

Setting

Sunday, September 8, 2024 12:51 AM

Start in a merchant town, metropolitan. Woodral

This is a typical harbor town. Emphasis on fishing, passing stalls on the boardwalks. Huge ships that are clearly meant to transport large groups of people and heavy cargo. Warm weather with a consistent breeze

Meet while trying to board the Dazzling Barnacle (Name of the ship) Very much an older boat. See that it is a collection of long trips. Furniture doesn't match, different wood patches. Multiple cannons to imply it has faced conflict.

Main Plot

Sunday, September 8, 2024 12:52 AM

Players begin on the shore of on Woodral, a timber heavy city

They get on the boat to the
Cennolum Dynasty to the city of Salen Vord

[CREAKS & GROANS • 10H Creaking and Cracking Wooden Sailboat](#)



Some games

When someone heads to bed they see the Dragonborn woman yelling at the ward of the captain for bumping into her

Go to bed, hear the explosion



ShipExplos
ions

Everyone wakes up to explosions, when they go outside of their room
Power is out, lights turn on and they see that the ends of the halls are gone leading to a dark purple void
and the passengers are leaving their rooms, some are screaming

Investigating,

They find Kraken priest

Can fight him, he has to kill 3 npcs (Already killed 1 with lady who works for Institute)

If he kills 3 NPCs, releases the Kraken

Kraken is not defeatable, emphasize that they will die if they attempt to kill this guy

They have to find notebook of lady that will detail what they went through to capture the beast and explain the box

CAPTURING THE BEAST: "Only the sea can contain him"

Bind
Encase
Subdue

Bind: Barnacles - Glue/adhesive to bind the beast

Encase: Crab shell, lobster shell, Fish spines,

Subdue: Squid ink, lionfish poison, electric eel. Anything that's from the ocean that can subdue a creature.

Investigation Finds:

Friday, December 13, 2024 11:06 AM

Main Deck

Friday, December 13, 2024 11:06 AM

Boat hanging off the side - Strength check DC 18
In the mast is a spyglass

Off the side of the boat are barnacles

Rooms

Friday, December 13, 2024 11:06 AM

Dead Lady room:

- Book explaining what happened
- Her corpse
- Broken wall

Wine Merchant room

fairly empty

Wine Merchant second room:

- Lots of wine and nets holding them together
- 2 bottles are missing
- 1 they admit they drank
- They other is missing

Vampire Lady:

- Lots of bottles of blood
- Books on the sea
 - Ships sinking
 - Sea monsters
 - Big storms

Khrux:

Pieces limestone and small fossils

Orions room:

- Used to be kitchen store room
- Find old Oysters that are starting to stink
- Some herbs - thyme
- Goblets

Ari's Room

- Table for 2 with a tea kettle and a couple packets of tea
- Under the bed, a book of an old couple with a diary of memories of their adventures
 - Some tokens of their adventures
 - Serpent fang
 - Spine of a lionfish



Hold

Friday, December 13, 2024 11:06 AM

- Parts of some guys dudes
- Smuggles weapons for the Salen Vord army
- Marble
- Luxury timber - fine oak
- Dragon eggs - in a magic heater
- Shrine to the god of the Ocean - Melora
- Giant Head of a horned horse
- Extra Anchors
- Water Wheel
- Bags of loot
- Paintings



Downtime Games

Saturday, December 7, 2024 12:03 PM

Drinking Game

Saturday, December 7, 2024 12:03 PM

Increasing Con Save:

Start with DC5 and add 3 per drink

Fail once - add a level of drunkenness (buzzed) -5 to perception rolls

Fail twice - add a second level of drunkenness (drunk) 2 levels of exhaustion

Fail three times - add a third level of exhaustion (black out) Throw up, 2 levels of exhaustion, lose the game

Bring shot glasses and make them drink water

Cards:

Saturday, December 7, 2024 12:09 PM

Bring deck of cards play 21/Blackjack

Strength Game:

Saturday, December 7, 2024 12:27 PM

Pvp - Players stand in a circle and attack each other
Simple Strength v strength roles

3 wins = pushed out of circle

Nat 20 = 2 wins

Nat 1 = 2 losses

Scavenger Hunt:

Saturday, December 7, 2024 12:38 PM

Need to find 5 etchings in the boat and draw them out and return them to the chef for a surprise.

On a life boat -

Hand Carved Fish

Under a table in the mess hall

Bowl

Broken up on 2 stairs that lead to the bed room

Wiggly Blob

Bow of the boat

Drop of water

Main Mast

Seaweed

If they win - they will get 1 Gelatinous Non-Cube Soup, Roll 1d4, grants resistance to damage of the rolled type for 1 hour.

1. Slashing
2. Piercing
3. Bludgeoning
4. All 3

PCs

Sunday, September 8, 2024 12:48 AM

Dhruv - Snas (Warlock)

Sunday, September 8, 2024 12:19 AM



Character_
Sheet-Dhr...

[Character Sheet-DhruvRavnica.pdf](#)

Important Things to Note:

- Has a dead brother, killed by a human
- Was in love with a princess, but it did not turn out well in the end

What I want to do:

- Have one of the passengers on the boat be the sibling of the human who killed his family
- Shes getting married to a prince because her brother became famous for slaying dragons



Character_
Sheet-Dhr...



Snas
CHARACTER NAME

Warlock 6 CLASS & LEVEL	Criminal BACKGROUND	Dhruv PLAYER NAME
Dragonborn - White RACE	Chaotic neutral ALIGNMENT	EXPERIENCE POINTS

STRENGTH
12
+1

DEXTERITY
14
+2

CONSTITUTION
10+2
+1

INTELLIGENCE
11+1
+1

WISDOM
10
0

CHARISMA
15+1
+3

INSPIRATION

+3 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

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

10 PASSIVE WISDOM (PERCEPTION)

Common, Draconic
Thieves' tools
Gaming set - Playing cards

OTHER PROFICIENCIES & LANGUAGES

13 ARMOR CLASS +2 INITIATIVE 30 SPEED

Hit Point Maximum 33
33
CURRENT HIT POINTS

TEMPORARY HIT POINTS

total 1d8 HIT DICE SUCCESSES ○○○○ FAILURES ○○○○ DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Breath Weapon		2d6 cold cone
Staff		1d6/1d8 bludgeon
Dagger		1d4 pierce

Breath DC = 11 (15ft cone)

ATTACKS & SPELLCASTING

- Light crossbow + 20
 - Arcane focus
 - Dungeoneer's pack
 - Leather Armor
 - Staff
 - Daggers x2
 - Padded Armor
 - Crowbar
 - Stone of Good Luck
 - Robe of Useful Items
- EQUIPMENT

Nice chill guy on the outside. Throws bad jokes around at any given opportunity. Super scary if you hurt his family

PERSONALITY TRAITS

Live and let live. I am not gonna start a fight. but I will finish it

IDEALS

Had a brother and friends that were killed by a human.

BONDS

Doesn't really care about anything that much. Very lazy

FLAWS

Pact of the Chain - Pseudo Dragon
Form of Dread - Bonus Action
Grave Touched

Feat: Spell Sniper
Feat: Alert

FEATURES & TRAITS

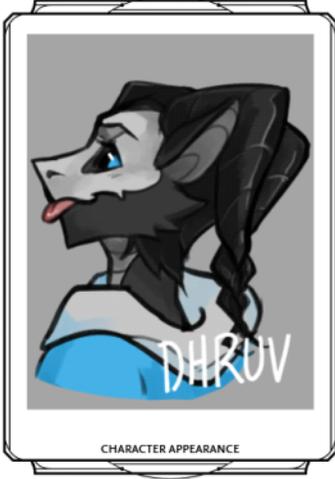
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Snas

CHARACTER NAME

Unknown	5'2	125
AGE	HEIGHT	WEIGHT
Blue	White	Long Black
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

HYMNODE

ALLIES & ORGANIZATIONS

Snas used to peacefully live in the Underground with his brother Surypap and other Dragonborn friends until one day a human fell into their homeland. This human went on a killing spree and murdered Snas' family and friends, including his brother. Some of the underground dwellers managed to evacuate to the outside world but Snas left them to find this human and get his revenge.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

A red scarf I keep in my pocket

TREASURE



Snas

CHARACTER NAME

Unknown	5'2	125
<small>AGE</small>	<small>HEIGHT</small>	<small>WEIGHT</small>
Blue	White	Long Black
<small>EYES</small>	<small>SKIN</small>	<small>HAIR</small>

CHARACTER APPEARANCE

NAME

ALLIES & ORGANIZATIONS

I met the Princess back in middle school and we both fell in love with each other, for 2 weeks, then she dumped me. I never got over it completely.

I moved to a highschool in my home town to escape her face and live closer to my only family member, my brother, Surypap. One day a human came into our land accidentally and killed most of my friends, and also took my brother's life. I could never forgive them

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

A red scarf I keep in my pocket

TREASURE

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Warlock-Undead

SPELLCASTING CLASS

+4

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0 CANTRIPS

- Eldritch Blast: 1d10 x2 force damage
- Chill Touch: 2d8 necrotic
- Toll the Dead: 2d8/2d12 necrotic
- Mage hand
- Vicious Mockery

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

- SPELL NAME
- Bane
 - False Life
 - Arms of Hadar
 - Find Familiar - Pact of Chain

2

- Blindness/Deafness
- Phantasmal force

3 2

- Phantom steed
- Speak with dead

4 Invocations

- Repelling Blast
- One with Shadows
- Master of Myriad Forms
- Misty Visions
- Agonizing Blast

5

-

6

-

7

-

8

-

9

-

SPELLS KNOWN



Warlock-Undead

SPELLCASTING CLASS

+4

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0 CANTRIPS

- Eldritch Blast: 1d10 x2 force damage
- Chill Touch: 2d8 necrotic
- Toll the Dead: 2d8/2d12 necrotic
- Mage hand
- Vicious Mockery

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

- KNOWNS**
- SPELL NAME
- Bane
 - False Life

2

- Blindness/Deafness
- Phantasmal force

3 2

- Phantom steed
- Speak with dead

4 Invocations

- Repelling Blast
- One with Shadows

5

6

7

8

9

SPELLS KNOWN

K - Ajax (Monk)

Sunday, September 8, 2024 12:40 AM

[K2022_131762916.pdf](#)



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Important things to note:

- Volcano did not happen
- Looking to find family
- Also restocking their supplies in the major city

D&D BEYOND

Ajax (Murder Campaign)

CHARACTER NAME

Monk 6	K2022
CLASS & LEVEL	PLAYER NAME
Earth Genasi	Custom Background (Milestone)
SPECIES	BACKGROUND EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

13

+1

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

11

+0

CHARISMA

11

+0

SAVING THROWS

- +5 Strength
- +4 Dexterity
- +3 Constitution
- +1 Intelligence
- +0 Wisdom
- +0 Charisma

Saving Throw Modifiers

SKILLS

- +1 Acrobatics DEX
- +3 Animal Handling WIS
- +1 Arcana INT
- +5 Athletics STR
- +0 Deception CHA
- +1 History INT
- +0 Insight WIS
- +0 Intimidation CHA
- +1 Investigation INT
- +0 Medicine WIS
- +1 Nature INT
- +0 Perception WIS
- +0 Performance CHA
- +0 Persuasion CHA
- +1 Religion INT
- +1 Sleight of Hand DEX
- +4 Stealth DEX
- +3 Survival WIS
- _____
- _____
- _____

+1

INITIATIVE

11

ARMOR CLASS

DEFENSES

HEROIC INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

45 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
51		--
HIT POINTS		

Total 6d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Shortsword, Simple Weapons

=== TOOLS ===

Drum, Pan Flute

=== LANGUAGES ===

Common, Primordial, Terran

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Flurry of Blows

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

Patient Defense

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

ACTIONS

Step of the Wind

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

Unarmed Strike

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

=== REACTIONS ===

Deflect Missiles

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack

10

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Unarmed Strike	+5	1d8+2 Bludgeoning	
Unarmed Strike	+5	1d8+2 Bludgeoning	
Flurry of Blows	+5	1d8+2 Bludgeoning	
Deflect Missiles Attack	+4	1d8+1	

WEAPON ATTACKS & CANTRIPS

Ajax (Murder Campaign)

CHARACTER NAME

Monk 6

CLASS & LEVEL

K2022

PLAYER NAME

Earth Genasi

SPECIES

Custom Background

BACKGROUND

(Milestone)

EXPERIENCE POINTS

=== MONK FEATURES ===

* Hit Points • PHB 77

* Proficiencies • PHB 77

* Unarmored Defense • PHB 78

While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

* Martial Arts • PHB 78

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

* Ki • PHB 78

You can spend Ki Points to fuel ki features. You have 6 points per short rest and your Ki save DC is 11.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

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

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

| Ki Points: 6 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

* Unarmored Movement • PHB 78

Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

* Monastic Tradition • PHB 78

* Deflect Missiles • PHB 78

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 +7. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

| 1 Reaction

| Deflect Missiles Attack: 1 Reaction

* Ability Score Improvement • PHB 78

* Slow Fall • PHB 78

You can use your reaction when you fall to reduce any falling damage you take by 30.

| 1 Reaction

* Extra Attack • PHB 79

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

* Stunning Strike • PHB 79

When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 11).

| Special

* Ki-Empowered Strikes • PHB 79

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

=== EARTH GENASI SPECIES TRAITS ===

* Earth Walk • EE

You can move across difficult terrain made of earth or stone without expending extra movement.

* Merge with Stone • EE

You can cast pass without trace (w/o material components) once per long rest. CON is your spellcasting ability.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CF	0	Javelin of Lightning	1	2 lb.	Warm clothes	1	--
		Stone of Good Luck (Luckstone)	1	--			
SP	0	Sending stone	1	--			
		Warm clothes	1	--			
EP	0	Quarterstaff	1	4 lb.			
		Dart	10	2.5 lb.			
GF	0	Backpack	1	5 lb.			
		Bedroll	1	7 lb.			
PP	0	Mess Kit	1	1 lb.			
		Rations (1 day)	10	20 lb.			
	WEIGHT CARRIED	Rope, Hempen (50 feet)	1	10 lb.			
	67.5 lb.	Tinderbox	1	1 lb.			
	ENCUMBERED	Torch	10	10 lb.			
	225 lb.	Waterskin	1	5 lb.			
	PUSH/DRAG/LIFT	Sending stone	1	--			
	450 lb.						

EQUIPMENT



Ajax (Murder Campaign)

CHARACTER NAME

He/They	20	Medium	5'7	133
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Worship a mino	Grey with rust c	Brown	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Allies ===

Ajax's family members

ALLIES & ORGANIZATIONS

Very curious about how societies work. (never got used to the idea of so many people being around each other that aren't family and that they don't know personally.)

PERSONALITY TRAITS

IDEALS

family bonds (they dont know anyone else)

BONDS

Ajax does not care for long-winded social cues or introductions. They also get bored easily.

FLAWS

Ajax lived with their nomadic family. They worshipped the Wildmother and any minor gods of nature from the lands they stayed in. Ajax broke off from their family to explore more of the world on their own, but still keeps in touch with their family via letters or paying someone to send them a message.

CHARACTER BACKSTORY

ADDITIONAL NOTES

D&D BEYOND

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 2nd LEVEL ===								
<input type="radio"/> Pass without Trace	Merge with Stone	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	1/LR, D: 1h, V/S/M

SPELLS

Michael - KhruX (Rogue)

Sunday, September 8, 2024 12:47 AM



KhruX
Character...

Arcane Trickster Rogue 6 Charlatan
CLASS & LEVEL BACKGROUND PLAYER NAME

Kobold
RACE ALIGNMENT EXPERIENCE POINTS

KhruX
CHARACTER NAME

STRENGTH
-1
8

DEXTERITY
4
18

CONSTITUTION
0
10

INTELLIGENCE
3
16

INSPIRATION
3

PROFICIENCY BONUS
3

-1 Strength

7 Dexterity

0 Constitution

6 Intelligence

0 Wisdom

2 Charisma

SAVING THROWS

10 Acrobatics (Dex)

0 Animal Handling (Wis)

3 Arcana (Int)

-1 Athletics (Str)

8 Deception (Cha)

3 History (Int)

0 Insight (Wis)

2 Intimidation (Cha)

3 Investigation (Int)

0 Medicine (Wis)

3 Nature (Int)

ARMOR CLASS
15

INITIATIVE
4

SPEED
30

HIT POINT Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Dagger	+7	1d4+4 Piercing
Rapier	+7	1d8+4 Piercing
Booming Blade		[[floor(@{level...]]
Shortbow	+7	1d6+4 Piercing

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Darkvision

Draconic Cry

Kobold Legacy

False Identity

Expertise

Sneak Attack

WISDOM
0
 10

CHARISMA
2
 10

- SKILLS**
- 0 Perception (Wis)
 - 5 Performance (Cha)
 - 8 Persuasion (Cha)
 - 3 Religion (Int)
 - 10 Sleight of Hand (Dex)
 - 10 Stealth (Dex)
 - 0 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

TOOL: Disguise Kit, Forgery Kit, Thieves' Tools
LANGUAGE: Common, Draconic, Thieves' Cant
ARMOR: Light armor
WEAPON: Simple weapons, hand crossbows, longswords, rapiers, shortswords

OTHER PROFICIENCIES & LANGUAGES

Deadly Deal	+7	1d8 Force
Ray of Frost	+6	2d8 Cold
Fire Bolt	+6	2d10 Fire

ATTACKS & SPELLCASTING

		15			
CP	SP	EP	GP	PP	
1 Fine Clothes					
1 Disguise Kit					
1 Pouch					
1 A deck of marked cards					
1 Rapier					
1 Shortbow					
1 Quiver					

EQUIPMENT

Thieves' Cant

Cunning Action

Mage Hand Ledgerman

Steady Aim

Uncanny Dodge

Expertise

FEATURES & TRAITS



INTELLIGENCE	14	6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0	CANTRIPS
---	----------

- Fire Bolt
- Mage Hand
- Ray of Frost
- Booming Blade

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1	0
---	---

- Charm Person
- Grease
- Silent Image
- Unseen Servant

2	0
---	---

3	0
---	---

- Spray of Cards

4	0
---	---

5	0
---	---

6	0
---	---

7	0
---	---

8	0
---	---

9	0
---	---

FEATURES & TRAITS

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

Draconic Cry

As a bonus action, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kobold Legacy

Kobold's connections to dragons can manifest in unpredictable ways in an individual kobold. Draconic Sorcery: You know one cantrip of your choice from the sorcerer spell list. Intelligence is your spellcasting ability for that cantrip. - Booming Blade

False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. - Deception - Persuasion At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Mage Hand Ledgerman

Starting at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it: You can stow one object the hand is holding in a container worn or carried by another creature. You can retrieve an object in a container worn or carried by another creature. You can use thieves' tools to pick locks and disarm traps at range. You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expertise

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain the benefit of Expertise.

SPELLS

Fire Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V S

Duration: Instantaneous

Description:

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: V S

Duration: 1 minute

Description:

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature within range

Components: V S

Duration: Instantaneous

Description:

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

Booming Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Target:

Components: S M

Duration: 1 round

Description:

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

At Higher Levels: This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Charm Person

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Grease

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: A 10-foot square centered on a point within range

Components: V S M

Duration: 1 minute

Description:

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Silent Image

Illusion 1

Casting Time: 1 action**Range:** 60 feet**Target:** A spot within range**Components:** V S M**Duration:** Concentration Up to 10 minutes**Description:**

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Unseen Servant

Conjuration 1

Casting Time: 1 action**Range:** 60 feet**Target:** An unoccupied space on the ground within range**Components:** V S M**Duration:** 1 hour**Description:**

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Spray of Cards

Conjuration 3

Casting Time: 1 action**Range:** Self (15-foot cone)**Target:****Components:** V S M**Duration:** Instantaneous**Description:**

You spray a 15-foot cone of spectral cards. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 3d10 force damage and has the blinded condition until the end of its next turn. On a successful save, a creature takes half as much damage only.

Blake - Orion (Sorcerer)

Sunday, September 8, 2024 12:47 AM

https://www.dndbeyond.com/sheet-pdfs/Blake_Nox_134410646.pdf

As soon as the people start traveling to the other continent across the sea, he become immensely curious to see what lies out there, and how people live in this new continent of innovation and opportunity. He saved his coins as an scholar and scribe and as soon as he could, grabbed his possessions and booked a one way ticket towards adventure, exploration and so much knowledge in the wondrous place across the sea.

How to add this into the story - Wine Merchant trying to go too



Blake_Nox
_1344106...

D&D BEYOND

Orion
CHARACTER NAME

Sorcerer 6	Blake_Nox
CLASS & LEVEL	PLAYER NAME
Dragonborn	Sage (Milestone)
SPECIES	BACKGROUND
	EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
14
+2

CONSTITUTION
12
+1

INTELLIGENCE
12
+1

WISDOM
14
+2

CHARISMA
16
+3

-1 Strength

+2 Dexterity

+4 Constitution

+1 Intelligence

+2 Wisdom

+6 Charisma

Saving Throw Modifiers

SAVING THROWS

+2 Acrobatics DEX

+2 Animal Handling WIS

+4 Arcana INT

-1 Athletics STR

+3 Deception CHA

+4 History INT

+5 Insight WIS

+3 Intimidation CHA

+1 Investigation INT

+2 Medicine WIS

+1 Nature INT

+2 Perception WIS

+3 Performance CHA

+6 Persuasion CHA

+1 Religion INT

+2 Sleight of Hand DEX

+2 Stealth DEX

+2 Survival WIS

SKILLS

+2
INITIATIVE

ARMOR
15
CLASS

Resistances - Fire
DEFENSES

HEROIC INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

<small>Max HP</small>	<small>Current HP</small>	<small>Temp HP</small>
38		--
<small>HIT POINTS</small>		

Total 6d6
HIT DICE

<small>SUCCESSSES</small>	●●●●●
<small>FAILURES</small>	●●●●●
<small>DEATH SAVES</small>	

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Draconic, Elvish

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Breath Weapon (Fire) • 3 / Long Rest
When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 12 Dex. saving throw taking 2d10 Fire damage on a failed save or half as much damage on a success.

=== BONUS ACTIONS ===

ACTIONS

Draconic Flight • 1 / Long Rest
Once per Long Rest, you gain temporary flight for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed.

Font of Magic: Create Spell Slot Level 1
You can transform 2 unexpended Sorcery Points into a level 1 spell slot, which vanishes when you finish a Long Rest.

Font of Magic: Create Spell Slot Level 2
You can transform 3 unexpended Sorcery Points into a level 2 spell slot, which vanishes when you finish a Long Rest.

12 PASSIVE PERCEPTION

15 PASSIVE INSIGHT

11 PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Staff	+2	1d6-1 Bludgeoning	Simple, Versatile, Topple
Fire Bolt	+6	2d10 Fire	V/S
Chill Touch	+6	2d10 Necrotic	V/S
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Orion

CHARACTER NAME

Sorcerer 6
CLASS & LEVEL

Blake_Nox
PLAYER NAME

Dragonborn
SPECIES

Sage
BACKGROUND

(Milestone)
EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Core Sorcerer Traits • free-rules 139

* Spellcasting • free-rules 139

* Innate Sorcery • free-rules 140
Twice per Long Rest, you can take a Bonus Action to unleash the simmering magic within you for 1 minute.

Activate this effect by clicking on this feature and selecting Activate Innate Sorcery. Deselect it to stop this effect.

| 2 / Long Rest • 1 Bonus Action

* Font of Magic • free-rules 140
You can tap into the wellspring of magic within yourself, which is represented by Sorcery Points (SP). You have 6 SP and regain all expended points when you finish a Long Rest. In addition to fueling effects such as Metamagic, you can use your SP to fuel the options below:

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of SP equal to the slot's level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended SP into one spell slot, creating a spell slot no higher than level 5. Any spell slot you create with this feature vanishes when you finish a Long Rest. The conversion is as follows:

- Sorcerer Level 2 | 2 SP -> Spell Slot Level 1
- Sorcerer Level 3 | 3 SP -> Spell Slot Level 2
- Sorcerer Level 5 | 5 SP -> Spell Slot Level 3
- Sorcerer Level 7 | 6 SP -> Spell Slot Level 4
- Sorcerer Level 9 | 7 SP -> Spell Slot Level 5

| Font of Magic: Sorcery Points: 6 / Long Rest • Special

| Font of Magic: Convert Spell Slots: No Action

| Font of Magic: Create Spell Slot Level 1: 1 Bonus Action

| Font of Magic: Create Spell Slot Level 2: 1 Bonus Action

| Font of Magic: Create Spell Slot Level 3: 1 Bonus Action

* Metamagic • free-rules 141
You can alter spells to suit your needs; you know 2 Metamagic options which can be used to temporarily modify spells you cast.

* Metamagic Options • free-rules 141

| Distant Spell •
When you cast a spell with a range of at least 5 ft., you can spend 1 Sorcery Point to double its range. Or when you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the spell's range 30 ft.

| Metamagic: Distant Spell: Special

| Subtle Spell •
When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

| Metamagic: Subtle Spell: Special

* Sorcerer Subclass • free-rules 141

| Draconic Sorcery

* Draconic Resilience • free-rules 148

Your HP maximum increases by 6, and while you aren't wearing armor, your base AC equals 10 + Dex. modifier + Cha. modifier.

* Draconic Spells • free-rules 148
When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared.

* Ability Score Improvement • free-rules 141

* Sorcerous Restoration • free-rules 141
When you reach a Sorcerer level specified in the Sorcerous Restoration table, you thereafter always have the listed spells prepared. Once used, you can't use this feature again until you finish a Long Rest.

| 1 / Long Rest • Special

* Elemental Affinity • free-rules 148
You choose a damage type associated with Dragons: Acid, Cold, Fire, Lightning, or Poison. You gain the following benefits:

- You have Resistance to that damage type.
- When you cast a spell that deals damage of that type, you can add your Cha. modifier (+3) to one damage roll of that spell.

| Fire Damage •
You're resistant to Fire damage and when you cast spells that deal Fire damage, you add +3 to one damage roll.

=== DRAGONBORN SPECIES TRAITS ===

* Creature Type • PHB-2024 187
You are a Humanoid.

* Size • PHB-2024 187
Your size is Medium.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0			Staff	1	4 lb.
SP	0					
EP	0					
GP	0					
PP	0					
WEIGHT CARRIED						
4 lb.						
ENCUMBERED						
120 lb.						
PUSH/DRAG/LIFT						
240 lb.						
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT



D&D BEYOND

Orion

CHARACTER NAME

Sorcerer 6
CLASS & LEVEL

Blake_Nox
PLAYER NAME

Dragonborn
SPECIES

Sage
BACKGROUND

(Milestone)
EXPERIENCE POINTS

* Speed • PHB-2024 187
Your speed is 30 ft.

* Draconic Ancestry • PHB-2024 187
You gain a breath weapon and damage resistance with your chosen dragon type.

| Red Dragon •
You have a Red Dragon ancestor.

* Breath Weapon • PHB-2024 187
When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy. You can use your Breath Weapon 3 times per Long Rest.

| Breath Weapon (Fire) •
When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. cone or a 30-ft. line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 12 Dex. saving throw taking 2d10 Fire damage on a failed save or half as much damage on a success.

| 3 / Long Rest • 1 Action

* Damage Resistance • PHB-2024 187
You have Resistance to the damage type determined by your Draconic Ancestry trait.

| Draconic Resistance (Fire) •
You have resistance to Fire Damage.

* Darkvision • PHB-2024 187
You have Darkvision with a range of 60 ft.

* Draconic Flight • PHB-2024 187
Once per Long Rest as a Bonus Action, you gain temporary flight for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed

equal to your Speed.

| 1 / Long Rest • 1 Bonus Action

* Languages • PHB-2024 37
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

* Telekinetic • PHB-2024 208
Ability Score Increase. Int., Wis., or Cha. increased by 1.

Minor Telekinesis. You learn the Mage Hand spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range increases by 30 ft. when you cast it. The spell's spellcasting ability is the ability increased by this feat.

Telekinetic Shove. As a Bonus Action, you can telekinetically shove one creature you can see within 30 ft. of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 ft. toward or away from you.

| Charisma •

| Telekinetic Shove: 1 Bonus Action

* Magic Initiate (Wizard) • free-rules 201
Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Charisma •

* Sage Ability Score Improvements • PHB-2024 183

| Increase three scores (+1 / +1 / +1) •

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Orion

CHARACTER NAME

Male	29	Medium	6'2	210
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good		Crimson scales	Yellow	Deep brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

"Why are they on a boat traveling across the sea to a major city in another country?"
 As soon as the people start traveling to the other continent across the sea, he become immensely curious to see what lies out there, and how people live in this new continent of innovation and opportunity. He saved his coins as an scholar and scribe and as soon as he could, grabbed his possessions and booked a one way ticket towards adventure, exploration and so much knowledge in the wondrous place across the sea.

CHARACTER BACKSTORY

ADDITIONAL NOTES

D&D BEYOND

Sorcerer

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
	(At Will)							
<input type="radio"/> Fire Bolt	Sorcerer	+6	1A	120 ft.	V,S	Instantaneous	free-rules 274	V/S
<input type="radio"/> Gust	Sorcerer	STR 14	1A	30 ft.	V,S	Instantaneous	EE 157	V/S
<input type="radio"/> Message	Sorcerer	--	1A	120 ft.	S,M	1 round	free-rules 298	D: 1Rnd, S/M
<input type="radio"/> Minor Illusion	Sorcerer	--	1A	30 ft./5 ft. Cube	S,M	1 minute	free-rules 298	D: 1m, 5 ft. Cube, S/M
<input type="radio"/> Shape Water	Sorcerer	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
<input type="radio"/> Mage Hand	Telekinetic	--	1A	30 ft.	V,S	1 minute	free-rules 293	D: 1m, V/S
<input type="radio"/> Prestidigitation	Magic Initiate (Wizard)	--	1A	10 ft.	V,S	1 hour	free-rules 307	D: 1h, V/S
<input type="radio"/> Chill Touch	Magic Initiate (Wizard)	+6	1A	Touch	V,S	Instantaneous	free-rules 249	V/S
=== 1st LEVEL ===								
	4 Slots OOOO							
<input type="radio"/> Burning Hands	Sorcerer	DEX 14	1A	Self/15 ft. Cone	V,S	Instantaneous	free-rules 248	15 ft. Cone, V/S
<input type="radio"/> Catapult	Sorcerer	DEX 14	1A	60 ft.	S	Instantaneous	EE 150	S
<input type="radio"/> Fog Cloud	Sorcerer	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	free-rules 278	D: 1h, 20 ft. Sphere, V/S
<input type="radio"/> Disguise Self	Sorcerer	--	1A	Self	V,S	1 hour	free-rules 282	D: 1h, V/S
<input type="radio"/> Identify	Magic Initiate (Wizard)	--	1m	Touch	V,S,M	Instantaneous	free-rules 287	1/LR, V/S/M
<input type="radio"/> Chromatic Orb	Draconic Spells (Always Prepared)	+6	1A	90 ft.	V,S,M	Instantaneous	free-rules 249	V/S/M
<input type="radio"/> Command	Draconic Spells (Always Prepared)	WIS 14	1A	60 ft.	V	Instantaneous	free-rules 251	V
=== 2nd LEVEL ===								
	3 Slots OOO							
<input type="radio"/> Detect Thoughts	Sorcerer	WIS 14	1A	Self	V,S,M	Concentration, up to 1 minute	free-rules 282	D: 1m, V/S/M
<input type="radio"/> Invisibility	Sorcerer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	free-rules 289	D: 1h, V/S/M
<input type="radio"/> Misty Step	Sorcerer	--	1BA	Self	V	Instantaneous	free-rules 299	V
<input type="radio"/> Suggestion	Sorcerer	WIS 14	1A	30 ft.	V,M	Concentration, up to 8 hours	free-rules 320	D: 8h, V/M
<input type="radio"/> Alter Self	Draconic Spells (Always Prepared)	--	1A	Self	V,S	Concentration, up to 1 hour	free-rules 239	D: 1h, V/S
<input type="radio"/> Dragon's Breath	Draconic Spells (Always Prepared)	DEX 14	1BA	Touch/15 ft. Cone	V,S,M	Concentration, up to 1 minute	free-rules 288	D: 1m, 15 ft. Cone, V/S/M
=== 3rd LEVEL ===								
	3 Slots OOO							
<input type="radio"/> Fireball	Sorcerer	DEX 14	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	free-rules 274	20 ft. Sphere, V/S/M
<input type="radio"/> Dispel Magic	Sorcerer	--	1A	120 ft.	V,S	Instantaneous	free-rules 285	Special: (See Description)*, V/S
<input type="radio"/> Fear	Draconic Spells (Always Prepared)	WIS 14	1A	Self/30 ft. Cone	V,S,M	Concentration, up to 1 minute	free-rules 271	D: 1m, 30 ft. Cone, V/S/M
<input type="radio"/> Fly	Draconic Spells (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 278	D: 10m, V/S/M

SPELLS

Brandon - Ari Amberblossom (Fighter)

Sunday, September 8, 2024 12:47 AM

1. He and his wife were married for a decade, loved each other immensely. He was a very strong farmer, didn't have good looks or much smarts but had a heart of gold and full of love. She was a magic user, and frequently used artifacts she found on expeditions to help the town. One day, she found an artifact that corrupted her completely. She became a menace, poisoning the towns surrounding hers and raising the dead. As the surrounding towns sent more and more adventurers to their deaths on the hunt for this witch, my character was searching for his missing wife. She'd taken over a watchtower in an adjacent town and had her legions kill most of those that came to take her down. But my character's friends began coming to the tower to kill this mysterious witch, and she chose to spare them. Finally, my character was tasked with taking this evil witch down with a group of adventurers from different towns. While those around him died, he found that the risen dead simply couldn't land a good blow on him. Wounded and alone, he entered the witch's chamber and came face-to-face with his wife, and she did not attack. In fact, he was the only thing that could stop her. The witch, realizing what the artifact had done to her, corrupted my character's short-term memory in-the-moment to make the witch "faceless," and he struck her down without knowing who she was. The artifact broke, and he escaped with a fuzzy memory and the bracelet he gave his wife when they first met.

Visiting her grave, he only knows that her body was found - he would not know that the grave may reveal her to be both his wife *and* the evil witch

This event would've taken place 20 or so years ago

Character may have a soft spot for missing person cases and



BrandonCh
ar_AriAm...



Ari Amberblossom

CHARACTER NAME

Champion Fighter 6

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

5

20

DEXTERITY

1

12

CONSTITUTION

3

16

INTELLIGENCE

0

10

WISDOM

2

15

CHARISMA

0

11

INSPIRATION

3 PROFICIENCY BONUS

- 8 Strength
- 1 Dexterity
- 6 Constitution
- 0 Intelligence
- 2 Wisdom
- 0 Charisma

SAVING THROWS

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

SKILLS

15 PASSIVE WISDOM (PERCEPTION)

TOOL: armor, shields, simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Longsword (...)	+8	1d8+5 Slashing
Longsword (...)	+8	1d10+5 Slas...
Light Crossbow	+4	1d8+1 Piercing

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP

- 1 Chain Mail
- 1 Longsword
- 1 Light Crossbow
- 20 Crossbow Bolts
- 1 Explorer's Pack
- 1 Shield

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- Interception _____
- second wind _____
- action surge _____
- extra attack _____

FEATURES & TRAITS



SPELLCASTING CLASS

NONE	0	0
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0	CANTRIPS
---	----------

3	0
---	---

6	0
---	---

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
	1	0

4	0
---	---

7	0
---	---

2	0
---	---

5	0
---	---

8	0
---	---

9	0
---	---

FEATURES & TRAITS

Interception

Fighting style. Save someone from damage if I see them get hit within 5 feet of me

second wind

on your turn, can use bonus action to regain hit points equal to 1d10 + fighter level

action surge

on your turn, you can take an additional action (1-time use, must take short rest)

extra attack

attack twice

SPELLS

Main NPCs

Sunday, September 8, 2024 12:50 AM

Poppy Swiftfoot - They/them

Sunday, September 8, 2024 12:54 AM

Wine Merchant
Gnome

Doesn't want people in his room because he has developed a new flavor of wine that he want to keep secret so people don't steal his business idea

MERCHANT
Medium Humanoid, varies

Armor Class 10 (Natural Armor)
Hit Points 9 (2d8)
Speed 30ft.

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

Skills Deception +4, Persuasion +4
Senses passive Perception 10
Languages Common and any two languages of choice
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Eye for Magic The merchant can use its action to determine if an object is magical or not. It is up to the DM to determine if the merchant would know the capabilities of the magical item (based on the NPC's encounters)

Hagglers The merchant has advantage on Charisma (Deception and Persuasion) checks to negotiate prices

Actions

Unarmed Strike *Melee Weapon Attack*: +2 to hit, 5ft., one target. *Hit*: 1 bludgeoning damage.

Appraisal As an action, the merchant can analyze a known item they can see to determine its market value. The merchant can also determine where one can acquire that particular item as well.

Eirnan Fajor - Wife of Harrod Fajor

Sunday, September 8, 2024 12:50 AM

Wife of the guy who killed Snas' brother

She married him because he proved his worth by slaying dragons where he also gained most of his wealth.

She is now rich and is heading to the

She is friendly but upperclass, has no remorse for what her husband did

Believes if her husband killed someone they must have been working with forces who wanted to help Tiamat and the chromatic dragons

Worships the Platinum Dragon



NOBLE

ANY ALIGNMENT

CHALLENGE: 1/8

MEDIUM HUMANOID (ANY RACE)

SPEED: 30'

(25 XP)

AC: **11** HP: **9**

STR DEX CON INT WIS CHA
11 (+1) 12 (+1) 11 (+0) 12 (+1) 14 (+2) 16 (+3)

SKILLS: DECEPTION +5, INSIGHT +4,
PERSUASION +5

SENSES: PASSIVE PERCEPTION 10

LANGUAGES: ANY TWO LANGUAGES

ACTIONS:

RAPIER.

MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT.,
ONE TARGET. HIT: 5 (LD8 + 1) PIERCING DAMAGE.



Science Lady - Cricorialad Malqwen

Sunday, September 8, 2024 12:56 AM

Woman who works at the Institute where they are trying to transport a very dangerous creature who

SHE IS DEAD

Dragonborn

Scottish and standoffish

Paranoid



Surge - Water Genasi

Sunday, September 8, 2024 1:20 AM

Pirate Captain who was caught and tried to because just a regular sailor, but isn't making enough money, so is smuggling goods across the ocean to get by.

Looks like an angler fish with silvery hair chunks that are very long are sparing. But very muscley



PIRATE CAPTAIN

Medium humanoid (any race), any chaotic alignment

Armor Class 19 (studded leather)

Hit Points 99 (18d8 + 18)

Speed 30 ft., climb 20ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	15 (+2)	9 (-1)	17 (+3)

Skills Acrobatics +7, Athletics +3, Deception +6, Vehicles (water) +10

Senses passive Perception 9

Languages Common

Challenge 7 (2,900 XP)

Lightfooted. The captain can take the Dash or Disengage action as a bonus action on each of its turns.

Sea Legs. The captain has advantage on Strength and Dexterity skill checks made whilst standing on a waterborne vehicle (as described on page 157 of the *Players Handbook*).

Sneak Attack (1/Turn). The captain deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The captain makes three attacks: one with a whip and two with its rapier.

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

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is medium or smaller, it must succeed on a DC 15 Strength saving throw. On a failed save, the creature is knocked prone.



Swim 30ft

Darkvision 60ft

- **Acid Resistance.** You have resistance to acid damage.
- **Amphibious.** You can breathe air and water.
- **Call to the Wave.** You know the [Acid Splash](#) cantrip. Starting at 3rd level, you can cast the [Create or Destroy Water](#) spell with this trait. Starting at 5th level, you can also cast the [Water Walk](#) spell with this trait, without requiring a material component. Once you cast Create or Destroy Water or Water Walk with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.
 - Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Skiff

Sunday, September 8, 2024 1:22 AM

Ward of the captain, in training to become the next captain of the ship

Aarokokra - chirps

Missing an eye

Magic eye says it's from his fight with a behodler

Actually lost it to a broken rope on the boat now an eye of locate objects can locate 3 cast locate objects
3 times per long rest



AARAKOCRA

Medium humanoid, neutral good

Armor Class 12

Hit Points 13 (3d8)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +5

Senses Passive Perception 15

Languages Aarakocra, Auran

Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

 **Talon.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

Vampire Lady (hot) - Elenore Kingsley

Sunday, December 8, 2024 5:52 PM

She's hot

Joined the ship because the captain doesn't ask questions and gives her a room with no windows.

Heading to Salen Vord to find a cure for sun sickness for her husband.

VAMPIRE

Medium Undead (Shapechanger), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws DEX +9, WIS +7, CHA +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Minor NPCs

Sunday, September 8, 2024 12:52 AM

Painter Elf - Quinaris Soundrin. Very Snooty. Focuses in Pointalism

Human who's moving her entire house - on the run from authorities in woodral - Lucky Thostle

thokk - Trogoldyte: wants to see a new cave formation that formed in a massive sinkhole the size of a small town. They/them

Gnome Cleric to is going on a quest to find the home of their god. Part of their family's heritage. Nobody has succeeded yet. She remains hopeful

Goliath who is very obviously a pirate. Going to Salen Vord to participate in a body building competition
+3 to strength

Big Bad

Sunday, September 8, 2024 12:53 AM

Kraken Priest

Sunday, September 8, 2024 1:17 AM

KRAKEN PRIEST

A kraken can seem godlike to folk who have witnessed its fury. Those who mistake its might for divine power and those who seek to appease the monster through veneration are sometimes rewarded with power, to serve thereafter as kraken priests.

The kraken can make itself dimly aware of a kraken priest's thoughts if the two are on the same plane of existence, and it can then push aside the priest's personality and control it. Kraken priests can thereby act as eyes and ears for their masters, and when the kraken has something to say, the priest becomes its mouthpiece.

Every kraken priest undergoes a change in appearance that reflects the kraken's influence, although each one differs in how its reverence is displayed. One kraken priest might have ink-black eyes and a suckered tentacle for a tongue, while another has a featureless face and a body covered in eyes and mouths that dribble seawater. These horrific manifestations intensify when the kraken possesses its minion to utter its dire pronouncements.

KRAKEN PRIEST

Medium humanoid (any race), any evil alignment

Armor Class 10
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 15
Languages any two languages
Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*
3/day each: *control water*, *darkness*, *water breathing*, *water walk*
1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



He is wearing an amulet on his neck that seems seared into his skin, when he kills the 3-5 NPCs, the

amulet cracks and releases the Kraken and a spell on him seems to fade that was controlling him as a thrall

Only motivation is to release the Kraken and kill folks

Kraken - THIS WILL KILL THEM IF THEY FIGHT

Sunday, September 8, 2024 1:17 AM

Kraken

Gargantuan Monstrosity (Titan), Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

STR

30 (+10)

DEX

11 (+0)

CON

25 (+7)

INT

22 (+6)

WIS

18 (+4)

CHA

20 (+5)

Saving Throws STR +17, DEX +7, CON +14, INT +13, WIS +11

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities [Frightened](#), [Paralyzed](#)

Senses [Truesight](#) 120 ft., Passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft. but can't speak

Challenge 23 (50,000 XP)

Proficiency Bonus +7

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be [restrained](#). It can spend 5 feet of movement to escape from nonmagical restraints or being [grappled](#).

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. **Hit:** 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature [grappled](#) by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is [blinded](#) and [restrained](#), it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall [prone](#) in a space within 10 feet of the kraken. If the kraken

dies, a swallowed creature is no longer [restrained](#) by it and can escape from the corpse using 15 feet of movement, exiting [prone](#).

Tentacle. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is [grappled](#) (escape DC 18). Until this grapple ends, the target is [restrained](#). The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature [grappled](#) by the kraken is thrown up to 60 feet in a random direction and knocked [prone](#). If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked [prone](#).

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.