shortbow

Light Armor

Medium Armor

Shields

Languages:

Celestial, Common, Dwarvish, Elvish

EQUIPMENT

Scale Mail

Shortsword

Quarterstaff

Polished Metal Shield

Shortbow with 20 arrows

Sun-Disk Amulet (holy symbol)

15

ATTACKS & SPELLCASTING

NAME ATK BONUS DAMAGE/TYPE

Shortsword +4 d6+2 piercing

Quarterstaff +1 d6-1 bludgeoning

Shortbow +4 d6+2 piercing

Cantrip Attacks:

Sacred Flame Dex save d8 radiant

Arrows 20

FEATURES & TRAITS

Darkvision 60 feet

Fey Ancestry: You have advantage on saving throws vs. charm.

Magic cannot put you to sleep.

Warding Flare (2/long rest): When you are attacked by a creature within 30 feet, you can use your reaction to give that attack disadvantage. Creatures that can't be blinded are immune.

Table 201-01: ALEA ARCANUM: The Windmill

Alfiringwen Dwin'urdrenn

CHARACTER NAME

100
AGE

5 ft. 2 in.
HEIGHT

95 lbs.
WEIGHT

gold
EYES

pale copper
SKIN

bluish-white
HAIR

CHARACTER APPEARANCE

NAME

Gwen

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Wanderer (Outlander): see PHB 136

ADDITIONAL FEATURES & TRAITS

Backpack
 Blanket
 10 candles
 Tinderbox
 Alms Box
 2 blocks of incense
 Censer
 Vestments
 2 days of rations
 Waterskin
 The feather of old friend hummingbird
 Set of Traveller's Clothes

Belt Pouch
 Quiver

TREASURE

This is a PDF of a page from the ALEA ARCANAE: The Windmill. Permission is granted to print or photocopy this document for personal use only.

Cleric
SPELLCASTING CLASS

Wisdom
SPELLCASTING ABILITY

12
SPELL SAVE DC

+4
SPELL ATTACK BONUS

0 CANTRIPS Guidance Light Mending Sacred Flame Spare the Dying SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 1 2 Burning Hands (Domain) Faerie Fire (Domain) Bless Cure Wounds Guiding Bolt Sanctuary 2	3 4 5	6 7 8 9
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DUNGEONS & DRAGONS®

Janessa

CHARACTER NAME

The Orphan

Druid 1	Urchin	PLAYER NAME
CLASS & LEVEL	BACKGROUND	
Human	Neutral	EXPERIENCE POINTS
RACE	ALIGNMENT	

STRENGTH

+1

13

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+0

11

WISDOM

+3

16

CHARISMA

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

+2

SAVING THROWS

☐ +1 Strength

☐ +2 Dexterity

☐ +2 Constitution

☒ +2 Intelligence

☒ +5 Wisdom

☐ -1 Charisma

SKILLS

☐ +2 Acrobatics (Dex)

☒ +5 Animal Handling (Wis)

☐ +0 Arcana (Int)

☐ +1 Athletics (Str)

☐ -1 Deception (Cha)

☐ +0 History (Int)

☐ +3 Insight (Wis)

☐ -1 Intimidation (Cha)

☐ +0 Investigation (Int)

☐ +3 Medicine (Wis)

☒ +2 Nature (Int)

☒ +5 Perception (Wis)

☐ -1 Performance (Cha)

☐ -1 Persuasion (Cha)

☐ +0 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)

☒ +5 Survival (Wis)

ARMOR CLASS

13

INITIATIVE

+2

SPEED

30 ft.

HIT POINT MAXIMUM

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

Total 1d8

DEATH SAVES

SUCCESSES ☐ ☐ ☐ ☐ ☐

FAILURES ☐ ☐ ☐ ☐ ☐

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+3/+5	d6+1 bludgeoning
Scimitar	+4	d6+2 slashing
Dagger	+4	d4+2 piercing

*after casting Shillelagh

Cantrip Attacks:

Shillelagh - modifies Quarterstaff

Thorn Whip

OTHER PROFICIENCIES & LANGUAGES

Clubs Quarterstaves

Daggers Scimitars

Darts Sickles

Javelins Slings

Maces Spears

Light Armor

Medium Armor

Shields

Languages:

Common, Druidic, Sylvan, Undercommon

EQUIPMENT

Leather Armor

Quarterstaff

Scimitar

Dagger

Wooden Shield

Sprig of Mistletoe (Calverdic focus)

FEATURES & TRAITS

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JANESSA

CHARACTER NAME

AGE 12	HEIGHT 5 ft. 4 in.	WEIGHT 120 lbs.
EYES blue	SKIN tan	HAIR brown

CHARACTER APPEARANCE

Ellen (pet mouse)

Tiny Beast
AC 10
Hit Points: 1
Speed: 20 ft.
STR 2 (-4)
DEX 11 (+3)
CON 9 (-1)
INT 2 (-4)
WIS 10 (+0)
CHA 4 (-3)

Darkvision 30 ft. ^{Passive} Perception 10
Keen Smells Advantage on Wisdom (Perception) checks involving smell.

Actions:
Bite: Melee Weapon Attack: +0 to hit, reach 5 ft., 1 target. Hit: 1 piercing damage

ALLIES & ORGANIZATIONS

NAME

JANESSA

CHARACTER BACKSTORY

City Secrets (Urchin): see PHB 141

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

Treasure

Backpack
Bedroll
Mess Kit
Tinderbox
10 torches
10 days of rations
Water skin
30 feet of hempen rope
Map of the Capital City
a friendly mouse named Ellen (see above)
a locket with portraits of your parents
Set of common clothes

Belt Pouch

TREASURE

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Druid

SPELLCASTING CLASS

Wisdom
SPELLCASTING ABILITY

12
SPELL SAVE DC

+4
SPELL ATTACK BONUS

0 CANTRIPS Shillelagh Thorn Whip	3	6
1 2 SLOTS TOTAL SLOTS EXPENDED Cure Wounds Entangle Faerie Fire Fog Cloud	4	7
2	5	8
3	6	9

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DUNGEONS & DRAGONS®

Tugdyl Ferrumheart

CHARACTER NAME

The Honored Rebel

Fighter	Gladiator	PLAYER NAME
CLASS & LEVEL	BACKGROUND	
Hill Dwarf	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

13

CONSTITUTION

+3

17

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

+4 Strength

+1 Dexterity

+5 Constitution

+0 Intelligence

+1 Wisdom

-1 Charisma

SAVING THROWS

+1 Acrobatics (Dex)

+1 Animal Handling (Wis)

+0 Arcana (Int)

+4 Athletics (Str)

-1 Deception (Cha)

+2 History (Int)

+1 Insight (Wis)

-1 Intimidation (Cha)

+0 Investigation (Int)

+1 Medicine (Wis)

+0 Nature (Int)

+3 Perception (Wis)

-1 Performance (Cha)

-1 Persuasion (Cha)

+0 Religion (Int)

+1 Sleight of Hand (Dex)

+3 Stealth (Dex)

+3 Survival (Wis)

SKILLS

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME Warhammer

ATK BONUS +4

DAMAGE/TYPE d8+2 bludgeoning

War Pick +4 d8+2 piercing

Handaxe +4 d6+2 slashing

Light Crossbow +3 d8+1 piercing

Bolts 20

ATTACKS & SPELLCASTING

Darkvision 60 feet

Dwarven Resilience: You have advantage on saving throws vs. poison. You have resistance to poison.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you double your proficiency bonus.

Fighting Style: Protection: When a creature attacks another creature within 5 feet of you, use your reaction to impose disadvantage. Must wield a shield.

Second Wind (1/rest): As a bonus action, regain 1d10 + your level hit points.

13 **PASSIVE WISDOM (PERCEPTION)**

Simple Weapons

Martial Weapons

All Armor

Shields

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

Chain Mail

Warhammer

War Pick

Handaxe

Thick Metal Shield

Light Crossbow

with 20 bolts

EQUIPMENT

FEATURES & TRAITS

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Tugdyl Ferrumheart CHARACTER NAME	119 AGE	4 ft. 11 in. HEIGHT	230 lbs. WEIGHT	hazel EYES	light brown/gold SKIN	mud brown with reddish beard HAIR
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Lieutenant Ka Omez - Son of General Aron Omez, the man who freed you from a dungeon in which you would have died.

NAME

Tugdyl Ferrumheart

By Popular Demand (Gladiator): see PHB 131

Belt Case

Backpack

Crowbar

10 torches

Tinderbox

5 days of rations

Waterskin

50 feet of Hempen Rope

Gold locket with a perfectly preserved leaf inside - the favor of former Queen Mystra

Face-covering helmet of your gladiator persona

Belt Pouch

TREASURE

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DUNGEONS & DRAGONS®

Marowyn

CHARACTER NAME

One of the Blessed

Monk 1 CLASS & LEVEL	Acolyte BACKGROUND	PLAYER NAME
Lightfoot Halfling RACE	Neutral Good ALIGNMENT	EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- ☒ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

ARMOR CLASS

15

INITIATIVE

+3

SPEED

25 ft.

HIT POINT MAXIMUM

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

Total 1d8

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

NAME

Unarmed

Shortsword

Dart

ATK BONUS

+5

+5

+5

DAMAGE/TYPE

d4+3 bludgeoning

d6+3 piercing

d4+3 piercing

OTHER PROFICIENCIES & LANGUAGES

Simple Weapons

Shortswords

Cook's Utensils

Dice Set

Playing Card Set

Languages:

Common, Halfling

EQUIPMENT

Shortsword

10 Darts

FEATURES & TRAITS

Lucky: If you roll a 1 on an ability check, attack roll, or saving throw, you can reroll. You must use the new roll.

Brave: You have advantage on saving throws vs. frightened.

Halfling Nimbleness: You can move through the space of any creature larger than you.

Naturally Stealthy: You can hide when you are obscured only by a larger creature.

Martial Arts: When you use the Attack action to attack unarmed or with a monk weapon, you can make an unarmed attack as a bonus action.

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Marowyn

CHARACTER NAME

AGE	21	HEIGHT	2 ft. 10 in.	WEIGHT	42 lbs.
EYES	dark brown	SKIN	ruddy tan	HAIR	sandy brown

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Marowyn

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DUNGEONS & DRAGONS®

Fariborz Tannaz

CHARACTER NAME

The Vengeful

CLASS & LEVEL

Paladin 1

RACE

Black Dragonborn

BACKGROUND

Folk Hero

ALIGNMENT

Neutral Good

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+2

15

INSPIRATION

+2 PROFICIENCY BONUS

☐ +3 Strength
☐ +1 Dexterity
☐ +1 Constitution
☐ +0 Intelligence
☒ +1 Wisdom
☒ +1 Charisma

SAVING THROWS

☐ +1 Acrobatics (Dex)
☐ -1 Animal Handling (Wis)
☐ +0 Arcana (Int)
☒ +5 Athletics (Str)
☐ +2 Deception (Cha)
☐ +0 History (Int)
☒ +1 Insight (Wis)
☒ +4 Intimidation (Cha)
☒ +2 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)*
☐ -1 Survival (Wis)

*disadvantage with armor skills

16
18 with shield
ARMOR CLASS

+1
INITIATIVE

30
SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ☐ ☐ ☐ ☐
 FAILURES ☐ ☐ ☐ ☐
 DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

9 PASSIVE WISDOM (PERCEPTION)

Simple Weapons

Martial Weapons

All Armor

Shields

Languages:

Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

Chain Mail
 Greatsword
 Whip
 5 Javelins
 Shield

20

EQUIPMENT

NAME

Greatsword +5 2d6+3 slashing two-handed

Whip +5 d4+3 slashing Reach

Javelin +5 d6+3 piercing Thrown 30/120

ATK BONUS • DAMAGE/TYPE

ATTACKS & SPELLCASTING

Black Dragon Ancestry: You have resistance to acid damage.

Breath Weapon (1/rest): As an action, you can exhale a stream of acid, dealing 2d6 acid to all creatures in a 30 foot line from you. If they succeed at a DC 11 Dexterity saving throw, they take half damage.

Divine Sense (3/long rest): As an action, you know the location of any celestial, fiend, or undead within 60 feet of you (and not behind total cover) until the end of your next turn. You also detect consecrated/desecrated locations or objects.

Lay on Hands (5 points): As an action, you can touch a creature and spend points to restore their hp by that much. You may instead spend 5 and remove a disease/poison from that creature.

FEATURES & TRAITS

Table 6-20: Character Sheet of the God of the Windmill. This document is for personal use only.



Fariborz Tannaz

CHARACTER NAME

32	6 ft. 6 in.	340 lbs.
AGE	HEIGHT	WEIGHT
green	Black Scales	N/A
EYES	SKIN	HAIR

NAME
Tannaz

Rustic Hospitality (Folk Hero): see PHB 131

Backpack
Bedroll
Mess Kit
Tinderbox
10 torches
10 days of rations
Waterskin
50 feet of Hempen Rope
Your wife's favorite necklace
Shovel
Iron Pot
Set of common clothes

Belt Pouch

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Lieutenant Ka Omez

CHARACTER NAME

The Unwanted Officer

Ranger 1

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
+0
11

DEXTERITY
+3
16

CONSTITUTION
+2
15

INTELLIGENCE
+1
13

WISDOM
+2
14

CHARISMA
-1
9

INSPIRATION
+2

PROFICIENCY BONUS
+2

SAVING THROWS

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

SKILLS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +2 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)*
- ☒ +4 Survival (Wis)

*disadvantage with armor

ARMOR CLASS
16

INITIATIVE
+3

SPEED
30ft.

HIT POINT MAXIMUM
12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

Shortsword

Longbow

Arrows 40

ATK BONUS +5

DAMAGE/TYPE d6+3 piercing

Light

DAMAGE/TYPE d8+3 piercing

two-handed

range 150/600

ATTACKS & SPELLCASTING

Simple Weapons

Martial Weapons

Light Armor

Medium Armor

Languages:

Common, Dwarvish, Elvish, Orc

Scale Mail

Shortsword

Longbow with 40 arrows

EQUIPMENT

Favored Enemies (Kobolds + Orcs):

You have advantage on Wisdom (Survival) checks to track kobolds and orcs, as well as Intelligence checks to recall information about them.

Natural Explorer (Forests): Double your proficiency bonus when making Intelligence or Wisdom checks you are proficient in relating to forests.

- In addition, when travelling for an hour or more in a forest, you get several bonuses.

- See PHB 91

*** If DM approves Playtest material from Unearthed Arcana, you also have the following:**

- > +2 weapon damage to kobolds and orcs
- > You ignore difficult terrain
- > You have advantage on initiative
- > On your 1st turn, you have advantage on a creature that has not yet acted.

FEATURES & TRAITS

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ALEA ARCANA: The Windmill

35



Lieutenant Ka Omez

CHARACTER NAME

18	6 ft. 2 in.	240 lbs.
AGE	HEIGHT	WEIGHT
brown	dark brown	black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Jedrek Magar - best friend
(the PC barbarian)

Tugdyl Ferrumheart - trusted family friend. (the PC fighter)
He was saved by your father, General Aron Omez.

NAME

Ka Omez

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Military Rank (Soldier): see PHB 140

ADDITIONAL FEATURES & TRAITS

Backpack
Bedroll
Mess Kit
Tinderbox
10 torches
10 days of rations
Waterskin
50 feet of Hempen Rope
Insignia of Rank
Both pieces of a broken arrow
from a contest you won

Deck of Cards
Set of Common Clothes
Cartographer's Tools
Belt Pouch
2 Quivers

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME
Lady Cordelia Hawke

Protégé Assassin

CLASS & LEVEL Rogue 1	BACKGROUND Noble	PLAYER NAME
RACE Human	ALIGNMENT Lawful Neutral	EXPERIENCE POINTS

STRENGTH
-1
9

DEXTERY
+3
16

CONSTITUTION
+2
15

INTELLIGENCE
+1
13

WISDOM
+0
11

CHARISMA
+2
14

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +2 Charisma

SKILLS

- ☒ +7 Acrobatics (Dex) exp.
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex) exp.
- ☐ +0 Survival (Wis)

ARMOR CLASS
14

INITIATIVE
+3

SPEED
30 ft

HIT POINT MAXIMUM
10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL
1d8

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)
12

OTHER PROFICIENCIES & LANGUAGES

Simple Weapons
Hand Crossbows
Longswords
Rapier
Shortswords
Light Armor
Languages:
Common, Dwarvish, Elvish

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	d6+3 piercing light
Dagger	+5	d6+3 piercing light, thrown 20/60
Shortbow	+5	d6+3 piercing two-handed range 80/300

Arrows 20

Sneak Attack (1/turn): You can deal an extra 1d6 damage to a creature you attack with a ranged or finesse weapon. You must have advantage on the attack or an enemy of the target must be within 5 feet of it.

EQUIPMENT

Leather Armor
Shortsword
Shortbow with 20 arrows
2 Daggers

FEATURES & TRAITS

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D&D

Lady Cordelia Hawke
CHARACTER NAME

18
AGE

5 ft. 8 in.
HEIGHT

140 lbs.
WEIGHT

bright blue
EYES

pale
SKIN

long golden
HAIR

CHARACTER APPEARANCE

NAME
Lady Hawke

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Position of Privilege (Noble): see PHB 135

ADDITIONAL FEATURES & TRAITS

Backpack
Bag of 1,000 ball bearings
10 feet of string
Bell
5 candles
Crowbar
Hammer
10 pitons
Hooded Lantern
2 flasks of oil
5 days of rations
Tinderbox

Waterskin
50 feet of Hempen Rope
Thieves' Tools
Set of fine clothes
Signet ring (of the King's House)
scroll of pedigree
Purse
Quiver

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME
Brianna Lefeu
The Untamed

CLASS & LEVEL Sorcerer (Wild Magic) Pirate	BACKGROUND Pirate	PLAYER NAME
RACE Human	ALIGNMENT Chaotic Neutral	EXPERIENCE POINTS

STRENGTH
+0
11

DEXTERITY
+2
15

CONSTITUTION
+2
14

INTELLIGENCE
+1
13

WISDOM
+1
9

CHARISMA
+3
16

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

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

SKILLS

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

ARMOR CLASS
12

INITIATIVE
+2

SPEED
30 ft.

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)
9

OTHER PROFICIENCIES & LANGUAGES

Daggers
Darts
Slings
Quarterstaves
Light Crossbows
Playing Card Set
Languages:
Common, Dwarvish, Elvish

ATTACKS & SPELLCASTING

NAME ATK BONUS DAMAGE/TYPE

Spear +2 d6 piercing

Dagger +4 d4 versatile
Thrown 20/60

Cantrip Attacks:

Fire Bolt +5 1d10 Fire, 120 ft.

Ray of Frost +5 1d8 cold + slow, range 60 ft.

Shocking Grasp +5 1d8 lightning + no reactions (melee attack)

Wild Magic Surge: When you cast a spell of 1st level or higher, roll a d20. If it is a 1, consult PHB 104 to see what happens.

Tides of Chaos (1/long rest or DM):
Gain advantage on ability check, attack roll, or saving throw.

EQUIPMENT

Spear

2 Daggers

Indestructible Orb filled with rolling energy (Arcane Focus)

CP 17

FEATURES & TRAITS

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Brianna Lefeu

CHARACTER NAME

AGE 22	HEIGHT 5 ft. 9 in.	WEIGHT 140 lbs.
EYES dark brown with gold specks	SKIN light tan	HAIR short black

NAME
Brianna Lefeu

Bad Reputation (Pirate) : see PHB 139

Backpack
Crowbar
Hammer
10 pitons
10 torches
Tinderbox
10 days of rations
Waterskin
50 feet of Hempen Rope
Set of dark clothes including a hood
Belt Pouch

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Sorcerer
SPELLCASTING CLASS

Charisma
SPELLCASTING ABILITY

12
SPELL SAVE DC

+4
SPELL ATTACK BONUS

0
CANTRIPS

Dancing Lights

Fire Bolt

Ray of Frost

Shocking Grasp

SPELL LEVEL
1

SLOTS TOTAL
2

SLOTS EXPENDED

SPELL NAME
Mage Armor

Silent Image

3

4

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9

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DUNGEONS & DRAGONS®

Xenophon

CHARACTER NAME

The Not-So-Sane

Warlock (Great Old One) CLASS & LEVEL	Hermit BACKGROUND	PLAYER NAME
Tiefling RACE	Neutral ALIGNMENT	EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+1

13

CONSTITUTION

+1

12

INTELLIGENCE

-1

9

WISDOM

+2

14

CHARISMA

+3

17

INSPIRATION

PROFICIENCY BONUS

+2

+0

Strength

+1

Dexterity

+1

Constitution

-1

Intelligence

+1

Wisdom

+5

Charisma

SAVING THROWS

+1

Acrobatics (Dex)

+2

Animal Handling (Wis)

-1

Arcana (Int)

+0

Athletics (Str)

+5

Deception (Cha)

+1

History (Int)

+2

Insight (Wis)

+3

Intimidation (Cha)

+1

Investigation (Int)

+2

Medicine (Wis)

-1

Nature (Int)

+1

Perception (Wis)

+3

Performance (Cha)

+2

Persuasion (Cha)

-1

Religion (Int)

+1

Sleight of Hand (Dex)

+1

Stealth (Dex)

+2

Survival (Wis)

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30ft

SPEED

9

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

14

PASSIVE WISDOM (PERCEPTION)

Simple Weapons

Light Armor

Herbalism Kit

Languages:
Common, Elvish, Infernal

OTHER PROFICIENCIES & LANGUAGES

Leather Armor

Quarterstaff (arcane focus)

2 Daggers

Light Crossbow with 20 bolts

Component Pouch

7

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+2	d6 bludgeoning d8 versatile
Dagger	+3	d4+1 piercing Light, Thrown 20/60
Light Crossbow	+3	d8+1 piercing two-handed range 80/320
Cantrip Attacks:		
Eldritch Blast	+5	1d10 force range 120ft.
Bolts 20		

FEATURES & TRAITS

Darkvision: 60 feet

Hellish Resistance: You have resistance to fire damage.

Pact Magic: You regain all of your spell slots after a short rest.

Awakened Mind: You can communicate telepathically with any creature you can see within 30 feet of you.

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Xenophon

CHARACTER NAME

36, look 20	6 ft. 3 in.	210 lbs.
AGE	HEIGHT	WEIGHT
silver	dark red	black with purple shine
EYES	SKIN	HAIR

NAME

Xenophon

Discover (Hermit): see PHB 134

- Bolt Case - Backpack - Book containing the common legends of the kingdom - Bottle of Ink - Ink Pen 10 sheets of parchment - little bag of multi-colored gravel - Scroll Case stuffed full of encrypted notes from your studies - Winter Blanket - Set of common clothes	- Herbalism Kit - Dead Frog that croaks only at: - just the right time and - just the wrong time - Purse
--	--

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Warlock
SPELLCASTING CLASS

Charisma
SPELLCASTING ABILITY

13
SPELL SAVE DC

+5
SPELL ATTACK BONUS

0	3	6
CANTRIPS Eldritch Blast Friends Thaumaturgy		
SPELL LEVEL 1 SLOTS TOTAL 1 SLOTS EXPENDED SPELL NAME Hellish Rebuke Hex		7
2	4	8
5	9	

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DUNGEONS & DRAGONS®

Singlefoot "Skootz" Tightbuns
CHARACTER NAME

The Old Engineer
Other Proficiencies & Languages

Wizard CLASS & LEVEL	Sage BACKGROUND	PLAYER NAME
Rock Gnome RACE	Neutral Good ALIGNMENT	EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
+1
12

CONSTITUTION
+2
14

INTELLIGENCE
+3
17

WISDOM
+2
14

CHARISMA
+0
10

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

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

SKILLS

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

ARMOR CLASS
11

INITIATIVE
+1

SPEED
25 ft.

HIT POINT MAXIMUM
8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE
Total 2d6

DEATH SAVES

SUCCESSES ○○○○

FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

Quarterstaff +1 d6-1 bludgeoning

Dagger +3 d4+1 piercing

Cantrip Attacks:

Fire Bolt +5 d10 fire range 120 ft.

ATTACKS & SPELLCASTING

EQUIPMENT

- CP Quarterstaff
- SP Dagger
- CP Component Pouch
- CP Thin Spellbook
- GP 11

PASSIVE WISDOM (PERCEPTION)
12

OTHER PROFICIENCIES & LANGUAGES

Daggers
Darts
Slings
Quarterstaves
Light Crossbows

Alchemist's Supplies
Tinker's Tools

Languages:
Common, Gnomish

FEATURES & TRAITS

Darkvision 60 feet

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

Artificer's Lore: When you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, double your proficiency bonus.

Tinker: see PHB 37

Arcane Recovery (1/day): Recover levels of spell slots equal to half your level (rounded up)

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D&D

Jinglefoot "Skootz" Tightbuns

CHARACTER NAME

AGE 305 HEIGHT 3 ft, 4 in. WEIGHT 55 lbs.

EYES greyish SKIN medium tan HAIR grey

CHARACTER APPEARANCE

Ruckus: (Familiar)

Celestial Raccoon (use weasel stats with darkvision 30)

Tiny Celestial

Hit Points: 1

Speed: 30 ft.

STR 3 (-4)

DEX 16 (+3)

CON 8 (-1)

INT 2 (-4)

WIS 12 (+1)

CHA 3 (-4)

Skills: Perception +3, Stealth +5

Passive Perception: 13

Keen Hearing and Smell: Has advantage on Wisdom (Perception) checks involving hearing or smell

Darkvision 30 feet

Actions:

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft, 1 target, Hit = 1 piercing damage

NAME Skootz

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Researcher (Sage): see PHB 138

ADDITIONAL FEATURES & TRAITS

Backpack

Book of Scientific Theories

Bottle of Black Ink

Bottle of Red Ink

Quill

10 sheets of Parchment

little bag of sand

letter from a dead colleague posing the questions: Is it possible to capture a lightning bolt? If so, how?

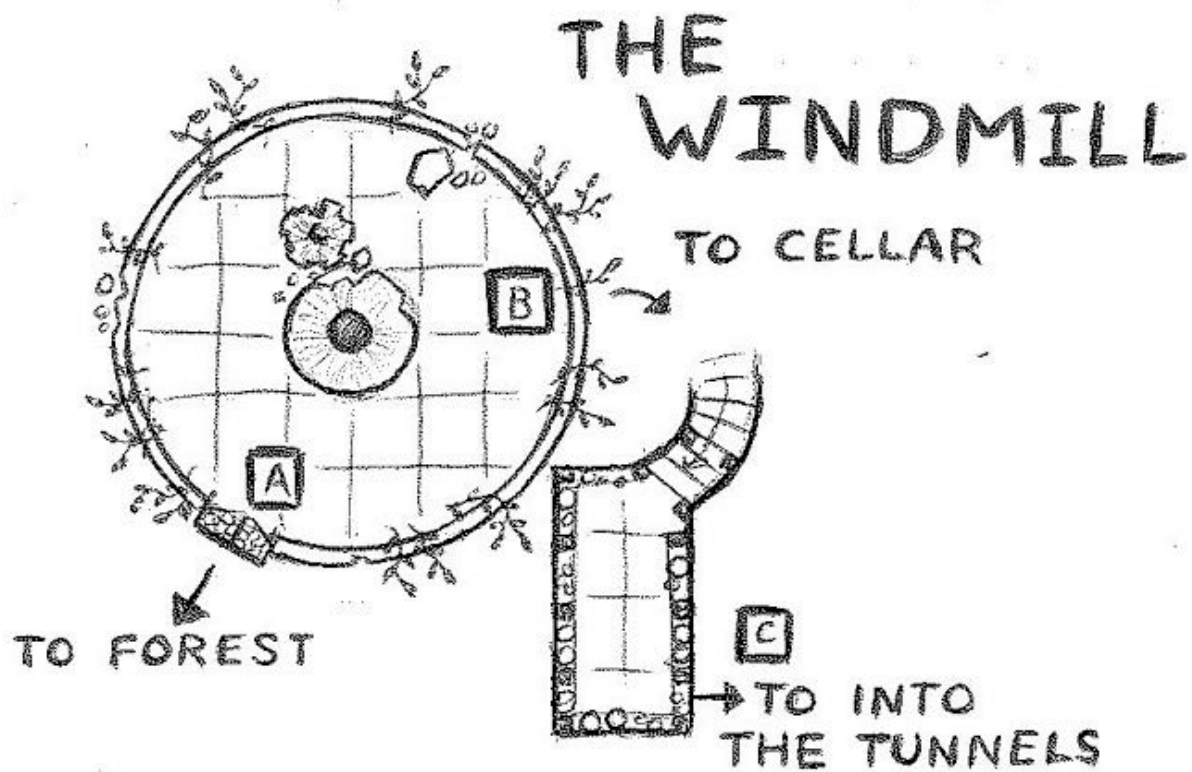
Set of common clothes

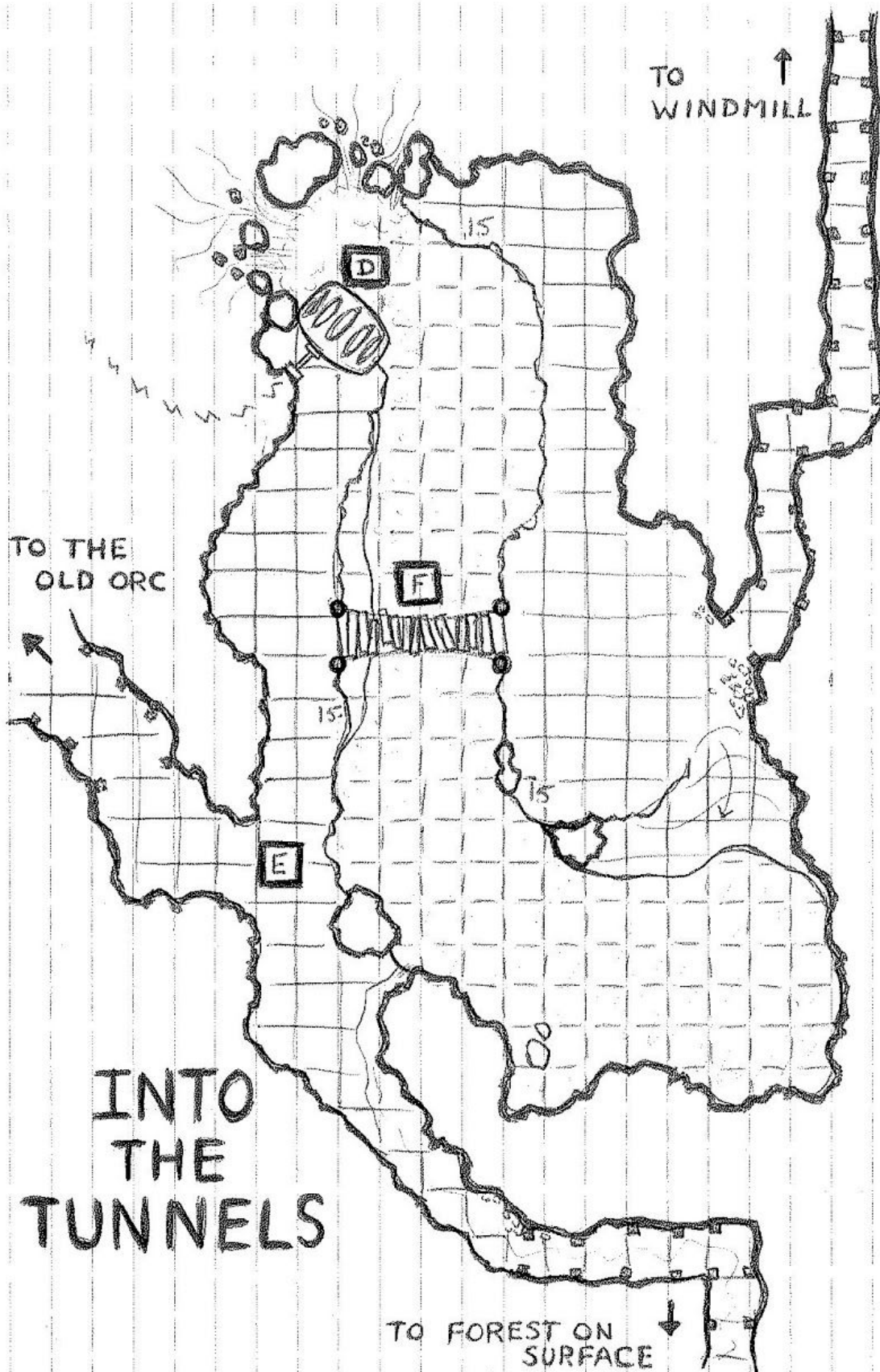
Belt Pouch

TREASURE

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Slot	Spell Name	Level
0	CANTRIPS	
	Dancing Lights	
	Fire Bolt	
	Mending	
1	2	
	Alarm (Ritual)	
	Comprehend Languages (Ritual)	
	Detect Magic (Ritual)	
	Find Familiar (Ritual)	
	☒ Mage Armor	
	☒ Magic Missile	
2		
3		
4		
5		
6		
7		
8		
9		





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