



Restoring Harmony:
ADVENTURE TOGETHER



RESTORING HARMONY

Welcome to *Restoring Harmony*, the final chapter of a DUNGEONS & DRAGONS adventure series in collaboration with the tasty and colorful world of NERDS.

To run this adventure, you need the fifth edition *Basic Rules* for D&D, which is available to download for free [here](#).

Adventure Together takes approximately 60-90 minutes to play. Before you play this adventure, have your players level up their NERDS adventurers to 'level 3.

The previous mini-adventures are:

- *Adventure 1: The Candy Mountain Caper*
- *Adventure 2: A Voice in the Wilderness*
- *Adventure 3: A Sticky Situation*
- *Adventure 4: Funny Business*
- *Adventure 5: The Lost Tomb*
- *Adventure 6: A Web of Lies*

STORY SUMMARY

Ever jealous of the cheery dispositions and colorful deliciousness of the NERDS, Emo the beholder and his hired muscle, Mr. Greystone, have struck a blow against the NERDS' beloved city of Harmony. After years of searching, the nefarious duo have found the sacred *Prismatic Well* that gives Harmony its vibrant and fabulous colors. Now, with access to the *Prismatic Well*, Emo and Mr. Greystone have begun to leech the color from the city of Harmony. If they aren't stopped, the city will gradually turn gray, with everything eventually becoming black and white.

To the NERDS, the colors beginning to flicker and drain out of Harmony is an unsettling mystery. What brings the colors to Harmony is an enigma to them. All they can do is hope the power comes back on and restores the vibrancy of Harmony's colors once more.

But one group knows what's up, and that group is the Lorekeeper Society—a secret society sworn to protect Harmony. The Lorekeepers know about the power of the *Prismatic Well*, but its true location is lost even to themselves. However, they have a way to find the well using an ancient artifact known as the *Amulet of Harmony*, but to activate it they need to find the six Gems of Power. Once activated, the amulet guides whoever controls it to the secret location of the

Prismatic Well. But once activated, the amulet also has the power to turn off the well.

The Gems of Power were long ago hidden away for safekeeping in dungeons, forests, and towers. No one in the Lorekeeper Society knows the details of the magical beasts and traps guarding the gems, but our heroic NERDS are more than up to the challenge of restoring Harmony!

KEEPING THE FUN GOING

Now that there are multiple characters in this adventure, there's less chance of a TPK (total party kill), and the game can continue even if one character is killed. However, in D&D, the possibility of killing player characters is an issue best dealt with up front by having a chat with your players. Some players love the tension of knowing that their characters could die, and they embrace the strategic challenge. Other players loathe the idea their character could die. Knowing what your players enjoy is the key to having a fun session of D&D.

ROLEPLAYING SOLUTIONS

For players who don't like the idea of their character dying—or who just enjoy roleplaying—it's good to always present options other than combat, such as making friends with the monster or tricking the monster. With any of the encounters in this adventure, feel free to present opportunities for unconventional solutions and alternatives to combat.

You may also adjust the story to be more benevolent in nature, allowing automatic successes for clever ideas, letting monsters become instant friends, or giving your player advantage on all their rolls.



ADVENTURE OUTLINE

After a meeting with Mr. Honeycutt, the adventurers all realize the stakes—Harmony and all of its colors are in their hands! Mr. Honeycutt gives them the *Amulet of Harmony* to help them find the location of the *Prismatic Well*. The amulet leads them to the winding passageways within Mystery Mountain. Ultimately, they have a showdown with the brutish Mr. Greystone and his melancholy partner, Emo.

The party must defeat Mr. Greystone and help Emo find a home and friends. Then they can use the amulet to restore the *Prismatic Well* to full power and head back to Harmony as heroes of the land!

NOTE FOR THE DUNGEON MASTER

The intent of the final adventure is to feature all six NERDS and have them experience the power of collaboration. If there are fewer players at the table than there are NERDS characters, the missing characters can be NPCs run by you or some of the players.

BEGINNING PLAY

Give the character sheets of all six NERDS to your players and let them familiarize themselves with their characters.

All creatures or NPCs that are **bolded** have stat blocks, which are included at the end of the adventure along with any magic items the characters can earn.

Whenever you're both ready, you can start the session.

ADVENTURE 7: ADVENTURE TOGETHER

The city of Harmony is a vibrant metropolis that has been experiencing a strange case of “color outages” for weeks. Rumors fly around about what might be causing the problem and the citizens of Harmony are growing increasingly worried as the color vanishes from the environment.

Six daring NERDS have been hired by Mr. Honeycutt to help the secret order known as the Lorekeeper Society to retrieve six magic gemstones known as the Gems of Power. The NERDS are now gathered together at Mr. Honeycutt's secret hideout, hidden under the Sweet Spot candy store, to activate the *Amulet of Harmony*.

LOREKEEPER HEADQUARTERS

The heroes and Mr. Honeycutt are assembled underneath Mr. Honeycutt's candy shop, the Sweet Spot. After his job at the Library is done, Mr. Honeycutt opens the doors of his sweetshop to delight the populace with his tasty confections—but now his colorful sweets seem dull in the shop window as the world of Harmony fades to dismal gray.

Read or paraphrase the following:

You all have answered the summons of the Lorekeeper Society and are now underneath the Sweet Spot candy shop, in a small room where Mr. Honeycutt has his secret hideout. The delicious scents of fruit, vanilla, and chocolate mingle together with leather-bound books and cedarwood. You are all standing around a high table, lit by an oil lamp. The six Gems of Power are laid out on a velvet cloth, glittering in the lamplight. Mr. Honeycutt has a serious look on his face as he pulls out an ornately carved wood box, sets it on the table and says, “In this box is the Amulet of Harmony.”

Mr. Honeycutt explains that he doesn't know what's going to happen when he opens the box and puts the gems in the amulet—all the old records have been lost or destroyed. He asks Yellow the Cleric and the Purple the Wizard if they have any ideas of how best to proceed with restoring this magic item. He also asks the group to discuss which of them will attune to the amulet and use its power.



OPENING THE BOX

When everyone is ready, Mr. Honeycutt (or whoever volunteers) opens the box. Instantly, the Gems of Power all leap into their settings on the amulet, resizing themselves until they are each about the size of a thumbnail. The amulet softly glows.

Mr. Honeycutt then explains that whoever attunes the amulet, must be the one to invoke the power of the Prismatic Well. To invoke the power of the well, the character attuned to the amulet must be within 10-feet of the well and say, "I invoke the power of the Prismatic Well and restore the colors of Harmony for all."

ATTUNING THE AMULET

After one of the characters attunes the amulet, they begin to feel a pull, an urge to move in a certain direction. Honeycutt explains that this amulet knows the location of the *Prismatic Well* and will lead the character right to its location. When the party goes outside, they see Mystery Mountain in the distance and the character who is attuned to the amulet can sense that the *Prismatic Well* is within the mountain. If the character tells Mr. Honeycutt this, he takes off his glasses and says, "So, Mystery Mountain! I knew it!"

Mr. Honeycutt gives each character a *potion of healing* and wishes them all the best on their quest. He would come with them, but he is working with the Lorekeeper Society on a spell to help the citizens who are dealing with the increasing lack of color in the city.

JOURNEY TO MYSTERY MOUNTAIN

The trail to Mystery Mountain is a long hike up into the misty, tree-covered hills outside of Harmony. The *Amulet of Harmony* pulls its bearer ever closer to the steep granite sides of the mountain that looms above them.

The journey can be uneventful, or you can introduce one or both of the following encounters.

SAVING THE CUBLETS

The party hears a strange sound that Red the Ranger identifies as the hoot-roars of an owlbear. If they investigate, the party sees that a mother **owlbear** is calling to her two cublets who have fallen into a crevasse. The owlbear has no interest in attacking the party, only rescuing her cubs.

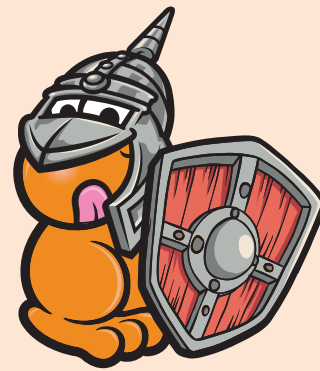
However, if the characters try to help, the protective mother owlbear attacks the party unless one of the characters succeeds on a DC 15 Wisdom (Animal Handling) check. On a failure, no one can approach the owlbear cublets without being attacked by the mother. Each character can only attempt the

check once.

Saving the Cublets. The crevasse is small, making the climb difficult, but a character who succeeds on a DC 14 Strength (Athletics) check can wriggle down and get the cublets back up to safety with their grateful mother.

AMBUSH!

If your players are spoiling for a fight, you can have the party be ambushed by eight **skeletons** that erupt out of the ground as the characters trek up the mountainside.



MYSTERY MOUNTAIN

The interior of Mystery Mountain is a series of roughly carved tunnels. They have the following properties unless otherwise noted:

Darkness. The tunnels and caves contain no light sources.

Ceilings and Walls. The passages are 10 feet wide and tall, with ceilings that are roughly 20 feet high.

The following locations are keyed to the Mystery Mountain map:

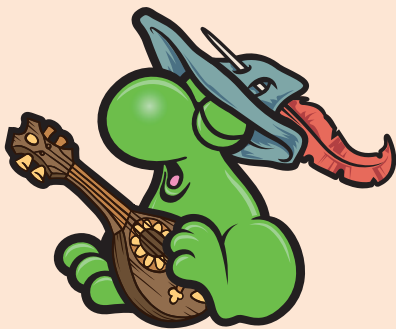
M1. CAVE ENTRANCE

The entrance to Mystery Mountain is hidden behind the exposed roots of a tree that sits over the door. A character who succeeds on a DC 12 Wisdom (Perception) roll finds the door in under five minutes. On a failure, the party must search for half an hour before discovering the door and has a 50% chance of encountering six **skeletons** on patrol for Mr. Greystone. Whoever is attuned to the *Amulet of Harmony* has advantage on the check to notice the door.

Behind the roots, the entrance is carved into the granite cliff. There are lightning bolts carved into the granite door, and it has a keyhole but no handle.

Unlocking the Door. The key to the door is in Mr. Greystone's pocket, so the lock must be picked with a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, the character who attempted to pick the lock takes 6 (1d12) lightning damage and is pushed back 5 feet.

Once the door is open, the party can see a cobweb-filled tunnel leading into the darkness of Mystery Mountain.



M2. GASEOUS CAVE

A noxious-smelling gas fills the tunnel ahead of this cave with hazy greenish smoke. The gas extinguishes any non-magical light. A creature that enters the gas must make a DC 13 Constitution saving throw or take 7 (2d6) poison damage and become blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. A blinded creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the blindness on a success. If another creature makes a successful DC 12 Intelligence (Medicine) check, the blinded creature makes their next Constitution save with advantage.

The gas is coming from a 4-foot-square wooden box sitting on a table in the center of the room. The box has five wooden levers on its side. On the box is a brass plaque that says, "Mr. Greystone's Gaseous Box."

If the correct lever is pulled, the gas stops coming from the box, and it takes about 5 minutes to dissipate from the area.

If an incorrect lever is pulled or the box takes more than 5 points of damage, it explodes. Each creature within 15 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save or half as much on a successful one.

GUESSING THE LEVER

If a character attempts to guess the correct lever, roll a d10. On a 1 or 2, they guess correctly and the gas stops.

DEDUCING THE LEVER

A character can also try to deduce which lever is the correct one by checking the wear and tear on the handles. If a player says that this is what their character is looking for, then have their character make a DC 12 Wisdom (Perception) check with advantage. On a success, they see the wear on the correct lever. On a failure, they can still guess, but the odds are in their favor, so a roll of 1–5 gives them the correct choice.

M3. SKELETON ROOM

In this room are ten **skeletons**, all in matching coveralls with a logo on the back that reads, "Mr. Greystone's Garden Care." The skeletons are standing around gardening equipment—two wheelbarrows, a scythe, rakes, hoes, a pickaxe, and some pruning shears.

The skeletons are dormant until they are attacked or until something makes a noise to alert them. The party can sneak past or sneak up to the skeletons with a successful DC 13 group Dexterity (Stealth) check.

If the party attacks the dormant skeletons, the skeletons are surprised (see the rules for Surprise in the D&D *Basic Rules*) and the party has advantage on their attacks during the first round of combat.

Other than the gardening equipment, there's nothing of value in the room.

M4. CHASM OF DOOM

This long cavern runs perpendicular to the passageway. A 20-foot-wide chasm, whose bottom cannot be seen, lies in between the western and eastern passages. A door can be seen in the eastern passage.

Getting Across. There are a number of ways to cross the chasm—such as spells or grappling hooks—but however they get across, the characters must keep very quiet. Characters with a passive Wisdom (Perception) score of 12 or higher notice claw marks on the sides of the chasm walls.

If the characters make noise while crossing the

chasm, they must succeed on a DC 10 group Dexterity (Stealth) check or they alert five **ghouls** whose claws can be heard scratching up the chasm walls. The ghouls arrive within three turns.

If the ghouls are following the characters after they cross the chasm, they can flee through the door and bar it behind them.

Building Tension. As the DM, you can also describe a whole horde of ghouls clawing their way up the chasm—but only to generate tension. Keep reminding your players of the danger through the sound they make—clawing and hissing—as they come up the chasm. You could make it so that the ghouls arrive just as the party flees through the door and they can hear the scratching and shrieking as they lower the bolt to bar the door. If the party returns to the door later, the ghouls have gone back down into the chasm.

Falling into the Chasm. If a character should be so unlucky as to fall into the chasm, you can have them grab a hold of a random root or ledge to save themselves from certain doom and let them climb out with the assistance of a rope. However, falling into the chasm alerts the ghouls (see “Building Tension,” above).

M5. FLUMPH CLOISTER

This room is occupied by Maude, a **bugbear chief**, and her four **goons**, who are poking and prodding a dozen trembling **flumphs**. The bugbear and the goons are all wearing “Mr. Greystone’s Garden Care” coveralls. There are crates with supplies and what looks like arcane lab equipment scattered about. A character who succeeds on a DC 13 Intelligence (Arcana) check can tell that this equipment is most likely used to siphon magical energy—possibly from the *Prismatic Well*.

Maud’s goons are laughing as they turn the flumphs upside-down and try to make them turn a stronger shade of purple—a particularly twisted activity in these times when colors are all but gone from the world.

Dealing with Trouble. Maude, the bugbear chief, is charged with protecting the secret door to the *Prismatic Well* in area M6. If the characters are getting close to the door, she commands her goons to attack. Maude is arrogant, but she isn’t a dummy, and she tries to put off the party by telling them lies like:

- They’ve already passed the *Prismatic Well*.

- They’re too late.
- There’s no well here. It’s actually underneath Harmony.
- They’re in the wrong place.

If the adventurers show Maude the *Amulet of Harmony*, she demands that they give it to her, saying that her boss will pay handsomely for it. If the adventurers refuse, Maude tells the goons to get it.

Telepathic Hints. If the adventurers seem friendly or try to protect the flumphs, then one of the party members is contacted telepathically by the leader of the flumphs, GuBu, who reveals two things:

- GuBu knows the location of the secret door in this room and will help the party as best they can. GuBu is willing to do just about anything (except for sacrificing themselves or one of their cloister mates) to get rid of the bugbears so they can go back to their idyllic underground existence.
- GuBu has overheard the “Gray Man” talking to Maude about “killing Emo.” If asked about “Emo,” GuBu responds that Emo is a “sad ball” and that all the flumphs feel sad for it and hope it will get better. GuBu wonders if the sad ball would one day like to join their cloister.
- The Gray Man is scary, dangerous, and wants to “destroy all the color.” GuBu telepathically shudders at the thought.

Secret Door. The secret door to area M6 is well hidden behind a crate. If a character listens at the door and succeeds on a DC 14 Wisdom (Perception) check, they can hear weeping and arguing, as well as a faint humming sound. The secret door is not locked and opens smoothly when pushed.



M6. PRISMATIC WELL

When the adventurers enter this cavern, read or paraphrase the following:

You see a large cavern that's illuminated with dazzling colors unlike anything you have ever seen before. The colors pour out of a stone ring on the floor that must be none other than the fabled *Prismatic Well*.

Next to the *Prismatic Well* is a depressed-looking spherical creature that has flexible tubes hooked up to its ten drooping eyestalks. The tubes are connected to a complex apparatus that is placed over the opening of the Prismatic Well. The apparatus appears to be sucking colors from the well and feeding it into the spherical creature through the tubes connected to its eyestalks—although the apparatus looks like it isn't working very well, as colors are spraying and fizzing out into the room. The creature is weeping in frustration and desperately trying to figure out how to fix its apparatus.

Next to the many-eyed creature is a tall brute of a man in a gray coat, who is bellowing at the creature angrily. Lurking behind the man's overcoat is a monster about the size of a dog with a single, baleful eye.

The spherical monster is Emo, a **beholder**. The brutish man is Mr. Greystone and the small monster with a single eye is Furzle, Mr. Greystone's **nothic** assistant.

ROLEPLAYING MR. GREYSTONE

Mr. Greystone makes it clear that he wants things black and white. He is sick and tired of all the "color and variety in Harmony." Mr. Greystone wants to destroy the well and return things the "good old days when things were less...colorful." He's grown weary of Emo's "lack of a spine" and would gladly sacrifice the beholder if it would mean destroying the well.

If Mr. Greystone sees the *Amulet of Harmony*, he knows that it's his ticket to a colorless world and does everything in his power to get it—whether it's offering the party 2000 gp or threatening to give them all a thrashing they won't soon forget. Mr. Greystone is partial to the latter.

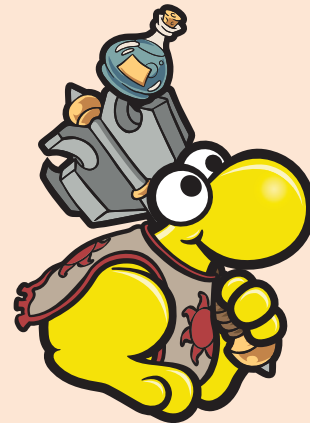
ROLEPLAYING EMO

Emo is a beholder that has studied the joy-inducing effects of the *Prismatic Well* and came to the plane of Harmony to cure its melancholy. Emo believes that if they can absorb all the magical colors, then somehow

their sadness will be cured, and they can live happily ever after. They don't care about Harmony and its citizens because they are very self-absorbed.

Although they are immensely powerful, Emo is not a fighter and only attacks in self-defense. However, if the party is nice to Emo and is having trouble fighting Mr. Greystone, then Emo is likely to help the party out, since Greystone has been mean to Emo.

If Emo is offered kindness and friendship—such as a home within the flumph cloister—they are willing to change their plan. Convincing Emo to give up their apparatus and try another way to find happiness requires a successful DC 14 Charisma (Persuasion) check. If GuBu is present, or the characters offer Emo a home within the flumph cloister, the check is made with advantage.



ROLEPLAYING FURZLE

Furzle is very loyal to Mr. Greystone (out of fear) and loves to give secret information to its master. But if Furzle becomes frightened or is reduced to half its hit point maximum, it runs away screaming, abandoning its master. Furzle is smart and does everything it can to survive, even if that means making friends.

HARMONY RESTORED

If the adventurers succeed in defeating Mr. Greystone and undoing Emo's plan to absorb the colors of Harmony, they can use the *Amulet of Harmony* to restore the *Prismatic Well* (see "Opening the Box" above). If they do this, the colors of the well are dazzling as they shoot upward through the ceiling of

the cavern, which glows and hums with the power of the colors.

Emo and the Flumphs. If the adventurers convince Emo to join the flumph cloister, GuBu listens to Emo's story of being an oddball and feeling left out, and welcomes Emo into their cloister. All the flumphs turn bright shades of yellow and green, their color restored. They thank the party telepathically in a delightful chorus of gratitude.

Dealing with Furzle. If Furzle runs off during the encounter at the well, the characters may decide to track down the nothic to prevent it from causing more trouble. You can deal with this any way you'd like. One way is to have the party catch up with Furzle trying to cross the chasm in area M4. Although he has a treacherous streak, if treated with kindness, Furzle could make a great wizard's assistant. Perhaps if guided under the strong hand of Headmaster Gustava, Furzle could become a valuable asset.

Restoring Harmony. With the Prismatic Well restored to full power, the magic of Harmony returns, and the city is once again vibrant with color. When the characters return to the city, they are lauded as heroes at an awards ceremony where Gustava the Great pins medals on them, giving them the highest honor of Prism Academy—the Order of Zimandius. The mayor then gives each of them a key to the city of Harmony and Mr. Honeycutt is there to return the *Amulet of Harmony* to the Lorekeeper Society. Mr. Honeycutt officially writes each of them into the Lorekeeper Society's ledgers as honorary members of the sect and sworn protectors of Harmony.

HARMONY UNDONE

If the adventurers fail, Mr. Greystone either uses the *Amulet of Harmony* to destroy the *Prismatic Well* or has Emo figure out a way to suck all the color from the well, resulting in a black and white world devoid of joy and wonder.

Of course, this can never happen! If all goes wrong, Mr. Honeycutt and Headmaster Gustava arrive in the nick of time to make sure that evil is defeated, Harmony is restored, and all colors once again vibrantly empower the world.

MAGIC ITEMS

The following magic items appear in this adventure.

AMULET OF HARMONY

Wondrous Item, Legendary (Requires Attunement)

The amulet is a golden disk about 4 inches across. There are symbols etched into its surface and there are six bezels that hold the Gems of Power.

The *Amulet of Harmony* has the following properties:

- While attuned to this amulet, you feel a pull in the direction of the *Prismatic Well*.
- If the *Prismatic Well* is dormant, you can restore its power by expending your own energy. You must be within 10-feet of the well to restore its power and you must say the words, "I invoke the power of the Prismatic Well and restore the colors of Harmony for all." If you do so, roll a d6. On a 2–6, the power of the well is restored. On a 1, the well is restored but you fall into a deep, magical slumber for 1 year and cannot be roused except by a *remove curse* spell or similar magic.
- You can turn off the power of the Prismatic Well, plunging all of Harmony into a polarized world where everything is horribly black and white. To do this, you must be within 10-feet of the well and you must say the words, "I revoke the power of the Prismatic Well and withhold the colors of Harmony to all." If you do so, roll a d6. On a 3–6, the well is turned off. On 1–2, the power of the well remains and you turn into a statue of black stone. Only a *wish* spell can undo this effect.

PRISMATIC WELL

Wondrous Item, Legendary

This well enhances the colors of the city of Harmony and invigorates the population. When the well is at full power, all good-aligned creatures that see the colors experience feelings of happiness and have advantage on all Charisma checks.

MONSTER/NPC STATISTICS

The following monsters and NPCs appear in this adventure.

Emo

Large Aberration, Neutral

Armor Class 15 (Natural Armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Common, Deep Speech

Challenge 10 (5,900 XP)

Antimagic Cone. Emo's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, Emo decides which way the cone faces and whether the cone is active. The area works against Emo's own eye rays.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. Emo shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Happiness Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or fall prone with laughter, becoming incapacitated and unable to stand up for 1 minute or until Emo harms the creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. *Sadness Ray.* The targeted creature must succeed on a DC 15 Intelligence saving throw. On a failed save, the target is overcome by sorrow and takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. On its next turn, it can use either an action or a bonus action, not both. On a successful save, the target takes half as much damage and suffers none of the other effects.

3. *Anger Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or be compelled to duel with Emo for 1 minute. The target has disadvantage on attack rolls against creatures other than Emo and must make a Wisdom saving throw each time it attempts to move more than 30 feet away from Emo.

4. *Anxiety Ray.* The targeted creature must succeed on a DC 15 Intelligence saving throw or lose the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature targets another creature with an attack, spell, or other ability, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

5. *Fear Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened 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.

6. *Desolation Ray.* The targeted creature must succeed on a DC 14 Intelligence saving throw. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage and perceives itself to be confined within an illusory stone cell for 1 minute. The target can't see or hear anything beyond the cell and is restrained.

7. *Jealousy Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or become charmed for 1 minute. While the target is charmed in this way, it must use its action before moving on each of its turns to make a melee attack against a creature that Emo chooses. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

8. *Disgusting Ray*. The targeted creature must succeed on a DC 15 Constitution saving throw against poison. On a failed save, the target is enveloped in sphere of yellow, nauseating gas and spends its action on its next turn retching and reeling.

9. *Surprise Ray*. The targeted creature must succeed on a DC 15 Dexterity saving throw or be blinded by a spray of color until the end of its next turn.

10. *Trust Ray*. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by Emo for 1 hour or until Emo harms the creature.

FLUMPH

Small Aberration, Lawful Good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 60ft., Undercommon (understands Undercommon but cannot speak it)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns,

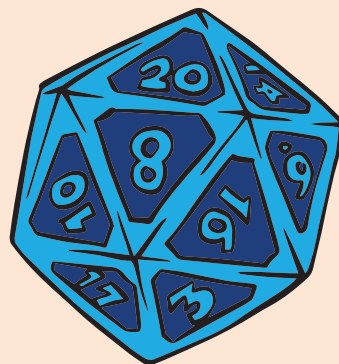
the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

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

ACTIONS

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.



GHoul

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

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.

GOON

Medium Humanoid (Human), Lawful Evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Goon Grit. The goon has advantage on saving throws against being charmed, intimidated, or persuaded.

ACTIONS

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

MAUDE

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when Maude hits with it (included in the attack).

Heart of Hruggek. Maude has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If Maude surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. Maude makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

MR. HONEYCUTT

Medium Humanoid (Human, Shapechanger), Lawful Good

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Proficiency Bonus +2

Shapechanger. Mr. Honeycutt can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Smell. Mr. Honeycutt has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Mr. Honeycutt makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

MR. GREYSTONE

Medium Humanoid (Human), Lawful Evil

Armor Class 15 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common, Goblin

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Brave. Mr. Greystone has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Mr. Greystone hits with it (included in the attack).

ACTIONS

Multiattack. Mr. Greystone makes two melee attacks or two ranged attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

NOTHIC

Medium Aberration, Neutral Evil

Armor Class 15 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses truesight 120 ft., passive Perception 12

Languages Undercommon

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The nothic makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

OWLBEAR

Large Monstrosity, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (−4)	12 (+1)	7 (−2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

SKELETON

Medium Undead, Lawful Evil

Armor Class 13 (Armor Scraps)

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 Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

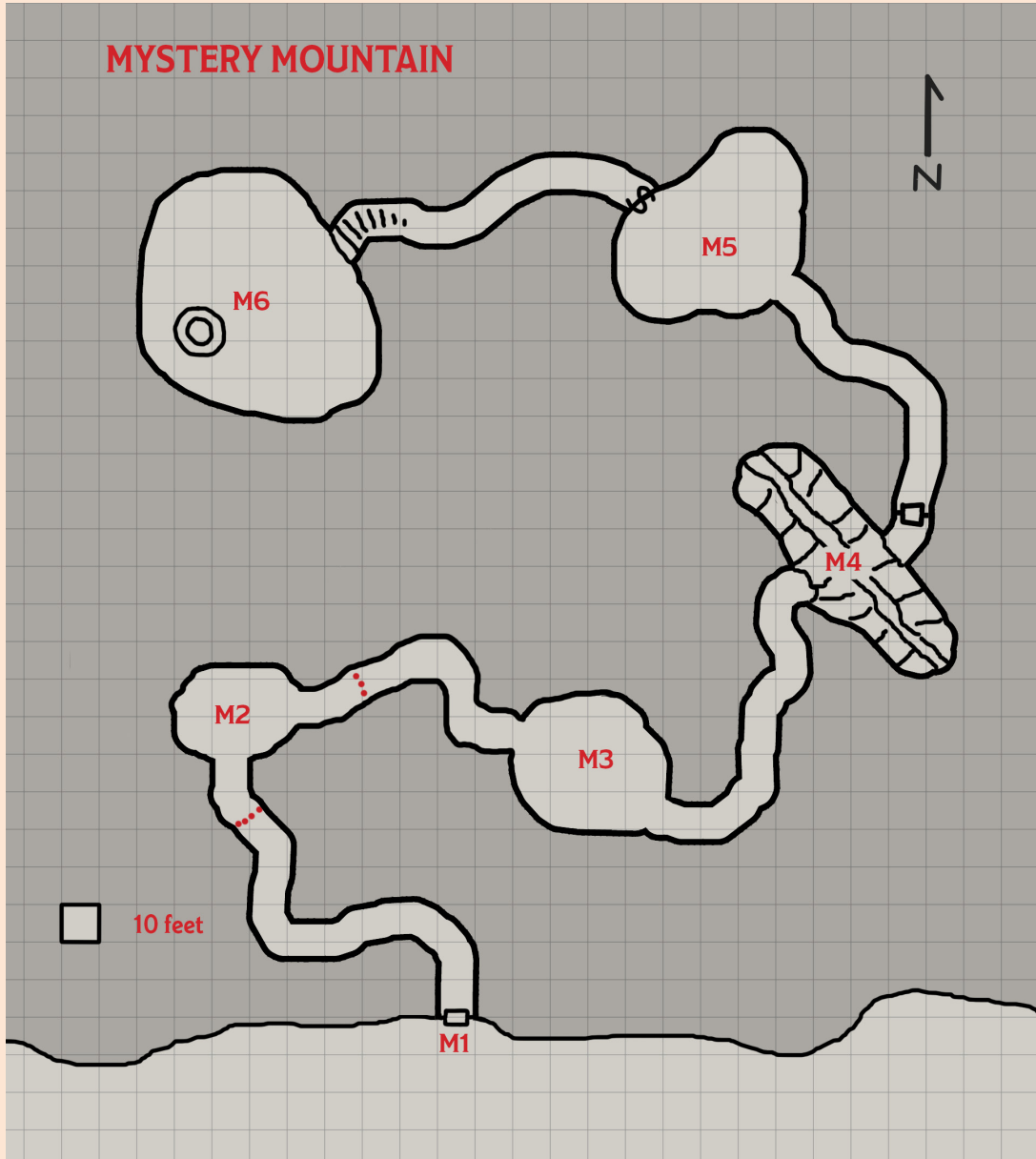
Proficiency Bonus +2

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MAP





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PINK

Rogue (Thief) / Level 3

ABILITY SCORES

Name	Score	Modifier
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STRENGTH	8	-1
Athletics +1		

DEXTERITY	16	+3
Acrobatics +5		
Sleight of Hand +10		
Stealth +7		

CONSTITUTION	12	+1
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INTELLIGENCE	13	+1
Arcana +3		
Investigation +3		

WISDOM	10	+0
Insight +2		
Perception +2		

CHARISMA	15	+2
Deception +4		
Performance +4		
Persuasion +4		

Proficient skills listed below relevant ability score.

ARMOR CLASS	14
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HIT POINTS	21
(1d8 + 1)	

INITIATIVE	+3
-------------------	----

SPEED	30 ft.
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SAVING THROWS

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

SENSES

Passive Perception	12
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Darkvision 60 ft.

PROFICIENCY BONUS	+2
--------------------------	----

WEAPONS

Name	Range	Modifier	Damage
Shortsword	-	+5	1d6 + 3 piercing
Shortbow	80/320	+5	1d6 + 3 piercing
Dagger	20/60	+5	1d6 + 3 piercing

EQUIPMENT

Leather armor, shortsword, 2 daggers, shortbow, quiver with 20 arrows, *gloves of thievery*, backpack, map case, crowbar, hammer, 10 pitons, 10 days' rations, 50 feet of hempen rope, small knife, thieves' tools, tinderbox, 10 torches, waterskin, 20 gp

DUNGEONS & DRAGONS

Nerds



PINK

PROFICIENCIES & LANGUAGES

Armor: Light Armor

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

Tools: Disguise Kit, Thieves' Tools

Languages: Common, Halfling, Thieves' Cant

CLASS FEATURES

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. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the idea plainly.

Cunning Action. You can take a **bonus action** on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide, or Use Object actions, to make a Dexterity (Sleight of Hand) check, or to use your thieves' tools to disarm a trap or open a lock.

Second-Story Work. Climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by 3 feet (equal to your Dexterity modifier).

MAGIC ITEMS

Gloves of Thievery. These gloves are invisible when worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks (already calculated) and Dexterity checks made to pick locks.

Some traits and features not listed were already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.



BACKGROUND

Urchin. You grew up on the city streets, and know how to find quick paths others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

PERSONALITY

Curious. You are always poking and prodding and looking for a trap to disarm or a or a secret door to detect. You are skilled in agility, stealth, and cunning; if there's a dungeon that needs navigating or lock that needs picking, your sneaky, clever nature gets it done!

Alignment: Chaotic Good

YELLOW

Cleric (Knowledge Domain) / Level 3

ABILITY SCORES

Name Score Modifier

STRENGTH 14 +2

DEXTERITY 8 -1

CONSTITUTION 13 +1

INTELLIGENCE 15 +2

Arcana +6
History +6
Investigation +4
Nature +4
Religion +4

WISDOM 16 +3

Medicine +5

CHARISMA 12 +1

Persuasion +3

Proficient skills listed below relevant ability score.

ARMOR CLASS 16

HIT POINTS 27

(1d8 +1)

INITIATIVE +0

SPEED 30 ft.

SAVING THROWS

Strength +2

Dexterity -1

Constitution +1

Intelligence +2

Wisdom +5

Charisma +3

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
<i>Mace of disruption</i>	-	+4	1d6 + 2 bludgeoning*
Light crossbow	80/320	+1	1d8 - 1 piercing
<i>Sacred flame</i>	60	Save	1d8 radiant**

*See magic item. **See spell description.

SPILLS

Wisdom Modifier +3

Attack Bonus +5

Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Scale mail, shield, *mace of disruption*, light crossbow, case with 20 bolts, alms box, backpack, blanket, 2 blocks of incense, 10 candles, censer, bottle of ink, 2 days' rations, small knife, tinderbox, waterskin, 10 gp

DUNGEONS
& DRAGONS

Nerds



YELLOW

PROFICIENCIES & LANGUAGES

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Languages: Common, Draconic, Dwarvish, Elvish, Gnomish, Sylvan

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the cleric list. See “Spells” below.

Knowledge Domain. You gain additional class features listed in this section and add domain spells to your spells list (see “Spells” below).

Blessings of Knowledge. You learn two additional languages and skills. Your proficiency bonus is doubled for any check you make with the chosen skills (already calculated).

Channel Divinity. You may use one of the below effects, which require a short or long rest to use again.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must use its actions to move as far away from you as it can, can't willingly move within 30 feet of you, and can't take reactions. It can only use the Dash action to try to escape from an effect that prevents it from moving, and if there is nowhere to move, it can use the Dodge action.

Channel Divinity: Knowledge of the Ages. As an action, you can use your Channel Divinity to choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

SPILLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. Prepare spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *guidance, light, sacred flame*

1st Level (4 slots): *bless, command, cure wounds, identify, shield of faith*

2nd Level (2 slots): *aid, augury, hold person, spiritual weapon, suggestion*

Some traits and features not listed were already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.



MAGIC ITEMS

Mace of Disruption. When you hit a fiend or undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

BACKGROUND

Sage. You have spent years learning lore, studying scrolls, reading manuscripts, and listening to great thinkers. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

PERSONALITY

Logical. You are a precise planner with the power of the gods on your side. A defender of others and a divine force against the unholy, you always pack healing magic—and a mighty punch.

Alignment: Lawful Good

RED

Ranger (Hunter) / Level 3

**DUNGEONS
& DRAGONS**
Nerds
ABILITY SCORES

Name	Score	Modifier
STRENGTH	14	+2
Athletics +4		
DEXTERITY	14	+2
Acrobatics +4		
Stealth +4		
CONSTITUTION	13	+1
INTELLIGENCE	10	+0
Investigation +2		
Nature +2		
WISDOM	14	+2
Animal Handling +4		
Perception +4		
Survival +4		
CHARISMA	10	+0

Proficient skills listed below relevant ability score.

ARMOR CLASS 13**HIT POINTS** 25
(1d10 + 1)**INITIATIVE** +2**SPEED** 30 ft.**SAVING THROWS**

Strength +4

Dexterity +4

Constitution +1

Intelligence +0

Wisdom +2

Charisma +0

SENSES

Passive Perception 14

Darkvision 60 ft.

PROFICIENCY BONUS +2**WEAPONS**

Name	Range	Modifier	Damage
Shortsword	-	+4	1d6 + 2 piercing
Longbow	150/600	+6	1d8 + 2 piercing
Quarterstaff	-	+4	1d6 + 2 bludgeoning

SPELLS

Wisdom Modifier +2

Attack Bonus +4

Spell Save DC 12

See back of sheet for more information.

EQUIPMENT

Leather armor, quarterstaff, 2 shortswords, longbow, quiver with 20 arrows, *necklace of adaptation*, backpack, bedroll, hunting trap, mess kit, 10 days' rations, 50 feet of hempen rope, tinderbox, 10 torches, waterskin, 10 gp



RED



PROFICIENCIES & LANGUAGES

Armor: Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Drum

Languages: Common, Elvish, Goblin, Sylvan

CLASS FEATURES

Spellcasting. You can cast spells from the ranger list. See “Spells” below.

Favored Enemy (Constructs). You have advantage on Survival checks to track your favored enemy as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest). Forest is your favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an Intelligence or Wisdom check related to forests. While traveling for an hour or more in your favored terrain: difficult terrain doesn't slow your travel, your group can't become lost except by magical means, even when you're engaged in another activity while traveling you remain alert to danger, you can move stealthily at a normal pace when traveling alone, you find twice as much food when you forage, and when tracking creatures, you also learn their exact number, sizes, and how long ago they passed through the area.

Fighting Style (Archery). You gain a +2 bonus to attack rolls you make with ranged weapons (already calculated).

Primeval Awareness. You can use an **action** to expend a spell slot and sense whether there are aberrations, celestials, dragons, elementals, fey, fiends, and undead within 1 mile of you (or 6 miles in forests). This feature lasts for 1 minute and doesn't reveal the creatures' location or number.

Hunter's Prey (Colossus Slayer). When you hit a creature with a weapon attack, that creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions.

1st Level (3 slots): *animal friendship, hunter's mark, speak with animals*

MAGIC ITEMS

Necklace of Adaptation. While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors.

BACKGROUND

Outlander. You grew up in the wilds, far from civilization. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day.

PERSONALITY

Creative. You are most comfortable in the wilds of your imagination and the great outdoors. You are often found with a bow and arrow and an animal companion by your side, and you are a natural hunter that can harness the power of nature to tame the fiercest of monsters and surprise foes with unexpected attacks.

Alignment: Chaotic Good

Some traits and features not listed were already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

GREEN

Bard (College of Lore) / Level 3

ABILITY SCORES

Name Score Modifier

STRENGTH 8 -1

DEXTERITY 15 +2

Acrobatics +4

Sleight of Hand +4

Stealth +4

CONSTITUTION 10 +0

INTELLIGENCE 13 +1

Arcana +3

History +3

Religion +3

WISDOM 12 +1

Insight +3

Medicine +3

Perception +3

CHARISMA 16 +3

Performance +7

Persuasion +7

Proficient skills listed below relevant ability score.

ARMOR CLASS 13

HIT POINTS 18
(1d8)

INITIATIVE +2

SPEED 30 ft.

SAVING THROWS

Strength -1

Dexterity +4

Constitution +0

Intelligence +1

Wisdom +1

Charisma +5

SENSES

Passive Perception 11

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Rapier	-	+4	1d8 + 2 piercing
Dagger	20/60	+4	1d4 + 2 piercing
Shortbow	80/320	+4	1d6 + 2 piercing

SPELLS

Charisma Modifier +3

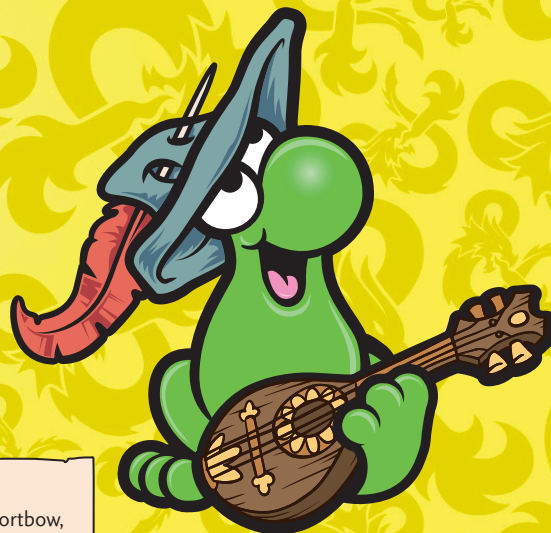
Attack Bonus +5

Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Leather armor, rapier, dagger, shortbow, quiver with 20 arrows, *instrument of the bards (Doss lute)*, backpack, bagpipes, bedroll, 5 candles, 3 costumes, disguise kit, lute, 5 days' rations, waterskin, 15 gp



GREEN

PROFICIENCIES & LANGUAGES

Armor: Light Armor

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

Tools: Bagpipes, Disguise Kit, Drum, Flute, Land Vehicles, Lute

Languages: Common, Elvish

CLASS FEATURES

Spellcasting. You can cast spells from the bard list. See “Spells” below.

Bardic Inspiration. As a bonus action, a creature (other than you) within 60 feet 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. You can use this feature 3 times, and you regain all uses of this feature after a long rest.

Song of Rest. During a short rest, you can give a performance that allows you or your companions to each regain an extra 1d6 hit points if they spend one or more Hit Dice to regain hit points.

Expertise. Your proficiency bonus is doubled for ability checks using either Performance or Persuasion (already calculated).

MAGIC ITEMS

Instrument of the Bards (Doss Lute). You have attuned yourself to an exquisite magical lute. You can use an **action** to play the lute and cast one of the following spells: *animal friendship*, *fly*, *invisibility*, *levitate*, *protection from energy* (fire only), *protection from evil and good*, and *protection from poison*. Once the lute has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. You can play the lute while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or material component.

Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.



SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions.

Cantrips (no limit): *dancing lights*, *prestidigitation*

1st Level (4 slots): *charm person*, *healing word*, *sleep*, *Tasha's hideous laughter*

2nd Level (2 slots): *invisibility*, *suggestion*

BACKGROUND

Entertainer. You thrive in front of an audience. You can always find a place to perform. At such a place, you receive free lodging and food of a modest or comfortable standard as long as you perform each night. In addition, your performance makes you something of a local figure. Strangers that have seen your performances typically take a liking to you.

PERSONALITY

Humorous. You are always ready to make light of any situation and charm even the grumpiest of goblins. You are almost always humming a tune or strumming a lute; you are known as an endearing entertainer who weaves magic through words and music to inspire allies and demoralize foes.

Alignment: Neutral Good

PURPLE

Wizard (School of Evocation) / Level 3



ABILITY SCORES

Name	Score	Modifier
STRENGTH	10	+0
DEXTERITY	14	+2
CONSTITUTION	13	+1
INTELLIGENCE	18	+4
Arcana +6		
Investigation +6		
Religion +6		
WISDOM	12	+1
Insight +3		
Perception +3		
CHARISMA	8	-1

Proficient skills listed below relevant ability score.

ARMOR CLASS 12

HIT POINTS 17

(1d6 + 1)

INITIATIVE +2

SPEED 30 ft.

SAVING THROWS

Strength	+0
Dexterity	+2
Constitution	+1
Intelligence	+6
Wisdom	+3
Charisma	-1

SENSES

Passive Perception 11

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Quarterstaff	-	+2	1d6 bludgeoning
Ray of frost	60	+6	1d8 cold*

*See spell description.

SPELLS

Intelligence Modifier	+4
Attack Bonus	+6
Spell Save DC	14

See back of sheet for more information.

EQUIPMENT

Quarterstaff, wand, necklace of fireballs, backpack, book, bottle of ink, ink pen, little bag of sand, one sheet of parchment, small knife, spellbook, wand, 15 gp



PURPLE



PROFICIENCIES & LANGUAGES

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

Languages: Common, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the wizard list. You need your spellbook to prepare spells of 1st level or higher. See “Spells” below.

Arcane Recovery. Once per day when you finish a short rest, you can choose to recover 1 expended spell slot.

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

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. You possess a spellbook with the spells listed below. Prepare seven 1st-level or 2nd-level spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *mage hand, prestidigitation, ray of frost*, shocking grasp**

1st Level (4 slots): *burning hands*, detect magic, disguise self, mage armor, magic missile*, shield, sleep, thunderwave**

2nd Level (2 slots): *darkness*, web*

**Evocation spells.*

MAGIC ITEMS

Necklace of Fireballs. This necklace has 5 beads hanging from it. You can use an **action** to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15). You can hurl multiple beads, or even the whole necklace, as one **action**. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

BACKGROUND

Acolyte. You have been raised to become part of the knowledge god Oghma's religious order. You can receive free shelter and healing at any temple of your deity for you and your adventuring companions.

PERSONALITY

Thoughtful. You are quiet and introspective and probably has your nose in a book—a spellbook to be precise. You are a scholar of the arcane arts, known for your quiet introspection, determined approach, and ability to cast a well-placed destructive spell.

Alignment: Chaotic Good

ORANGE

Fighter (Champion) / Level 3

ABILITY SCORES

Name Score Modifier

STRENGTH 16 +3
Athletics +5

DEXTERITY 10 +0

CONSTITUTION 15 +2

INTELLIGENCE 12 +1
History +3

WISDOM 13 +1
Animal Handling +3
Perception +3
Survival +3

CHARISMA 8 -1

Proficient skills listed below relevant ability score.

ARMOR CLASS 19

HIT POINTS 34
(1d10 + 2)

INITIATIVE +0

SPEED 30 ft.

SAVING THROWS

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

SENSES

Passive Perception 11

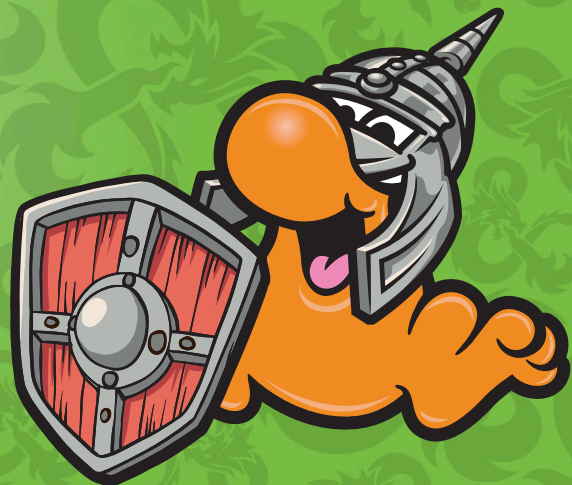
PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
+1 longsword	-	+6	1d8 + 4 slashing
Handaxe	20/60	+5	1d6 + 3 slashing

EQUIPMENT

Chain mail, shield, +1 longsword, 2 handaxes, backpack, bedroll, carpenter's tools, mess kit, iron pot, 10 days' rations, 50 feet of hempen rope, shovel, tinderbox, 10 torches, waterskin, 10 gp



ORANGE



PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Carpenter's Tools, Land Vehicles

Languages: Common, Elvish

CLASS FEATURES

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (already calculated).

Second Wind. Once per short rest, you can use a **bonus action** to regain 1d10 + 1 hit points.

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

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

MAGIC ITEMS

+1 Longsword. When you attack with this magical weapon, you gain a +1 to attack rolls and a +1 to damage rolls (both already calculated).

BACKGROUND

Folk Hero. You were raised by common folk, and through your great deeds have become their champion. You can find a place to hide or rest among other commoners and will shield you from the law or anyone else searching for you.

PERSONALITY

Spontaneous. You excel in physical situations and athletic challenges, a master of weaponry and combat. You're always there when someone needs to kick down a door, explore an abandoned dungeon, or stand up to a pesky kobold. Your brave, quick-thinking nature serves you well.

Alignment: Chaotic Good

Some traits and features not listed were already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.