

PREGENERATED TIER 4 CHARACTER SHEETS

When we were making *Uncaged: Goddesses*, we knew that its biggest hurdle was going to be getting people to play Tier 4. According to Wizards of the Coast's own survey data, most campaigns fizzle out or end before they hit Tier 4 play, and many players have never played a Tier 4 game at all. However, we know that Tier 4 games are a ton of fun to play, and we want this book to help make them more accessible to everyone. That's where these characters come in!

WHAT'S INSIDE?

In this supplement, you'll find eight pregenerated Tier 4 player characters, all level 18, with instructions on how to level them up to 19 and 20. These include the four pregenerated characters found inside *Uncaged: Goddesses* (fighter, cleric, rogue, and wizard) and four additional pregenerated characters (druid, bard, paladin, and warlock).

Each of these pregens was designed to be fun, balanced, and as simple as we could realistically make level 18-20 characters, so any table can jump in and start playing the adventures in this book. Because Tier 4 characters can get complicated, we've formatted them as stat blocks for space and ease of navigation. Everything needed to play one of these characters is included in their stat blocks, but if anyone is interested in more details about any abilities or other aspects of a character's build, most of that information can be found in the *Player's Handbook*, with magic item descriptions found in the *Dungeon Master's Guide*, unless otherwise noted.

As with any pregenerated character, players are encouraged to make them their own. Character personalities and backstories are the most obvious candidates, but players and DMs can change these pregens' equipment, abilities, spells, races, and more to fit their table's needs.

We hope you find these pregens helpful and fun. Enjoy playing around in the epic world that is Tier 4!



SAMARA LEE

Halfling Battle Master Fighter 18

Small Humanoid (Stout Halfling), Chaotic Good

“Your parents have been missing for how many days? Well... shit.”

Armor Class 22
Hit Points 166 (Hit Dice 18d10);
ring of regeneration (equipment)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Proficiency Bonus +6

Saving Throws Str +11, Con +9; advantage on saving throws against being frightened and against poison; Indomitable fighter feature (reroll a failed save 3 times per long rest).

Skills Athletics +11, Insight +8, Intimidation +5, Persuasion +5; disadvantage on Dexterity (Stealth) checks while wearing plate armor.

Damage Resistance poison

Armor all armor, shields

Weapons simple weapons, martial weapons

Tools vehicles (land), dice, cobbler's tools

Senses blindsight 10 ft., passive Perception 12

Languages Common, Halfling

ACTIONS

Multiattack. You can attack three times, using any combination of the following:

+3 Quarterstaff. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 1d6 + 8 bludgeoning damage or 1d8 + 8 bludgeoning damage if used with two hands. See Crusher feat for additional effects.

Javelin (thrown). *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Battle Maneuvers. Battle Master feature. You can use one of the following maneuvers per attack: Disarming Attack, Distracting Strike, Goading Attack, Menacing

Attack, Precision Attack, Trip Attack.

Bait and Switch. Battle Master feature. Spend at least 5 feet of movement to switch places with a willing creature within 5 feet. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled. (Note: this maneuver does not require an action to use, only movement.)

BONUS ACTIONS

Grappling Strike. Battle Master feature. After hitting a target with a melee attack, you can try to grapple them. Add a superiority die to your Strength (Athletics) check.

Polearm Master. Feat. After taking the Attack action and attacking only with your quarterstaff, you can make another attack with the butt of the weapon as a bonus action. On a hit, you deal 1d4 + 8 bludgeoning damage.

Second Wind. Fighter feature. Once per short or long rest. Regain hit points equal to 1d10 + your fighter level.

REACTIONS

Polearm Master. Feat. While you are wielding your quarterstaff, enemies provoke an opportunity attack from you when they enter your reach.

Sentinel. Feat. Creatures provoke opportunity attacks when leaving your reach even if they disengage. When a creature without this feat, within 5 feet of you, attacks a target other than you, they provoke an opportunity attack. Your opportunity attacks reduce the target's speed to 0 for the rest of the turn.

Riposte. Battle Master feature. When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

BACKGROUND: MERCENARY VETERAN

You used to belong to the Flaming Fist mercenary company. Though you've since parted ways, some of your old gruff manners have stuck around, and your former connections still remain valuable and important to you.

Mercenary Life. You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and feathalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

Personality Trait. I pretend I'm not, but I'm a big softie for romance, real or fictional.

Ideal. I used to fight for coin, but now I fight for those who cannot fight for themselves.

Bond. When I was young, I met a great adventurer who inspired me. I still measure my deeds and actions against my childhood memory of them.

Flaw. I often suspect ulterior motives where there are none.

STOUT HALFLING TRAITS

Lucky. When you roll a 1 on an attack, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Brave. Advantage against being frightened (included in stat block).

Stout Resilience. Advantage against being poisoned and resistance to poison damage (included in stat block).

FEATS

Crusher. Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet, to an unoccupied space, provided the target is no more than one size larger than you. When you

score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

Sentinel. More opportunity attack conditions and effects (included in stat block).

Polearm Master. When using polearms, gain a bonus action attack and an extra opportunity attack condition (included in stat block).

Martial Adept. Gain extra superiority dice and maneuvers (included in stat block).

FIGHTER FEATURES

Fighting Style. You adopt a particular style of fighting as your specialty.

- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Second Wind. Heal as a bonus action (included in stat block).

Action Surge. On your turn, you can take one additional action. You can use this feature twice per short or long rest, but only once on the same turn.

Extra Attack. Additional attacks (included in stat block).

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can use this feature three times between long rests.

BATTLE MASTER FEATURES

Combat Superiority. You learn maneuvers that are fueled by special dice called superiority dice. Each maneuver expends one superiority die, and you regain all superiority dice when you finish a short or long rest. You can only use one maneuver per attack.

- **Superiority Dice.** You have 7 superiority dice, which are d12s.
- **Maneuver save DC 19**
- **Disarming Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the

superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

- **Distracting Strike.** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.
- **Goading Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Menacing Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Precision Attack.** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
- **Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.
- **Bait and Switch.** When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks. Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.
- **Grappling Strike.** Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to

grapple the target as a bonus action (see the *Player's Handbook* for rules on grappling). Add the superiority die to your **Strength (Athletics) check**.

- **Riposte.** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
- **Ambush.** When you make a **Dexterity (Stealth) check** or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.
- **Commanding Presence.** When you make a **Charisma (Intimidation)**, a **Charisma (Performance)**, or a **Charisma (Persuasion) check**, you can expend one superiority die and add the superiority die to the ability check.

Student of War. Proficiency with one type of artisan's tools (included in stat block).

Know Your Enemy. If you spend at least 1 minute observing or interacting with another creature outside combat, the DM can tell you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels, if any
- Fighter class levels, if any

Relentless. When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

EQUIPMENT

+3 *quarterstaff*, javelins (10), +3 *plate armor*, *iron horn of Valhalla* (summons 5d4 + 5 warriors to aid you for 1 hour), *ring of regeneration** (regain 1d6 hit points every 10 minutes and regrows lost limbs), *Ioun stone of protection** (included in stat block), an old uniform of the Flaming Fist (traveler's clothes in quality), an insignia of your rank, a dice set.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of one of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the “reduce” effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Gain the Fighting Initiate (Defense) feat: +1 to AC while wearing armor. Gain 9 more HP and 1 more hit die.

Level 20. When you take the Attack action, you attack four times. Gain 9 more HP and 1 more hit die.

Aasimar Grave Domain Cleric 18

Medium Humanoid (Protector Aasimar), Lawful Neutral; VGtM, XGtE

“My ancestors ensured long ago that my afterlife will not be a happy one – I hope I can return the favor.”

Armor Class 20 (25 with +3 shield)
Hit Points 129 (**Hit Dice** 18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	10 (+0)	20 (+5)	12 (+1)

Proficiency Bonus +6

Saving Throws Con +8, Wis +11, Cha +7; advantage on saving throws against spells (*scarab of protection*, equipment, see Reactions).

Skills History +6, Persuasion +7, Medicine +11, Religion +6

Damage Resistances necrotic, radiant

Armor light armor, medium armor, shields

Weapons simple weapons

Tools dragonchess set

Senses darkvision 60 ft., passive Perception 15

Languages Common, Celestial, Infernal

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

Sacred Flame. Range 60 ft.; one target must make a DC 22 Dexterity saving throw. On a failed save, they take 4d8 radiant damage.

Toll the Dead. Range 60 ft.; one target must make a DC 22 Wisdom saving throw. On a failed save, they take 4d8 necrotic damage. If they are missing any hit points, they take 4d12 necrotic damage instead.

Word of Radiance. Range 5 ft.; each creature of your choice that you can see within range must make a DC 22 Constitution saving throw. On a failed save, they take 4d6 radiant damage.

Healing Hands. Aasimar trait. Once per long rest, touch a creature and cause it to regain hit points equal to your level.

Radiant Soul. Aasimar trait. Once per long rest, gain a flying speed of 30 feet. Additionally, once on each of your turns, deal extra radiant damage equal to your level to one target when you damage it with an attack or spell. This effect lasts 1 minute or until you end it as a bonus action.

Channel Divinity. Cleric feature. You can use this feature three times per short or long rest, plus one free use (from amulet of the devout equipment) each day. As an action, you can do one of the following:

1. **Turn Undead.** Each undead creature that can see or hear you within 30 feet of you must make a Wisdom saving throw (using your cleric spell save DC). If they fail, they are turned for 1 minute or until they take any damage. Any undead at or below challenge rating 4 that fail are instantly destroyed.

Turned creatures can't willingly move to a space within 30 feet of you or take reactions. They can use only the Dash action to move away from you, try to escape an effect that prevents them from moving, or use the Dodge action if there's nowhere to move.

2. **Path to the Grave.** Curse one creature you can see within 30 feet of you until the end of your next turn. The next time you or an ally hit the creature with an attack, the creature has vulnerability to all of that attack's damage, then the curse ends.

Divine Intervention. Cleric feature. Roll percentile dice. If your result is equal to or lower than your cleric level, your deity intervenes on your behalf. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Eyes of the Grave. Grave domain feature. 5 times per long rest. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic.

continued

SPELLCASTING

Casting Ability Wisdom

Spell Save DC 22

Spell Attack Modifier +14

SPELLS PREPARED

Cantrips: *guidance, light*[†], *mending, sacred flame, spare the dying*[‡], *thaumaturgy, toll the dead, word of radiance*

1st Level (4 slots): *bane*^{*}, *bless, false life*^{*}, *healing word, protection from evil and good, sanctuary, silent image*[§]

2nd Level (3 slots): *aid, enhance ability, gentle repose*^{*}, *invisibility*[§], *ray of enfeeblement*^{*}, *spiritual weapon*

3rd Level (3 slots): *bestow curse, dispel magic, protection from energy, revivify*^{*}, *spirit guardians, tongues, vampiric touch*^{*}

4th Level (3 slots): *banishment, blight*^{*}, *death ward*^{*}, *stone shape*

5th Level (3 slots): *antilife shell*^{*}, *commune, greater restoration, raise dead*^{*}

6th Level (1 slot): *heal, word of recall*

7th Level (1 slot): *divine word, etherealness*

8th Level (1 slot): *holy aura*

9th Level (1 slot): *mass heal, power word heal*

^{*} These spells are always prepared and do not count against the total number of spells you can prepare.

[†] Use Charisma, not Wisdom, as your spellcasting ability for light.

[‡] This spell has a range of 30 ft. and can be cast as a bonus action (Circle of Mortality grave domain feature).

[§] Shadow Touched feat. You can cast each of these spells without expending a spell slot once per long rest.

BONUS ACTIONS

Harness Divine Power. Cleric feature. Three times per long rest, expend a use of your Channel Divinity to regain one expended spell slot of level 3 or lower.

Quickened Spell. Metamagic Adept feat. Spend 2 sorcery points to cast, as a bonus action, a spell that normally takes 1 action to cast. (You have 2 sorcery points, which you regain after a long rest.)

Spellcasting. The spells *healing word, divine word, sanctuary, spare the dying, and spiritual weapon* are bonus actions.

REACTIONS

Scarab of Protection. Equipment. While the scarab is on your person, if you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can expend 1 charge to turn the failed save into a successful one. The scarab has 12 charges and is destroyed when its last charge is expended.

Sentinel at Death's Door. Grave domain feature, 5 times per long rest. When you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit.

BACKGROUND: NOBLE

You were born into a corrupt noble family that you have since cut ties with, though you can still reap some benefits from your connections to your past.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. I've been told I come off as a bit over-serious and macabre.

Ideal. I ensure that Death does not take those who have unfinished business in this life... and that it finds those who have overstayed their welcome.

Bond. My family once belonged to an organization that was steeped in foul necromantic magic. I've set out to redeem the wrongs of my past.

Flaw. I am deeply uncomfortable in large social gatherings.

PROTECTOR AASIMAR TRAITS

Light Bearer. You know the *light* cantrip. Charisma is your spellcasting ability for it (included in stat block).

Healing Hands. As an action, you touch a creature and cause it to regain hit points equal to your level, once per long rest.

Radiant Soul. As an action, your eyes glimmer and two luminous, incorporeal wings sprout from your back, lasting 1 minute or until you end it as a bonus action. You gain a flying speed of 30 feet and, once on each of your turns, you can deal extra radiant damage equal to your level to one target when you damage it with an attack or a spell. Once you use this trait, you can't use it again until you finish a long rest.

FEATS

Metamagic Adept. You learn the extended spell and quickened spell Metamagics from the sorcerer class. You can use only one Metamagic option on a spell when you cast it. You gain 2 sorcery points to spend on Metamagic, and you regain all sorcery points when you finish a long rest.

- **Extended Spell.** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
- **Quickened Spell.** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting (included in stat block).

Shadow Touched. Wisdom increased. You learn *invisibility* and *silent image* and can cast each of them without expending a spell slot once per long rest. You can also cast these spells using spell slots as normal (included in stat block).

Resilient. Increases Constitution and grants proficiency in Constitution saving throws (included in stat block).

CLERIC FEATURES

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

Spellcasting Focus. You use a holy symbol as a spellcasting focus for your cleric spells.

Channel Divinity. You gain the ability to channel divine energy directly from your deity, choosing one of the following effects. You can Channel Divinity three times per short or long rest, plus one free use (from the amulet of the devout equipment) each day.

- **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 (using your cleric spell save DC)**. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Any undead at or below challenge rating 4 that fail their saving throw are instantly destroyed.

- **Path to the Grave.** As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.
- **Harness Divine Power.** As a bonus action, you can expend a use of your Channel Divinity to regain one expended spell slot of level 3 or lower. You can use this feature three times per long rest.

Divine Intervention. You can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

GRAVE DOMAIN FEATURES

Domain Spells. Each domain has a list of spells that you always have prepared, and they don't count against the number of spells you can prepare each day. Domain spells that don't appear on the cleric spell list are still cleric spells for you (included in stat block).

Circle of Mortality. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.

You also know the *spare the dying* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action (included in stat block).

Eyes of the Grave. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Sentinel at Death's Door. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Potent Spellcasting. You add your Wisdom modifier to the damage you deal with any cleric cantrip.

Keeper of Souls. When an enemy you can see dies within 30 feet of you, you or one ally of your choice that is within 30 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.

EQUIPMENT

Dagger, +3 *half plate armor*, +3 *shield* with holy symbol affixed to it, *obsidian steed figurine of wondrous power* (becomes a **nightmare** for up to 24 hours), *scarab of protection** (included in stat block under reactions), +3 *amulet of the devout** (TCoE), holy symbol, a set of fine clothes, a signet ring, a scroll of pedigree, dragonchess set.

Spell component pouch containing diamond dust worth 400 gp, assorted diamonds worth 1200 gp, 2 diamonds worth 500 gp each, a reliquary (scrap of dark blue and gray fabric from the first Mortarch) worth 1000 gp.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Increase your Charisma ability score by 2. Prepare *sunburst* in addition to your existing 8th level prepared spells, and gain one additional 6th level spell slot. Gain 7 more HP and 1 more hit die.

Level 20. Your Divine Intervention class feature always succeeds. Prepare *gate* in addition to your existing 9th level prepared spells, and gain one additional 7th level spell slot. Gain 7 more HP and 1 more hit die.

Human Arcane Trickster Rogue 18

Medium Humanoid (Human), True Neutral

“Look, man, all I’m saying is, everyone could stand to be a bit cooler about some stuff they may or may not have found in my pack.”

Armor Class 19; Elusive rogue feature
Hit Points 111 (Hit Dice 18d8)
Speed 40 ft., fly 50 ft.
(broom of flying, equipment)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	16 (+3)	12 (+1)	14 (+2)

Proficiency Bonus +7

Saving Throws Dex +12, Int +10, Wis +8; Evasion rogue feature (reduced damage from effects that cause you to make a Dexterity saving throw).

Skills Acrobatics +12, Arcana +10, Deception +9, History +10, Perception +15, Persuasion +16, Stealth +19; Reliable Talent rogue feature.

Armor light armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools thieves’ tools +19

Senses passive Perception 30, passive Investigation 18, Blindsight rogue feature 10 ft.; can read lips

Languages Common, Draconic, Gnomish, Undercommon, Thieves’ Cant

Sneak Attack. Rogue feature. Once per turn, deal an extra 9d6 damage to one creature you hit with an attack using a finesse or ranged weapon, as long as you have advantage on the attack roll or another enemy of the target is within 5 feet of it.

ACTIONS

+3 Rapier. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 1d8 + 8 piercing damage.

Shortbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 5 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature. You can Dash, Disengage, or Hide as a bonus action.

Steady Aim. Rogue feature. 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.

Versatile Trickster. Arcane Trickster feature. Choose one creature within 5 feet of the spectral hand created by the mage hand spell. You gain advantage on attack rolls against that creature until the end of the turn.

REACTIONS

Uncanny Dodge. Rogue feature. 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.

Spell Thief. Arcane Trickster feature. Once per long rest, immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw using its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell’s effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn’t need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can’t cast that spell again until 8 hours have passed.

continued

SPELLCASTING

Casting Ability Intelligence

Spell Save DC 18

Spell Attack Modifier +10

SPELLS KNOWN

Cantrips: *booming blade, mage hand**, *minor illusion, prestidigitation*

1st Level (4 slots): *disguise self, find familiar, hex†, silent image, Tasha's hideous laughter*

2nd Level (3 slots): *darkvision, invisibility, mirror image, misty step†, shadow blade*

3rd Level (3 slots): *enemies abound, fly, major image*

* See Mage Hand Legerdemain arcane trickster feature.

† Fey Touched feat. You can cast each of these spells without expending a spell slot once per long rest. They do not count against the total number of spells you can know.

BACKGROUND: SAGE

You studied with a prestigious group of scholars in Candlekeep for two years before deciding the rigorous focus on scholastic achievement wasn't for you. You made some cool friends and picked up a few spells while you were there, so it wasn't all bad.

Researcher. 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. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

Personality Trait. I have an extreme sweet tooth. And salty tooth. Really, I just like food.

Ideal. I'm here for chill vibes and the occasional new life experience. A bit of peril really makes you appreciate the calm moments, you know?

Bond. I am fully ride-or-die for my friends and my pet rat.

Flaw. I instantly dislike intellectual types, academics, and rule-enforcers – I've already dealt with enough of all three for my lifetime.

FEATS

Fey Touched. Intelligence increases. You learn *misty step* and *hex*. You can cast each of these spells without expending a spell slot once per long rest. You can also cast these spells using spell slots as normal (all included in stat block).

Mobile. Your speed increases by 10 feet (included in stat block). When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Observant. Wisdom increases. +5 bonus to **passive Wisdom (Perception)** and **passive Intelligence (Investigation)** scores. You can read lips (all included in stat block).

ROGUE FEATURES

Expertise. Extra skill bonuses (included in stat block).

Sneak Attack. Once per turn, you can deal an extra 9d6 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.

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. You can Dash, Disengage, or Hide as a bonus action on each of your turns in combat.

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

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

Reliable Talent. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense. If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind. Wisdom save proficiency (included in stat block).

Elusive. No attack roll has advantage against you while you aren't incapacitated.

ARCANE TRICKSTER FEATURES

Mage Hand Legerdemain. You can make your Mage Hand invisible, and you can perform the following additional tasks with it. 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.

- 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.

Magical Ambush. If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Versatile Trickster. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

Spell Thief. Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals

your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn't need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed. Once you use this feature, you can't use it again until you finish a long rest.

EQUIPMENT

+3 rapier, shortbow, +2 studded leather armor, cloak of invisibility* (as an action, become invisible for up to 2 hours), broom of flying (can carry up to 400 pounds and can travel alone), loun stone of mastery* (included in stat block), a bottle of ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes.

Spell component pouch containing charcoal, incense, and herbs worth 30 gp.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. +2 to INT. Add *greater invisibility* to your spells known. Gain one 4th level spell slot. Your Sneak Attack gains an additional 1d6. Gain 6 more HP and 1 more hit die.

Level 20. Stroke of Luck (Once per short or long rest, you can turn a missed attack into a hit or turn the d20 roll on a failed ability check into a 20). Add *dimension door* to your spells known. Gain 6 more HP and 1 more hit die.

Goliath School of Divination Wizard 18

Medium Humanoid (Goliath), Neutral Good; VGtM

"I had a hunch you might forget a coat, so I packed a spare."

Armor Class 17
Hit Points 128 (Hit Dice 18d6)
Speed 30 ft., fly 40 ft. (carpet of flying equipment)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	12 (+1)	8 (-1)

Proficiency Bonus +6

Saving Throws Con +9, Int +11, Wis +7; advantage on saving throws against spells and magical effects

Skills Athletics +6, Arcana +17, History +11, Insight +7, Investigation +11

Damage Resistances cold

Armor none

Weapons daggers, darts, slings, quarterstaves, light crossbows

Tools none

Senses passive Perception 11

Languages Common, Giant, Elvish, Draconic

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

Mind Sliver. Range 60 ft.; one target must make a DC 21 Intelligence saving throw. On a failed save, they take 4d6 psychic damage and subtract 1d4 from the next saving throw they make before the end of your next turn.

Staff of Fire. The staff has 10 charges. As an action, you cast one of the following spells from it (spell save DC 21): *burning hands* (1 charge), *fireball* (3 charges), or *wall of fire* (4 charges). It regains 1d6 + 4 charges daily at dawn. At 0 charges, roll a d20. On a 1, the staff is destroyed.

BONUS ACTIONS

Telekinetic. *Feat.* One creature you can see within 30 feet of you must succeed on a Strength saving throw (DC 21) or be telekinetically shoved 5 feet toward or away from you.

Spellcasting. The spell *misty step* is a bonus action.

REACTIONS

Stone's Endurance. Goliath trait, once per short or long rest. When you take damage, you can use your reaction to reduce it by 1d12 + your Constitution modifier.

Spellcasting. The spells *absorb elements*, *counterspell*, *feather fall*, and *shield* are reactions.

SPELLCASTING

Casting Ability Intelligence

Spell Save DC 21

Spell Attack Modifier +13

SPELLS KNOWN

Cantrips: *mage hand* (range 60 ft.), *mind sliver*, *minor illusion*, *prestidigitation*, *shape water*

1st Level (4 slots): **absorb elements**, *alarm*, *false life*, *feather fall*, *detect magic*, *magic missile*, **protection from evil/good**, **shield***

2nd Level (3 slots): *augury*, *earthbind*, **enhance ability***, *misty step*

3rd Level (3 slots): *clairvoyance*, *counterspell*, *dispel magic*, *fly*, *tiny servant*

4th Level (3 slots): *arcane eye*, **banishment**, *charm monster*, **greater invisibility**

5th Level (3 slots): *hold monster*, *Rary's telepathic bond*, **wall of force**, **wall of stone**

6th Level (1 slot): **disintegrate**, **globe of invulnerability**, *mass suggestion*, **true seeing**

7th Level (1 slot): *forcecage*, **Mordenkainen's magnificent mansion**, **plane shift**, *teleport*

8th Level (1 slot): **antimagic field**, *illusory dragon*, *maze*, **power word stun**

9th Level (1 slot): **foresight**, *time stop*, **wish**

* Spell Mastery wizard feature. When you have these spells prepared, you can cast them at their respective lowest level without expending spell slots.

Bold = this spell is currently prepared.

BACKGROUND: CLOISTERED SCHOLAR

You were the first in your family to pursue higher learning and study at Candlekeep. Your family was a bit confused by your interests at first, but they have always been very proud of you.

Library Access. Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access. You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the Realms, as professional courtesy shown to a fellow scholar.

Personality Trait. When someone is upset, I'm first on the scene with hugs and cocoa.

Ideal. Every problem can be prevented with proper foresight and planning.

Bond. Without me, my friends will absolutely forget to drink enough water and/or die. I have to keep that from happening.

Flaw. I handle surprises poorly and am upset when things don't go according to plan.

GOLIATH TRAITS

Natural Athlete. Proficiency in the Athletics skill (included in stat block).

Stone's Endurance. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

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

Mountain Born. You have resistance to cold damage (included in stat block). You're also acclimated to high altitude, including elevations above 20,000 feet.

FEATS

Telekinetic. The range on your *mage hand* cantrip becomes 60 ft. As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + Intelligence modifier) or be moved 5 feet toward or away from you. A creature can willingly fail this save.

Resilient. Increases Constitution and proficiency on Constitution saving throws (included in stat block).

Skill Expert. Increases Constitution and grants skill proficiency and expertise (included in stat block).

WIZARD FEATURES

Spellbook. You have a spellbook containing the spells you know.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook. For each level of the spell, this process takes 2 hours and costs 50 gp. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book. This process takes only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook.

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

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your wizard spells.

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

Spell Mastery. You can cast *shield* and *enhance ability* at their respective lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

SCHOOL OF DIVINATION FEATURES

Divination Savant. The gold and time you must spend to copy a Divination spell into your spellbook is halved.

Portent. When you finish a long rest, roll three d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

The Third Eye. You can use your action to gain one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.

Darkvision. You gain darkvision out to a range of 60 feet.

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language.

See Invisibility. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Greater Portent. Portent improvement (included in the Portent ability above).

EQUIPMENT

Dagger, *staff of fire**, *robe of the archmagi**, *carpet of flying* (5 ft. x 7 ft.), *rod of security* (teleports you and many other willing creatures to a safe extraplanar space temporarily), *Heward's handy haversack* (holds items in an extradimensional space), the scholar's robes of your cloister, a writing kit (small pouch with a quill, a bottle of ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study.

Spell component pouch containing specially marked sticks worth 25 gp, a jeweled horn worth 100 gp, a glass eye worth 100 gp, 4 doses of an eye ointment worth 25 gp, ruby dust worth 1500 gp, a miniature portal carved from ivory worth 5 gp, a small piece of polished marble worth 5 gp, a tiny silver spoon worth 5 gp.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Gain +2 Wisdom. Learn *stone shape* and *haste*, prepare *haste* in addition to your existing 3rd level spells, and gain one additional 6th level spell slot. Gain 7 more HP and 1 more hit die.

Level 20. Signature Spells (*clairvoyance* and *tiny servant* are always prepared spells, don't count against the total number of spells you can prepare, and can each be cast once at 3rd level without expending a spell slot once per short or long rest). Learn *intellect fortress* and *skill empowerment*, prepare *skill empowerment* and *teleport* in addition to your existing 3rd and 7th level spells, and gain one additional 7th level spell slot. Gain 7 more HP and 1 more hit die.

Drow Circle of Stars Druid 18

Medium humanoid (drow elf), neutral good; TCoE

“My favorite astral phenomena both occur when Selûne, Toril, and the Sun are in syzygy. Oh, you don’t know what that is? Here, I’ve got a book I can lend you!”

Armor Class 17 (22 with +3 shield)
Hit Points 111 (Hit Dice 18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	20 (+5)	10 (+0)

Proficiency Bonus +6

Saving Throws Int +9, Wis +11

Skills Insight +11, Persuasion +6, Perception +17, Nature +9, Survival +11

Damage Resistances none; bludgeoning, piercing, slashing when using Starry Form (Circle of Stars feature).

Armor light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons clubs, daggers, darts, hand crossbows, javelins, maces, quarterstaves, rapiers, scimitars, shortswords, sickles, slings, spears

Tools herbalism kit, cartographer’s tools

Senses darkvision 60 ft., passive Perception 27, Sunlight Sensitivity drow trait

Languages Common, Elven, Undercommon, Druidic

ACTIONS

Moon Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Produce Flame. *Ranged Spell Attack:* +14 to hit, range 30 ft., one target. *Hit:* 4d8 fire damage.

Thorn Whip. *Ranged Spell Attack:* +14 to hit, range 30 ft., one target. *Hit:* 4d6 piercing damage, and if the target is Large or smaller, you pull the creature up to 10 ft. closer to you.

Thunderclap. Range self (5-foot radius); each creature other than you must make a DC 22 Constitution saving throw. On a failed save, they take 4d6 thunder damage. This spell can be heard 100 ft. away.

Wild Shape. Druid feature.

Wild Companion. As an action, you can expend a use of your Wild Shape feature to cast the Find Familiar spell without material components.

BONUS ACTIONS

Starry Form. Circle of Stars feature.

Spellcasting. The spells *healing word* and *healing spirit* are bonus actions.

SPELLCASTING

Casting Ability Wisdom

Spell Save DC 22

Spell Attack Modifier +14

SPELLS KNOWN

Cantrips: *dancing lights**, *guidance**, *shape water*, *produce flame*, *thorn whip*, *thunderclap*

1st Level (4 slots): *guiding bolt*†*, *detect magic*, *entangle*, *healing word*

2nd Level (3 slots): *pass without trace*, *spike growth*, *moonbeam*, *healing spirit*

3rd Level (3 slots): *dispel magic*, *elemental weapon*, *erupting earth*, *protection from energy*

4th Level (3 slots): *polymorph*, *stone shape*, *wall of fire*

5th Level (3 slots): *cone of cold*, *maelstrom*, *wall of stone*

6th Level (1 slot): *heal*, *wind walk*

7th Level (1 slot): *reverse gravity*

8th Level (1 slot): *tsunami*, *incendiary cloud*

9th Level (1 slot): *shapechange*

* These spells are always prepared and do not count against the total number of spells you can prepare.

† You can cast this spell without expending a spell slot 6 times per long rest.

Note: When you cast a spell that restores hit points, you can add 1d4 to the amount of hit points restored, provided you are holding your *moon sickle*.

BACKGROUND: GUILD ARTISAN

After finishing your apprenticeship in your local guild of cartographers and chart-makers, you decided to travel aboveground and chart the stars themselves.

Guild Membership. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Personality Trait. I talk with my hands when I get excited about something. I once backhanded another member of the party while talking about quasars, but nobody believes it was an accident.

Ideal. Taking time to truly study and know things the gods created is a form of worship.

Bond. I've spent years researching them, and now I want to travel to the distant realms among the stars.

Flaw. I value knowledge above all things, and will go to extreme and sometimes dubious lengths to attain it.

DROW TRAITS

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Drow Magic. You know the *dancing lights* cantrip (included in stat block). Additionally, you can cast *faerie fire* and *darkness* each once per long rest, using Charisma as your spellcasting ability (spell save DC 14).

Drow Weapon Training. Weapon proficiency (included in stat block).

FEATS

Observant. Intelligence increases. Bonus to passive perception and investigation. You can read lips (all included in stat block).

Skill Expert. Increases Dexterity and grants skill proficiency and expertise (included in stat block).

Telepathic. Wisdom increases (included in stat block). You can speak telepathically in a language you know to any creature you can see within 60 feet of you. Your communication doesn't give the creature the ability to respond to you telepathically. Additionally, you can cast *detect thoughts*, requiring no spell slot or components, once per long rest. You can also cast this spell regularly using spell slots.

DRUID FEATURES

Druidic. You know Druidic, the secret language of druids. You can speak it and use it to leave hidden messages. Anyone who knows Druidic automatically spots such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

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

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your druid spells.

Wild Shape. As an action, you magically assume the shape of any beast you have seen before that has a challenge rating of 1 or lower. You can use this feature twice per short or long rest.

You can stay in this shape for hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert earlier as a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed:

- Your game statistics are replaced by the beast's statistics, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency

as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can cast spells in beast form as long as they do not require material components. Otherwise, your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast or prevent you from taking actions that are part of a spell that you've already cast, such as *call lightning*.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Wild Companion. As an action, you can expend a use of your Wild Shape feature to cast the Find Familiar spell, without material components. When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Timeless Body. The primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells. Wild Shape improvement (included in stat block).

CIRCLE OF STARS FEATURES

Star Map. You've created a Tiny star chart that can serve as a spellcasting focus for your druid spells. If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a short or long rest, and it destroys the previous map. While holding this map, you have these benefits:

- You know the *guidance* cantrip.
- You have *guiding bolt* prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.
- You can cast *guiding bolt* without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Starry Form. As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form. While in your starry form, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again. Whenever you assume your starry form, you choose which of the following constellations glimmers on your body; at the start of each of your turns, you can change constellations:

- **Archer.** When you activate this form, and as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 2d8 + your Wisdom modifier.
- **Chalice.** Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.
- **Dragon.** When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10. You have a flying speed of 20 feet and can hover.

Cosmic Omen. Whenever you finish a long rest, you can consult your star map for omens. When you do so, roll a die. Until you finish your next long rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die:

- **Weal (even).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.
- **Woe (odd).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total.
- You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Twinkling Constellations. Starry Form improvement (included in stat block).

Full of Stars. Starry Form improvement (included in stat block).

EQUIPMENT

*Moon sickle** (TCoE), +3 *hide armor*, +3 *shield*, *well of many worlds* (creates a portal to a destination of the DM's choosing), *crystal ball** (while holding the ball, you can cast *scrying* at will, spell DC 17), a set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes.

Spell component pouch containing a jade circlet worth 1,500 gp.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the “reduce” effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Increase Intelligence ability score by 2. Prepare *foresight* in addition to your existing 9th level prepared spells, and gain one additional 6th level spell slot. Gain 6 more HP and 1 more hit die.

Level 20. Archdruid (Wild Shape an unlimited number of times. Ignore all verbal, somatic, and material requirements for spells, other than material components with monetary values that a spell consumes). Prepare *investiture of wind* in addition to your existing 6th level prepared spells, and gain one additional 7th level spell slot. Gain 6 more HP and 1 more hit die.

Dwarf College of Lore Bard 18

Medium humanoid (mountain dwarf), true neutral

"If you enjoyed the show, don't forget to applaud, tell your friends, and tip your bard!"

Armor Class 18
Hit Points 129 (Hit Dice 18d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	8 (-1)	20 (+5)

Proficiency Bonus +7

Saving Throws Con +9, Dex +10, Cha +12; advantage on saves against poison.

Skills Acrobatics +10, Animal Handling +2, Arcana +4, Athletics +3, Deception +19, History +8*, Insight +6, Intimidation +12, Investigation +15, Medicine +2, Nature +4, Perception +2, Performance +19, Persuasion +19, Religion +4, Sleight of Hand +6, Stealth +17, Survival +2; Peerless Skill college of lore feature.

* Extra +6 to History checks related to stonework.

Damage Resistances poison

Armor light armor, medium armor

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords, battleaxes, handaxes, light hammers, warhammers

Tools drums, ukulele, saxophone, brewer's supplies

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Undercommon, Celestial

ACTIONS

+3 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 piercing damage.

Vicious Mockery. Range 60 ft.; one target must make a Wisdom saving throw. On a failed save, they take 4d4 psychic damage and have disadvantage on the next attack roll they make before the end of their next turn.

Thunderclap. All creatures other than you within 5 ft. of you must make a Constitution saving throw. On a failed save, they take 4d6 thunder damage. This can be heard 100 feet away.

Countercharm. Bard feature. Until the end of your next turn, you and friendly creatures within 30 feet of you that can hear you have advantage on saving throws against being frightened or charmed.

Rhythm Maker's Drum. Equipment. Play the drum to regain one use of Bardic Inspiration, once per day.

BONUS ACTIONS

Bardic Inspiration. Bard feature, 5 times per short or long rest. One creature other than yourself within 60 feet of you who can hear you gains one Bardic Inspiration die, a d12, for the next 10 minutes. A creature can have only one die at a time. Once a Bardic Inspiration die is rolled, it is lost.

- They can add the die to one ability check, attack roll, or saving throw they make. They can roll the d20 first, but must decide to add the Bardic Inspiration die before knowing if the roll succeeds or fails.
- If they cast a spell that restores hit points or deals damage, they can add the Bardic Inspiration die to the hit points regained or damage dealt to one target affected by the spell.

Spellcasting. The spell *healing word* is a bonus action.

REACTIONS

Cutting Words. College of Lore feature. When a creature you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you expend one use of Bardic Inspiration, subtracting a d12 from the creature's roll. You can choose to use this feature after the creature makes its roll, but before knowing the result. The creature is immune if it can't hear you or if it's immune to being charmed.

Spellcasting. The spells *counterspell* and *feather fall* are reactions.

SPELLCASTING

Casting Ability Charisma

Spell Save DC 20 (additional +3 while holding *rhythm maker's drum*)

Spell Attack Modifier +12 (additional +3 while holding *rhythm maker's drum*)

SPELLS KNOWN

Cantrips: *message, minor illusion, prestidigitation, thunderclap, vicious mockery*

1st Level (4 slots): *dissonant whispers, faerie fire, feather fall, healing word, Tasha's hideous laughter*

2nd Level (3 slots): *aid, enlarge/reduce, invisibility, silence*

3rd Level (3 slots): *bestow curse, counterspell*, dispel magic, enemies abound, haste*, hypnotic pattern, tongues*

4th Level (3 slots): *dimension door, phantasmal killer**

5th Level (3 slots): *Rary's telepathic bond*, skill empowerment*

6th Level (1 slot): *disintegrate*, eyebite, heal*, mass suggestion, Otto's irresistible dance*

7th Level (1 slot): *etherealness, forcecage**

8th Level (1 slot): *glibness*

9th Level (1 slot): *mass heal*, prismatic wall*

* Magical Secrets bard feature. These spells count as bard spells and use your Charisma and regular spell attack bonus and spell save DC, and do not count against your spells known.

BACKGROUND: COURTIER

Your staggering charm, wit, and good looks let you regularly travel in circles that should technically be forbidden to you by the mundane circumstances of your birth. It's fortunate that nobles and government leaders have such excellent taste in company.

Court Functionary. Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

Personality Trait. If I don't know something, I make it up. Confidence is key!

Ideal. Overthinking leads to undue suffering. Just relax and have a good time while you're here!

Bond. A group of certain individuals, you might say "haters," have spread rumors across the land that I'm an untalented hack whose motivations for performing are purely selfish. I'm out to prove them wrong, obviously.

Flaw. I think I am the most interesting person in the room.

MOUNTAIN DWARF TRAITS

Stonecunning. Bonus on checks about stone (included in stat block).

Dwarven Armor Training. Armor proficiency (included in stat block).

FEATS

Resilient. Increases Constitution and grants save proficiency (included in stat block).

Inspiring leader. You can spend 10 minutes inspiring your companions. Choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Skill Expert. Increases Charisma and grants skill proficiency and expertise (included in stat block).

BARD FEATURES

Spellcasting Focus. You can use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12, for the next 10 minutes.

- The creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw they make. They can roll the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says if the roll succeeds or fails.
- If the creature casts a spell that restores hit points or deals damage, they can roll the Bardic Inspiration die and choose a target affected by the spell, then add the number rolled as a bonus to the hit points regained or the damage dealt.

- Once a Bardic Inspiration die is rolled, it is lost. A creature can have only one die at a time. You can use this feature 5 times per short or long rest.

Jack of All Trades. Extra skill bonuses (included in stat block).

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d12 hit points.

Magical Inspiration. Bardic Inspiration improvement (included in stat block).

Expertise. Gain skill expertises (included in stat block).

Font of Inspiration. Regain inspiration dice faster (included in stat block).

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

Magical Secrets. Learn additional spells from other classes (included in stat block).

COLLEGE OF LORE FEATURES

Bonus Proficiencies. Skill proficiencies (included in stat block).

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

Additional Magical Secrets. Learn more spells (included in stat block).

Peerless Skill. When you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic

Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

EQUIPMENT

+3 rapier, +2 breastplate, ukulele, saxophone, +3 rhythm maker's drum* (TCoE), ring of three wishes (use 1 charge to cast wish; 2 charges remain), Ioun stone of mastery* (included in stat block), a set of fine clothes.

Spell component pouch containing ruby dust worth 1,500 gp.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Gain the Metamagic Adept feat (gain 2 sorcery points and learn the quickened spell and subtle spell metamagics). Gain a second 6th-level spell slot. Gain 7 more HP and 1 more hit die.

Level 20. Superior Inspiration (when you roll initiative with no Bardic Inspiration uses left, you regain one use). Gain a second 7th-level spell slot. Gain 7 more HP and 1 more hit die.

Half-Orc Oath of Redemption Paladin 18

Medium humanoid (half-orc), lawful good; XGE

“The only reason they haven’t done the right thing yet is because nobody’s given them the chance to.”

Armor Class 21 (26 with +3 shield)
Hit Points 184 (**Hit Dice** 18d10); Relentless Endurance half-orc trait, Protective Spirit oath of redemption feature.
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	8 (-1)	12 (+1)	18 (+4)

Proficiency Bonus +6
Saving Throws Str +9, Dex +4, Con +14, Int +3, Wis +11, Cha +14; Aura of Protection paladin feature (included above); Aura of Courage paladin feature (immune to being frightened); *holy avenger* equipment aura (advantage on saves against spells); immune to disease.
Skills Animal Handling +7, Athletics +11, Insight +7, Intimidation +10, Persuasion +16, Survival +7
Armor all armor, shields
Weapons simple weapons, martial weapons
Tools carpenter’s tools, vehicles (land)
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc

Savage Attacks. Half-orc trait. On a critical hit, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

Orcish Fury. Feat, once per short or long rest. Roll one of the weapon’s damage dice one additional time and add it as extra damage of the weapon’s damage type.

Divine Smite. Paladin feature. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target in addition to the weapon’s damage: 3d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st to a maximum of 6d8. The damage increases by another 1d8 if the target is a fiend or undead.

ACTIONS

Multiattack. You can attack twice, using your holy avenger or javelins.

Holy Avenger. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 1d8+10 damage, plus 2d10 radiant damage if the target is a fiend or undead.

Javelin (thrown). *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Divine Sense. Paladin feature, 5 times per long rest. Until the end of your next turn, you know the location and type of any celestial, fiend, or undead within 60 feet of you that is not behind total cover, and detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands. Paladin feature. Touch a creature and restore their hit points up to the maximum amount remaining in your pool of healing, or expend 5 hit points from your pool to cure them of one disease or poison.

Cleansing Touch. Paladin feature, 4 times per long rest. End one spell on yourself or on one willing creature that you touch.

BONUS ACTIONS

Harness Divine Power. Paladin feature, 3 times per long rest. Expend one use of your Channel Divinity to regain one expended spell slot of 3rd level or lower.

Emissary of Peace. Oath of Redemption feature. Expend one use of Channel Divinity to grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

REACTIONS

Rebuke the Violent. Oath of Redemption feature. Expend one use of Channel Divinity immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you and force the attacker to make a Wisdom saving throw using your paladin spell save DC. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian. Oath of Redemption feature. When a creature within 30 feet of you takes damage, you magically take that damage instead. This doesn't transfer any other effects and the damage can't be reduced in any way.

Orcish Fury. Feat, once per long rest. Immediately after using the Relentless Endurance half-orc trait, you make a weapon attack.

SPELLCASTING

Casting Ability Charisma
Spell Save DC 18
Spell Attack Modifier +10

SPELLS KNOWN

1st Level (4 slots): *bless, protection from evil/good, sanctuary*, sleep*, thunderous smite, shield of faith, wrathful smite*

2nd Level (3 slots): *aid, calm emotions*, hold person*, lesser restoration*

3rd Level (3 slots): *blinding smite, counterspell*, crusader's mantle, hypnotic pattern**

4th Level (3 slots): *death ward, find greater steed, Otiluke's resilient sphere*, stonkskin**

5th Level (1 slot): *destructive wave, hold monster*, holy weapon, wall of force**

* These spells are always prepared and do not count against the total number of spells you can prepare.

BACKGROUND: FOLK HERO

When you were only a child, you convinced the bandit leader terrorizing your hometown to rethink their ways, open a community garden, and take up journaling. In the years since, tales of your kind heart and aggressive goodwill have only grown more impressive.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I love giving motivational speeches, or at least a good inspirational quote.

Ideal. I never know how many chances someone has had to do the right thing before I met them, so I always give them one more.

Bond. I come from a large family, and I'm making the world a better place for my siblings and their future kids.

Flaw. I can be stubborn and uncompromising, and will uphold my oath to the detriment of my safety.

HALF-ORC TRAITS

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can immediately use your reaction to make one weapon attack. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

FEATS

Orcish Fury. Increases Strength; Relentless Endurance half-orc trait improvement (included in stat block). Once per short or long rest, when you hit with a weapon attack, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type.

Resilient. Increases Constitution and grants save proficiency (included in stat block).

Skill Expert. Increases Strength and grants skill proficiency and expertise (included in stat block).

PALADIN FEATURES

Divine Sense. As an action, until the end of your next turn, you can know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

You can use this feature 5 times per long rest.

Lay on Hands. You have a pool of healing power that holds 90 (paladin level x 5) hit points and fully replenishes on a long rest.

As an action, you can touch a creature and restore a number of hit points to that creature from your pool, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Fighting Style. Dueling (included in stat block).

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your paladin spells.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 3d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 7d8.

Divine Health. Immune to disease (included in stat block).

Harness Divine Power. As a bonus action, you can expend a use of your Channel Divinity to regain one expended spell slot of 3rd level or lower. You can use this feature 3 times per long rest.

Extra Attack. (included in stat block).

Aura of Protection. Whenever you or a friendly creature within 30 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw (included in stat block). You must be conscious to grant this bonus.

Aura of Courage. You and friendly creatures within 30 feet of you can't be frightened while you are conscious (included in stat block).

Improved Divine Smite. Extra smite damage (included in stat block).

Cleansing Touch. You can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 4 times per long rest.

OATH OF REDEMPTION FEATURES

Channel Divinity. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw using your paladin spell save DC. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian. When a creature within 30 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Protective Spirit. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

EQUIPMENT

*Holy avenger**, +3 plate armor, +3 shield, *manual of gainful exercise* (expended; included in stat block), *amulet of health** (included in stat block; Constitution ability score is 14 without it), a set of artisan carpenter's tools, a shovel, an iron pot, a set of common clothes, javelins (10).

- **Holy Avenger Aura.** When you hold the drawn holy avenger, you and all friendly creatures within 30 ft. have advantage on saving throws against spells and other magical effects

Spell component pouch containing diamond dust worth 500 gp, diamonds worth 900 gp, and 2 diamonds worth 500 gp each.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of enlarge/reduce for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Gain the Inspiring Leader feat (give a 10-minute speech, granting 6 creatures temporary hit points equal to your level + 4. Creatures can only be affected once per short or long rest). Gain one more 5th level spell slot. Increase your Lay on Hands healing pool by 5. Gain 10 more HP and 1 more hit die.

Level 20. Emissary of Redemption (resist all damage dealt by other creatures. When a creature hits you with an attack, it takes radiant damage equal to half the damage you took. If you attack a creature, cast a spell on them, or deal damage other than the radiant damage above, these benefits stop working against that creature until you finish a long rest). Prepare *revivify* in addition to your existing 3rd level spells. Increase your Lay on Hands healing pool by 5. Gain 10 more HP and 1 more hit die.

Tabaxi Fiend Patron Warlock 18

Medium humanoid (tabaxi), chaotic neutral; VGtM

“I starred in ‘The Dying of the Mage’ last year, you know. Some critics found it a bit too esoteric, but well, that’s art for you, isn’t it?”

Armor Class 17
Hit Points 93 (**Hit Dice** 18d8); Gift of the Protectors warlock feature.
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	20 (+5)

Proficiency Bonus +6
Saving Throws Wis +8, Cha +11; advantage on Constitution saves to maintain concentration; advantage on saves against spells while holding your *staff of the magi*; Dark One’s Own Luck patron feature.
Skills Acrobatics +8, Deception +11, Intimidation +11, Perception +8, Performance +11, Stealth +8; Dark One’s Own Luck patron feature.
Damage Resistance one of your choosing per Fiendish Resistance pact feature (necrotic is chosen by default).
Armor light armor
Weapons simple weapons
Tools disguise kit, viol
Senses darkvision 60 ft., passive Perception 18
Languages Common, Infernal

Dark One’s Own Luck. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll’s effects occur. Once you use this feature, you can’t use it again until you finish a short or long rest.

Hurl Through Hell. When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can’t use it again until you finish a long rest.

ACTIONS

Eldritch Blast. Ranged Spell Attack: +16 to hit, 240 ft., ignores half and $\frac{3}{4}$ cover (see Spellcasting). You shoot 4 beams, each requiring a separate attack roll. You can direct the beams at the same target or at different ones. *Hit:* 1d10 + 5 force damage per beam.

Fire Bolt. Ranged Spell Attack: +16 to hit, 240 ft., ignores half and $\frac{3}{4}$ cover (see Spellcasting), one target. *Hit:* 4d10 fire damage per beam, ignoring fire resistance. Each damage die that rolls a 1 is treated as a 2.

Cat’s Claws. Melee Unarmed Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d4 - 1 slashing damage.

Staff of the Magi. Equipment. You can cast many spells from the staff; see equipment description. You can also break the staff as an action, causing it to explode.

BONUS ACTIONS

Telekinetic. Feat. One creature you can see within 30 feet of you must succeed on a Strength saving throw (vs your spell save DC) or be telekinetically shoved 5 feet toward or away from you.

REACTIONS

Staff of the Magi. Equipment. When another creature casts a spell targeting only you, the staff absorbs and nullifies it. The staff gains charges equal to the spell level; if it has more than 50 total charges, it explodes.

SPELLCASTING

Casting Ability Charisma

Spell Save DC 19 (additional +3 when holding your *rod of the pact keeper*)

Spell Attack Modifier +11 (additional +2 when holding your *staff of the magi* and +3 when holding your *rod of the pact keeper*; these effects stack)

SPELLS KNOWN

Cantrips: *eldritch blast*, *fire bolt*, *guidance*, *mage hand* (range 60 ft.), *minor illusion*, *prestidigitation*, *shillelagh*, *vicious mockery*

Spells (4 slots): *arcane eye**, *banishment*, *counterspell*, *disguise self**, *fly*, *gaseous form*, *hex*, *hold monster*, *hypnotic pattern*, *intellect fortress*, *invisibility**, *major image*, *misty step*, *speak with dead**, *suggestion*, *synaptic static*, *tongues*

Note: You cast all spells above at 5th level. You recover all expended spell slots on a short or long rest. Spells that require an attack roll have their range doubled, and you ignore half and three-quarters cover.

Once per long rest: *mental prison*, *crown of stars*, *dominate monster*, *psychic scream*

* You can cast these spells at will without expending a spell slot.

BACKGROUND: ENTERTAINER

Perhaps growing up surrounded by actors has made you a touch dramatic and flashy, but you've loved the theater for as long as you can remember. You delight in the costumes, the sets, and the sound of applause.

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Personality Trait. I have a very dry sense of humor.

Ideal. The world is meant to be ever-changing. If you leave the world as you found it, your life is meaningless.

Bond. I want to be famous for my achievements, but fear that they will be credited to my patron instead.

Flaw. I affect aloofness, but am easily swayed by others' flattery and attention.

TABAXI TRAITS

Feline Agility. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Gain a climb speed and claw attack (included in stat block).

FEATS

Spell Sniper. Spells that require attack rolls have doubled range. Your ranged spell attacks ignore half and three-quarters cover. Gain the *fire bolt* cantrip (included in stat block).

Elemental Adept. Your spells ignore fire resistance. When you roll damage for a spell that deals fire damage, you treat any 1 you roll as a 2.

Telekinetic. The range on your *mage hand* cantrip becomes 60 ft. As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + Intelligence modifier) or be moved 5 feet toward or away from you. A creature can willingly fail this save.

WARLOCK FEATURES

Eldritch Invocations. You know the following Eldritch Invocations:

- **Agonizing Blast.** Extra *eldritch blast* damage (included in stat block).
- **Eldritch Mind.** Advantage on Constitution saves to maintain concentration on a spell (included in stat block).
- **Ghostly Gaze.** As an action, you see through solid objects within 30 ft. for 1 minute (requires concentration), once per short or long rest.
- **Gift of the Protectors.** Your Book of Shadows has space for 6 creatures to write their names in it. When any of the named creatures is reduced to 0 HP but

not killed, they drop to 1 HP instead, and no other creatures can benefit from this effect again until you finish a long rest. Each party member's name, including yours, are currently written in the book.

- **Mask of Many Faces, Shroud of Shadow, Visions of Distant Realms, Whispers of the Grave.** Cast additional spells at will (included in stat block).

Pact of the Tome. Gain a Book of Shadows from your patron and learn three cantrips from any class (included in stat block).

If you lose your book, you can receive a replacement from your patron with a 1-hour ceremony during a short or long rest. The book turns to ash when you die.

Mystic Arcanum. Cast four higher-level spells once per long rest (included in stat block).

FIEND PATRON FEATURES

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to 4 + your warlock level.

Dark One's Own Luck. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience. You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell. When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes, dealing additional damage (included in statblock).

EQUIPMENT

+3 *rod of the pact keeper**, *staff of the magi**, +3 *studded leather*, *folding boat* (as an action, unfolds into a small or large boat), *portable hole* (creates an extradimensional hole 10 ft. deep on any solid surface), *viol*, the favor of an admirer (love letter, lock of hair, or trinket), a costume of your choosing.

Rod of the Pact Keeper. Bonus to spell attacks and DCs (included in stat block). Once per long rest, you can use an action while holding the rod to regain one spell slot.

Staff of the Magi. Bonus to spell attacks and saving throws (included in stat block). Currently has 41 charges, regains 4d6+2 each dawn up to a max of 50.

- As an action, cast *arcane lock*, *detect magic*, *enlarge/reduce*, or *protection from evil and good* without using any charges.
- As an action, expend charges to cast one of the following [spell name (charges used)]: *conjure elemental* (7), *dispel magic* (3), *fireball* (7, cast at 7th level), *flaming sphere* (2), *ice storm* (4), *knock* (2), *lightning bolt* (7, cast at 7th level), *passwall* (5), *plane shift* (7), *telekinesis* (5), *wall of fire* (4), or *web* (2).
- As a reaction when another creature casts a spell targeting only you, you can absorb the spell, canceling its effect and gaining charges equal to the spell level. If the staff ever has more than 50 charges, it explodes as per Retributive Strike below.
- **Retributive Strike.** As an action, you break the staff. You have a 50% chance to instantly travel to a random plane of existence, avoiding the explosion. Otherwise, take force damage equal to 16 x the number of charges in the staff. Other creatures within 30 ft. also take damage per the full item description.

* Attuned.

Additionally, you have 2d10 x 10,000 gp and your choice of 1 of the following:

- *potion of supreme healing* (heals 10d4 + 20 HP)
- *potion of diminution* (gain the "reduce" effect of *enlarge/reduce* for 1d4 hours)
- *potion of flying* (gain a flying speed equal to your walking speed for 1 hour)
- *potion of invulnerability* (gain resistance to all damage for 1 minute)

LEVELING UP

Level 19. Increase your Dexterity by 2 (this raises your AC, dexterity saving throw, and dex-based skills by 1). Learn the *sickening radiance* spell. Gain 5 more HP and 1 more hit die.

Level 20. Eldritch Master (you can spend 1 minute to regain all expended spell slots once per long rest). Gain 5 more HP and 1 more hit die.

CREDITS

Writers: Gwen Bassett, James Fiacco

Editors: Gwen Bassett, Lore Evans

Artists: Samara Lee

Layout: David Markiwsky



KATA KEMI

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