



Hold Back The Dead



Ironspine Keep is all that stands before a monstrous horde sent by the villainous lich Szass Tam. The heroes must defend a section of the fortress walls from encroaching monsters and internal spies, or the region will fall to Szass Tam's tide of death.

"Hold Back the Dead" is part of a yearlong celebration of Dungeons & Dragons and its 50th anniversary. The adventure is designed for four to six level 4 characters. Accompanying the adventure are character sheets for the six protagonists of the beloved 1980s *Dungeons & Dragons* animated series: Bobby, Diana, Eric, Hank, Presto, and Sheila, all presented in young adulthood. The seventh character sheet presents Niko, a Cleric from a different set of adventurers who recently tumbled into the D&D multiverse. Each player can choose one of these characters or provide a character of their own.

Using This Supplement

This document and the 2024 *Player's Handbook* contain all you need to run the adventure. The following appendixes are included:

Appendix A provides stat blocks for the creatures encountered in this adventure. Their names appear in **bold** in the adventure.

Appendix B provides maps of the fortress defense zones; you will need only one of these maps.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

Background

Ironspine Keep has stood abandoned for many years. Representatives of the Lord's Alliance, an organization of the strongest cities on the Sword Coast, recently funded an expedition to reclaim the fortress. The fortress would allow the Lord's Alliance to keep a closer watch over dangers in the region. The characters are initially hired to help guard Ironspine Keep, which is expected to be an easy task.

Szass Tam, a scheming lich in command of the malevolent Red Wizards of Thay, plans to amass an army in this area of the Western Heartlands. Ironspine Keep makes an ideal place to sequester his forces, and Szass Tam can't allow the powerful Sword Coast cities to control the stronghold. He quickly dispatched a legion commanded by a spectral warlord to discourage the recovery effort. To instill fear in the rabble repairing the fortification, Szass Tam sent an imposing illusion of himself over the fortress, declaring its impending doom.

The Lord's Alliance won't be deterred. Rather than abandon the fortress, the five cities supporting the reconstruction efforts committed to defending Ironspine Keep against Szass Tam's horde.

When the characters arrive for what they expect to be a routine guard posting, they learn about the approaching horde and must align themselves with one of the five cities. Defense of Ironspine Keep depends upon them.

Adventure Hooks

A halfling commander named Corlie Halvachar (Small, Neutral Good **Knight**) sends for the characters. She's a representative of the Lord's Alliance with an offer of easy guard work at the remote fortress where she's stationed. Corlie asks the characters to come to the stronghold and serve on behalf of the five great Sword Coast cities that are jointly restoring the fortress. The characters arrive at Ironspine Keep to meet with the knight at the start of the adventure.

If this employment isn't sufficient to interest the players, you might use one of the following hooks instead:

Allies in Danger. A character's family or loved ones in the Western Heartlands send word about how dangerous the area has become and how happy they are to hear that the nearby Ironspine Keep is being restored. They encourage the characters to lend aid to Corlie Halvachar at the fortress to ensure that the lands can be safe once again.

Avoiding Punishment. If the characters have found themselves on the wrong side of the law in Baldur's Gate, Mithral Hall, Neverwinter, Silvermoon, or Waterdeep, a city leader offers to expunge the characters' crimes if they serve some time guarding Ironspine Keep under the command of Corlie Halvachar.

Setting the Adventure

This adventure takes place in the Western Heartlands of the Sword Coast region in the Forgotten Realms campaign setting. You can set the adventure on a different world if you wish. Consider the following suggestions:

Dragonlance. The old fortress rises in the Hinterlund region of Solamnia. It was built before the Cataclysm and has been uninhabited until recently. Corlie Halvachar is a Knight of the Crown. Lord Soth's forces are marching from Dargaard Keep.

Eberron. Dwarves built the fortress in the Mror Holds long ago but abandoned it when a local mine was depleted. Allied forces have recently recovered it, but the fortress is in the path of a horde of monsters sent by the sinister lich Lady Illmarrow.

Greyhawk. The recently reclaimed fortress stands in the northern part of the Kingdom of Furyondy. The evil cambion Iuz, rather than Szass Tam, sends forces against the fortress.

Overview

This adventure is designed to unfold in three to four hours of play and is split into the following parts:

First Wave. The characters learn of Szass Tam's threat, take up arms, and contend with enemies seeking to climb the fortress walls. The characters can use a siege weapon on their section of the wall against the defenders.

Second Wave. Realizing the characters are presenting a strong defense, the army seeks to eliminate the characters by hurling monsters onto the battlements.

Siege Weapon Sabotage. While the characters rest, a shape-shifting spy and its minions try to sabotage the characters' siege weapon and murder them all.



The Warlord. The horde's leader decides to personally eliminate the characters. By defeating this warlord, the characters leave the enemy leaderless and save the fortress.

A Timely Arrival

The adventure begins as the characters arrive at Ironspine Keep for routine guard duty. Several unarmored workers, including stonemasons and smiths, frantically work at repairs with evident fear and determination. Corlie Halvachar meets with the characters as soon as they arrive.

Read or paraphrase the following text to start the adventure:

A stout halfling wearing plate armor meets you at the fortress entrance.

"Such lucky timing!" she says. "I'm Corlie Halvachar, representing the Lord's Alliance. The situation here has gotten much, much worse. I'll fill you in, but first, please tell me a bit about yourselves."

Give each player an opportunity to introduce and describe their character. Corlie engages in a bit of pleasant chatter, probing the characters about their abilities, but it's clear she's got something pressing on her mind.

Corlie's Briefing

After the introductions, Corlie gives a grim smile. Continue reading:

Corlie leads you north through the fortress. Workers repair walls, stack spears, and sharpen swords.

"Five great cities of the Sword Coast have combined forces to restore this fortress," she explains. "We expected it would give us better visibility into trouble on the frontier. But it seems that the Red Wizards of Thay don't want us here.

"Earlier today, an image of the vile necromancer Szass Tam, leader of the Red Wizards, appeared in the sky above the fortress. He commanded that everyone in the fortress flee or face his army."

Corlie gestures at the workers with pride.

"We won't be bullied, and we won't abandon a stronghold that the Red Wizards might use as a foothold in the region. We're staying.

"But we don't have many soldiers; I don't even have any squires to help. We need you.

"Scouts have identified an army of skeletons, zombies, and other undead headed this way. They'll arrive within the hour, probably in multiple waves. We need brave souls like you on the wall.

"But which wall? Each city has reinforced a part of this fortress, and you'll be stationed in a defense zone on behalf of one of the five cities. You can decide which."

Corlie asks the characters to serve on behalf of Baldur's Gate, Mithral Hall, Neverwinter, Silverymoon, or Waterdeep. She has already arranged for the characters to receive hazard pay of 1,000 GP each from the city they choose. All characters must agree on the same city patron. Show the players [Map 1.1](#) and point out which defense zones correspond with which city.

Corlie describes the cities and their defense zones as follows:



Baldur's Gate is a rough-and-tumble port city replete with decadent nobles, gangs, and priests like those who follow Gond, a god of invention. Its defense zone is the critical northern tip of the fortress. Inventors have installed a Clockwork Trebuchet there to aid in defense.



Mithral Hall is an ancestral dwarven city reclaimed from evil occupiers in recent years. Its mines and forges make it a growing economic powerhouse. This city's defense zone is the northwest part of the fortress. Engineers installed a Forge Launcher that hurls canisters of superheated metal at attackers.





Neverwinter is a mercantile city recovering from cataclysmic events. It has grown in influence as its citizens reclaim their shattered city and rebuild trade networks. Its defense zone on the fortification's west side has an Automatic Ballista.



Silverymoon is a peaceful city with soaring towers, living trees, and beautiful architecture. It echoes the great cities of ancient days. Silverymoon's contributions to the defense zone on the fortress's east side include an Enchanted Ballista.



Waterdeep, City of Splendors, is a wealthy metropolis where merchants vie for prestige with trade in marvels of all sorts. Waterdeep's defense zone is the northeastern section of the fortress, where its wealthy merchants contributed an expensive magical Storm Cannon.

Questioning Corlie

While she escorts the characters to their selected defense zone, Corlie answers questions they have, which might include the following:

What's in This Horde? "Our scouts haven't been able to get too close, but they say we'll face dozens or even hundreds of skeletons and zombies all around this part of the fortress. They have a few wagons, or perhaps large creatures, with them—that's not clear. I've had conflicting reports about the horde's leader, but it's some kind of ghost or creature made of dark mist."

Who's Defending the Other Wall Sections? "We have a few soldiers ready to stand guard on the battlements. A few doughty workers have agreed to take up spears and crossbows in defense of the fortress as well. We're spread thin, so I can't give you any support."

Where Will You Be? "The soldiers will need my support more than you will. I'll be coordinating defenses on the other wall sections. You won't see me again until the danger has passed."

Should We Retreat? "And let the Red Wizards establish a stronghold here in the Western Heartlands? No, we must repel them here and now."

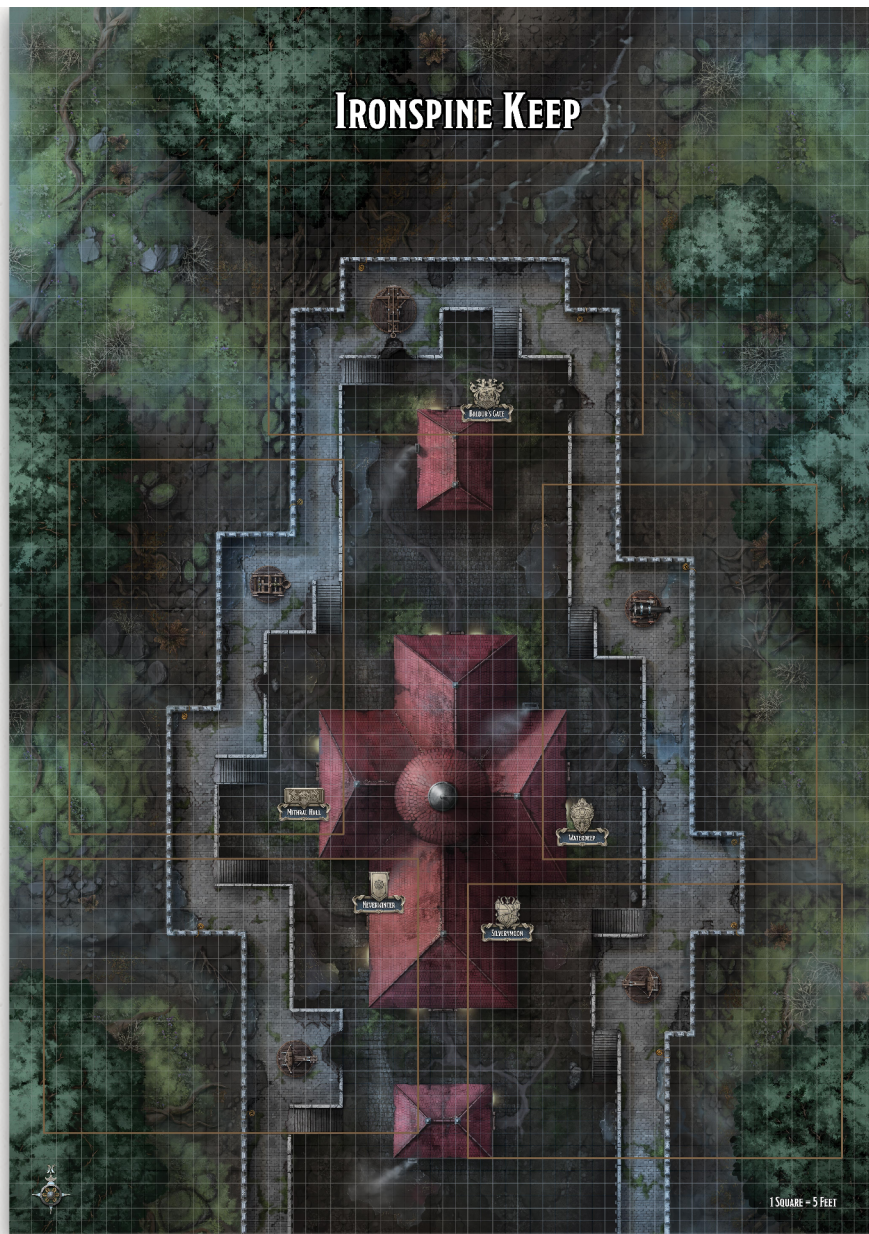
Can You Pay More? "The city sponsoring you has authorized hazard pay of 1,000 GP each. Plus, you can split my 1,000 GP hazard pay among yourselves. I really need your help."

Ironspine Keep

The Lord's Alliance reclaimed the fortress only a few days ago and didn't expect such an immediate and overwhelming attack, so it's still in disrepair. Old cracks mar the stonework and once-fitted stones are uneven. Tough weeds sprout throughout the fortress. Thick brush has grown far closer to the walls than any reasonable defender would permit. The new occupants haven't had time to trim these back, and the high brush conceals the horde's movements.

Map 1.1 shows the critical north end of Ironspine Keep, which faces the invading horde; the keep extends off the map to the south.





MAP 1.1: IRONSPINE KEEP

[VIEW UNLABELED VERSION](#)

Fortress Features

The fortress has the following features:

Battlements and Walkways. The wide walkways ringing the fortress are made of crumbling stone. Three-foot-high battlements ring the exterior of the walkway; they provide **Half Cover**. There are no battlements or railings on the walkway interiors. The walkway is 20 feet above the ground.

Buildings. The fortress's interior buildings are 40 feet high and contain mundane supplies. During the attack, noncombatants hide within them. The characters don't explore them during this adventure, so no map of interior rooms is provided.

Fog. Starting from the first wave of the attack, magical fog surrounds the fortress. This fog begins at the edge of the map and extends several hundred feet beyond the map's edge. The area within the fog is **Heavily Obscured**, and the fog can't be blown away. The fog doesn't dissipate until the characters defeat the horde's warlord.

Light. This adventure begins on a sunny afternoon, but a thin, magical fog covers the sky. Although there isn't any direct sunlight, **Bright Light** prevails in all areas except in the fog, which is an area of **Darkness**.

Siege Equipment. The fortress has five siege weapons provided by the Lord's Alliance cities. Each is a marvel of magical or mechanical engineering that swivels but can't be moved. Each siege weapon is described in the "Defense Zones" section below.



Stairs and Ladders. Steep stone stairs ascend to the walkways from the fortress interior. Additionally, each walkway has two coiled rope ladders that can be thrown over the battlements to access the exterior if needed. A character can take a **Utilize** action to lower or raise a rope ladder.

Walls. The fortress walls have few handholds, so climbing them requires a successful DC 10 Strength (**Athletics**) check.

SIEGE EQUIPMENT

Siege equipment includes objects designed to assail or defend castles and other walled fortifications. Most siege weapons require creatures to move them, as well as to load, aim, and fire them. The siege equipment descriptions specify the actions required to prepare them for firing. The characters don't have to use the siege equipment, but they might find some encounters easier if they do. In "[Second Wave](#)," the characters find siege equipment used against them!

Defense Zones

Provide the players the map for the defense zone they selected (see [appendix B](#)).

A description of the siege weapon in each defense zone follows. Each weapon has sufficient ammunition to be fired 20 times.

Baldur's Gate (North)

The siege weapon in Baldur's Gate's defense zone (see [Map 1.2](#)) is a trebuchet mechanized by priests of Gond. Pulling a single lever loads and aims the trebuchet.

Clockwork Trebuchet

Huge Object

Armor Class: 15 **Hit Points:** 100

Trebuchet Stone (Requires Lever Pull). *Ranged Attack Roll:* +5, range 200/800 ft. (can't hit targets within 30 feet of itself). *Hit:* 27 (5d10) Bludgeoning damage.

Pulling a lever of the Clockwork Trebuchet requires the **Utilize** action. Then a creature can take the Trebuchet Stone action.

Mithral Hall (Northwest)

The siege weapon in Mithral Hall's defense zone (see [Map 1.3](#)) is a modified catapult that launches iron canisters of superheated metal that explode on impact. A cunning mechanized device drops a new canister into place with the recoil, loading the launcher immediately and automatically when it's fired.

Forge Launcher

Large Object

Armor Class: 15 **Hit Points:** 30

Fiery Canister (Requires Aim). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot-radius **Sphere** centered on a point 30 to 300 feet from the launcher. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Aiming the Forge Launcher requires the **Utilize** action. Then a creature can take the Fiery Canister action.

Neverwinter (West)

The siege weapon in Neverwinter's defense zone (see [Map 1.4](#)) is a ballista modified so that its recoil automatically loads another bolt from its magazine.

Automatic Ballista

Large Object



Armor Class: 15 **Hit Points:** 50

Ballista Bolt (Requires Aim). *Ranged Attack Roll:* +6, range 120/480 ft. *Hit:* 22 (4d10) Piercing damage.

Aiming the Automatic Ballista requires the **Utilize** action. Then a creature can take the Ballista Bolt action.

Silverymoon (East)

The siege weapon in Silverymoon's defense zone (see [Map 1.4](#)) is a ballista. Imperceptible fey spirits automatically aim the ballista. However, the spirits aren't strong enough to lift the heavy ballista bolts, so it must be loaded by hand.

Enchanted Ballista

Large Object

Armor Class: 15 **Hit Points:** 50

Ballista Bolt (Requires Load). *Ranged Attack Roll:* +6, range 120/480 ft. *Hit:* 22 (4d10) Piercing damage.

Loading the Enchanted Ballista requires the **Utilize** action. Then a creature can take the Ballista Bolt action.

Waterdeep (Northeast)

The siege weapon in Waterdeep's defense zone (see [Map 1.5](#)) is a small bronze cannon inlaid with arcane runes and mounted on a heavy tripod. It launches balls of crackling electricity.

Storm Cannon

Medium Object

Armor Class: 18 **Hit Points:** 30

Lightning Ball (Requires Aim). *Ranged Attack Roll:* +6, range 200/800 ft. *Hit:* 22 (4d10) Lightning damage.

Aiming a Storm Cannon requires the **Utilize** action, then a creature can take the Lightning Ball action.

First Wave

Once the players have reviewed the relevant map of their defense zone from [appendix B](#) and positioned their characters, read or paraphrase the following:

Scouts shout from within the walls that the horde approaches. Distant shapes of skeletal soldiers and shambling corpses appear around nearby hills in several directions. Just then, a sickly black fog seeps from the ground in a ring around the fortress, obscuring everything more than a few dozen yards from the walls.

Shouts of confusion echo through the fortress, as no one can see the horde's movements. Soon, the horde's intent is clear. Undead lurch from the mist toward the fortress.

Eight **Skeletons** and two **Ogre Zombies** emerge from the dark fog. Each zombie has a 20-foot-tall metal ladder affixed to its back with hooks sunk into its rotting flesh. The zombies lumber directly toward the wall and stay there. The skeleton soldiers advance and make ranged attacks until they can get up a ladder to fight in melee. The zombies climb the walls when all the skeleton soldiers are atop the wall or have been defeated. These foes all fight until destroyed.

Aftermath

The characters have only a few minutes to heal or regroup when the second wave begins.

FIGHTS AT OTHER WALL AREAS

The characters should have enough going on at their own wall to keep them from worrying about what's going on in other defense zones, but you should describe furious fights at other areas if the players are curious. Tell the players that when the characters are hard-pressed by their foes, their allies are also

struggling. When the characters get the upper hand, their allies are likewise keeping the monsters at bay.

Second Wave

Unable to breach the wall the characters are defending, the enemies use a Decrepit Mangonel (see the statistics at the end of this section) to assault the position.

Read or paraphrase the following shortly after the previous encounter:

There is a momentary hush within the fog surrounding the fortress. You hear the harsh twang of twisted wood and rope. Suddenly, two zombies sail through the air, flailing like rag dolls, and crash onto the walkway.

The two **Zombies** are on the walkway near the characters. Each zombie has the **Prone** condition from the fall.

In addition to the zombies, roll Initiative for four **Skeletons** who start out of sight in the mist.

The skeletons first wheel a Decrepit Mangonel into view. Thereafter, the skeletons load sacks of squirming, severed hands into their mangonel and launch the sacks onto the walkway.

The skeletons have three sacks, each containing a **Swarm of Crawling Claws**. Once the skeletons launch all three sacks or when the Decrepit Mangonel is destroyed, the skeletons rush the walls to climb them and engage in melee.

Decrepit Mangonel

Large Object

Armor Class: 12 **Hit Points:** 30

Sack of Hands (Requires Load and Aim). A launched sack of writhing hands lands in a space 30 to 100 feet away from the mangonel. A **Swarm of Crawling Claws** appears where the sack lands.

Loading a Decrepit Mangonel requires two **Utilize** actions, and aiming it requires one **Utilize** action. Then a creature can take the Sack of Hands action.

Aftermath

After the characters deal with the enemy siege weapon attack, they can hear whoops of success around the fortress. The enemies make a temporary retreat, which the characters realize is sufficient for them to take a Short Rest if they choose.

Siege Weapon Sabotage

Szass Tam has more than a monstrous horde to deploy; he has commissioned a specialized team to infiltrate the fortress. This treacherous group identifies the characters as the stronghold's most effective defenders and decides to sabotage the siege weapon, then kill the characters.

Read or paraphrase the following about an hour after their previous encounter (after the characters' Short Rest if they take one).

Corlie strides from the door of one of the fortress's interior buildings. Three grim-looking soldiers fall in behind her. She gives you a wide grin.

"My friends! Your efforts here have kept us safe. But we need to relocate your siege weapon to a less secure part of the wall. My squires will disassemble and relocate it. Don't trouble yourselves; please just back away while we work."

"Corlie" is actually a **Doppelganger**, and the three human squires (Medium, Neutral Evil **Scouts**) are loyal to the Red Wizards.

Characters suspicious of this unexpected change can take a **Search** action to make a DC 19 Wisdom (**Insight**) check. A character who recalls Corlie telling them that she doesn't have any squires makes this check with Advantage. On a success, a character realizes that this Corlie is an impostor; she is a bit too tall, and her voice a bit too low.

If the characters allow, the false Corlie and squires move to the siege weapon and begin attacking it. It’s immediately clear that they are destroying the siege weapon rather than taking it apart, which should alert the characters that something is wrong.

Once the siege weapon is destroyed, or if the characters interrupt the sabotage attempt, the false Corlie and squires attack the characters, fighting to the death.

Aftermath

A minute or so after the fight with the saboteurs concludes, the warlord takes matters into its own incorporeal hands and attacks directly.

The Warlord

After the efforts of the Red Wizards’ saboteurs, the horde’s warlord decides to make an example of the stalwart characters who have thwarted the assault so far. Read or paraphrase the following:

The black fog curls, and shapes within begin to part. An imposing figure, as insubstantial as the mist but infused with more malevolence, glides through the air.

The creature’s voice echoes around Ironspine Keep. “I shall make an end to these meddlesome defenders. Once they are dead, the fortress shall be ours!”

The warlord is a **Wraith**. Four **Zombies** trail behind it. The Wraith flies to the walkway while the Zombies shamble across the ground and climb the walls to fight.

The warlord’s spirit is too tenacious to be easily destroyed. Once the Wraith is reduced to 0 Hit Points, its form explodes into three **Shadows**, each of which looks like a more insubstantial version of the warlord. The Shadows fight until destroyed, preferring to attack whichever character defeated the warlord.

When the Shadows are defeated, the fog around the fortress dissipates. The milling groups of minions, now revealed, either scatter into the surrounding countryside or make uncoordinated attacks that the other fortress defenders can easily repel. The horde is broken.

Conclusion

With the warlord’s defeat and the enemy forces broken, Ironspine Keep is now safely in the hands of the Lord’s Alliance. The genuine Corlie returns, battered but jubilant, and declares the characters to be the fortress’s greatest defenders.

Rewards

Corlie ensures that the city sponsoring the characters makes a 1,000 GP hazard payment to each of them. If Corlie previously agreed to contribute her share to the characters, she adds this to their reward.

Corlie must return to the Sword Coast, but she insists Ironspine Keep needs leaders who can guarantee its defense. The fortress makes an excellent base of operations for future adventures on the frontier, perhaps using the rules for **Bastions** set forth in the 2024 *Dungeon Master’s Guide*. No one knows why Szass Tam wants the fortress, but he’s certain to test its defenders again!

Appendix A: Creatures

The following creatures from the 2025 *Monster Manual* appear in this adventure.

DOPPELGANGER

Medium Monstrosity, Neutral

AC 14 **Initiative** +4 (14)

HP 52 (8d8 + 16)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	11	+0	+0	INT	11	+0	+0
DEX	18	+4	+4	WIS	12	+1	+1
CON	14	+2	+2	CHA	14	+2	+2

Skills **Deception** +6, **Insight** +3

Immunities **Charmed**

Senses **Darkvision** 60 ft.; Passive Perception 11

Languages Common plus three other languages

CR 3 (XP 700; PB +2)

Actions

Multiaction. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. *Melee Attack Roll:* +6 (with Advantage during the first round of each combat), reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts **Detect Thoughts**, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot **Emanation** originating from the doppelganger that can see the doppelganger. *Failure:* The target has the **Frightened** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

Shape-Shift. The doppelganger **shape-shifts** into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

KNIGHT

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	16	+3	+3	INT	11	+0	+0
DEX	11	+0	+0	WIS	11	+0	+2
CON	14	+2	+4	CHA	15	+2	+2

Immunities **Frightened**

Gear **Greatsword, Heavy Crossbow, Plate Armor**

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiaction. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

OGRE ZOMBIE

Large Undead, Neutral Evil

AC 8 **Initiative** -2 (8)

HP 85 (9d10 + 36)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	19	+4	+4	INT	3	-4	-4
DEX	6	-2	-2	WIS	6	-2	+0
CON	18	+4	+4	CHA	5	-3	-3

Immunities Poison; **Exhaustion, Poisoned**

Senses **Darkvision** 60 ft.; Passive Perception 8

Languages Understands Common and Giant but can't speak

CR 2 (XP 450; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

SCOUT

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +2 (12)

HP 16 (3d8 + 3)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	11	+0	+0	INT	11	+0	+0
DEX	14	+2	+2	WIS	13	+1	+1
CON	12	+1	+1	CHA	11	+0	+0

Skills **Nature** +4, **Perception** +5, **Stealth** +6, **Survival** +5

Gear **Leather Armor**, **Longbow**, **Shortsword**

Senses **Passive Perception** 15

Languages **Common** plus one other language

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The scout makes two attacks, using **Shortsword** and **Longbow** in any combination.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

SHADOW

Medium Undead, Chaotic Evil

AC 12 Initiative +2 (12)

HP 27 (5d8 + 5)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE
STR	6	-2	-2	INT	6	-2	-2
DEX	14	+2	+2	WIS	10	+0	+0
CON	13	+1	+1	CHA	8	-1	-1

Skills **Stealth** +6

Vulnerabilities **Radiant**

Resistances **Acid**, **Cold**, **Fire**, **Lightning**, **Thunder**

Immunities **Necrotic**, **Poison**; **Exhaustion**, **Frightened**, **Grappled**, **Paralyzed**, **Petrified**, **Poisoned**, **Prone**, **Restrained**, **Unconscious**

Senses **Darkvision** 60 ft.; **Passive Perception** 10

Languages **None**

CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in **sunlight**, the shadow has **Disadvantage** on **D20 Tests**.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) **Necrotic** damage, and the target's **Strength** score decreases by 1d4. The target dies if this reduces that score to 0. If a **Humanoid** is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the shadow takes the **Hide** action.

SKELETON

Medium Undead, Lawful Evil

AC 14 Initiative +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	10	+0	+0	INT	6	-2	-2
DEX	16	+3	+3	WIS	8	-1	-1
CON	15	+2	+2	CHA	5	-3	-3

Vulnerabilities **Bludgeoning**

Immunities **Poison**; **Exhaustion**, **Poisoned**

Gear **Shortbow**, **Shortsword**

Senses **Darkvision** 60 ft.; **Passive Perception** 9

Languages **Understands Common** plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

SWARM OF CRAWLING CLAWS

Medium Swarm of Tiny Undead, Neutral Evil

AC 12 Initiative +2 (12)

HP 49 (11d8)

Speed 30 ft., **Climb** 30 ft.

		MOD	SAVE			MOD	SAVE
STR	14	+2	+2	INT	5	-3	-3
DEX	14	+2	+2	WIS	10	+0	+0
CON	11	+0	+0	CHA	4	-3	-3

Resistances **Bludgeoning**, **Piercing**, **Slashing**

Immunities Necrotic, Poison; **Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned**

Senses **Blindsight** 30 ft.; Passive Perception 10

Languages Understands Common but can't speak

CR 3 (XP 700; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain **Temporary Hit Points**.

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is **Bloodied**. If the target is a Medium or smaller creature, it has the **Prone** condition.

WRAITH

Medium or Small Undead, Neutral Evil

AC 13 **Initiative** +3 (13)

HP 67 (9d8 + 27)

Speed 5 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE
STR	6	-2	-2	INT	12	+1	+1
DEX	16	+3	+3	WIS	14	+2	+2
CON	16	+3	+3	CHA	15	+2	+2

Resistances Acid, Bludgeoning, Cold, Fire, Piercing, Slashing

Immunities Necrotic, Poison; **Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious**

Senses **Darkvision** 60 ft.; Passive Perception 12

Languages Common plus two other languages

CR 5 (XP 1,800; PB +3)

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were **Difficult Terrain**. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has Disadvantage on ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Create Specter. The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. The target's spirit rises as a **Specter** in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at a time.

ZOMBIE

Medium Undead, Neutral Evil

AC 8 **Initiative** -2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE
STR	13	+1	+1	INT	3	-4	-4
DEX	6	-2	-2	WIS	6	-2	+0
CON	16	+3	+3	CHA	5	-3	-3

Immunities Poison; **Exhaustion, Poisoned**

Senses **Darkvision** 60 ft.; Passive Perception 8

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Bludgeoning damage.

Appendix B: Maps





MAP 1.2: BALDURS GATE DEFENSE ZONE





MAP 1.3: MITHRAL HALL DEFENSE ZONE



ARTIST: DAMIEN MAMMOLITI



MAP 1.4: NEVERWINTER DEFENSE ZONE



MAP 1.5: SILVERMOON DEFENSE ZONE

ARTIST: DAMIEN MAMMOLITI



MAP 1.6: WATERDEEP DEFENSE ZONE

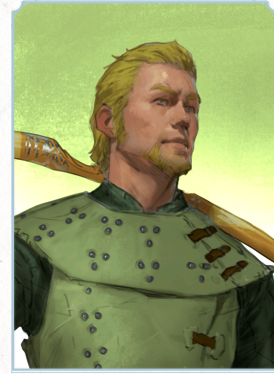
Premade Characters

If a player doesn't have a level-appropriate character to play—or if they'd like to play a character from the *Dungeons & Dragons* animated series—have them choose one from this section. The Premade Characters table summarizes the characters, all of whom are level 4.


Premade Characters

Name	Class
Bobby	Barbarian
Diana	Monk
Eric	Fighter
Hank	Ranger
Niko	Cleric
Presto	Wizard
Sheila	Rogue



*BOBBY**DIANA**ERIC**HANK**NIKO**PRESTO**SHEILA*

Bobby



BOBBY

CHARACTER NAME

FARMER

BACKGROUND

HUMAN

SPECIES

BARBARIAN

CLASS

PATH OF THE BERSERKER

SUBCLASS

4

LEVEL

SIZE

MEDIUM

INITIATIVE

+2

SPEED

30 FEET

ARMOR CLASS

15

SHIELD

HIT POINTS

TEMP

53

CURRENT

MAX

HIT DICE

SPENT

4D12

MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
THUNDEROUS GREATCLUB	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED, MASTERY: PUSH
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60), MASTERY: VEX

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

RAGE

UNARMORED DEFENSE*

WEAPON MASTERY (GREATAxes, GREATCLUBS, HANDAXES)*

DANGER SENSE

RECKLESS ATTACK

FRENZY

PRIMAL KNOWLEDGE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRACONIC, ELVISH

ALIGNMENT

NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP

SP

EP

GP

PP

76

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Arcana

☐ +0 History

☐ +0 Investigation

☒ +2 Nature

☐ +0 Religion

STRENGTH

+5

10 (20)

MODIFIER

SCORE

☒ +7 Saving Throw

☒ +7 Athletics

DEXTERITY

+2

14

MODIFIER

SCORE

☒ +2 Saving Throw

☒ +4 Acrobatics

☐ +2 Sleight of Hand

☒ +4 Stealth

WISDOM

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☒ +3 Animal Handling

☐ +1 Insight

☐ +1 Medicine

☒ +3 Perception

☒ +3 Survival

CONSTITUTION

+3

17

MODIFIER

SCORE

☐ +5 Saving Throw

CHARISMA

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☐ +2 Deception

☒ +4 Intimidation

☐ +2 Performance

☒ +4 Persuasion

HEROIC INSPIRATION

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Equipment

Thunderous Greatclub

- 4 Handaxes
- Explorer's Pack
- Carpenter's Tools
- Healer's Kit
- Iron Pot
- Shovel
- Traveler's Clothes

Thunderous Greatclub

Weapon (Greatclub), Very Rare (Requires Attunement)



While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a **Magic** action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot **Cone** of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the **Prone** condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a **Magic** action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the **Prone** condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw or its **Concentration** is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must succeed on a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Diana



DIANA

CHARACTER NAME

SCRIBE

BACKGROUND

HUMAN

SPECIES

MONK

CLASS

WARRIOR OF THE OPEN HAND

SUBCLASS

4

LEVEL

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP

35

MAX

HIT DICE

SPENT

4D8

MAX

DEATH SAVES

SUCCESSES

FAILURES

SIZE

MEDIUM

INITIATIVE

+4

SPEED

40 FEET

Name	Atk Bonus	Damage	Properties
QUARTERSTAFF OF THE ACROBAT	+8	1D6 + 6 BLUDGEONING	THROWN (RANGE 30/120), VERSATILE (1D8)
UNARMED STRIKE	+6	1D6 + 4 BLUDGEONING	
DAGGER	+6	1D6 + 4 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Arcana

☐ +0 History

☒ +2 Investigation

☒ +2 Nature

☐ +0 Religion

WISDOM

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☒ +4 Animal Handling

☒ +4 Insight

☐ +2 Medicine

☒ +4 Perception

☐ +2 Survival

CHARISMA

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

STRENGTH

+1

12

MODIFIER

SCORE

☒ +3 Saving Throw

☒ +3 Athletics

DEXTERITY

+4

18

MODIFIER

SCORE

☒ +6 Saving Throw

☒ +6 Acrobatics

☐ +4 Sleight of Hand

☒ +6 Stealth

CONSTITUTION

+1

13

MODIFIER

SCORE

☐ +1 Saving Throw

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

CLASS FEATURES

MARTIAL ARTS

UNARMORED DEFENSE*

MONK'S FOCUS (4 FOCUS POINTS)

UNARMORED MOVEMENT*

UNCANNY METABOLISM

DEFLECT ATTACKS

OPEN HAND TECHNIQUE

ABILITY SCORE IMPROVEMENT*

SLOW FALL

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

MARTIAL WEAPONS THAT HAVE THE LIGHT PROPERTY, SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES, CARTOGRAPHER'S TOOLS

COINS

CP

SP

EP

GP

PP

35

LANGUAGES

COMMON, DRACONIC, ELVISH

ALIGNMENT

NEUTRAL GOOD

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↑

Equipment

Quarterstaff of the Acrobat

5 Daggers

Calligrapher's Supplies

Cartographer's Tools

Explorer's Pack

Fine Clothes

Lamp

Oil (3 flasks)

Parchment (12 sheets)

Quarterstaff of the Acrobat

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this weapon, you can cause it to emit green **Dim Light** out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

Acrobatic Assist (Quarterstaff or 10-Foot Pole Forms Only). While holding this weapon, you have Advantage on Dexterity (**Acrobatics**) checks.

Attack Deflection (Quarterstaff Form Only). When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

Ranged Weapon (Quarterstaff Form Only). This weapon has the **Thrown** property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

Eric



ERIC

CHARACTER NAME

NOBLE

BACKGROUND

HUMAN

SPECIES

FIGHTER

CLASS

CHAMPION

SUBCLASS

4

LEVEL

SIZE

MEDIUM

INITIATIVE

+1

SPEED

30 FEET

ARMOR CLASS

21

SHIELD

HIT POINTS

CURRENT

TEMP

44

MAX

HIT DICE

SPENT

4D10

MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
FLAIL	+6	1D8 + 4 BLUDGEONING	MASTERY: SAP
JAVELIN	+6	1D6 + 4 PIERCING	THROWN (RANGE 30/120), MASTERY: SLOW

PROFICIENCY BONUS

+2

INTELLIGENCE

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☐ +2 Arcana

☒ +4 History

☒ +4 Investigation

☐ +2 Nature

☐ +2 Religion

STRENGTH

+4

18

MODIFIER

SCORE

☒ +6 Saving Throw

☒ +6 Athletics

DEXTERITY

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☒ +3 Acrobatics

☐ +1 Sleight of Hand

☐ +1 Stealth

WISDOM

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Animal Handling

☒ +2 Insight

☐ +0 Medicine

☒ +2 Perception

☐ +0 Survival

CONSTITUTION

+2

15

MODIFIER

SCORE

☒ +4 Saving Throw

CHARISMA

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Deception

☐ -1 Intimidation

☒ +1 Performance

☒ +1 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

DEFENSE (FIGHTING STYLE)*

SKILLED*

TOUGH*

CLASS FEATURES

FIGHTING STYLE*

SECOND WIND

WEAPON MASTERY (GREATSWORDS, FLAILS, JAVELINS, LONGSWORDS)*

ACTION SURGE

TACTICAL MIND

IMPROVED CRITICAL

REMARKABLE ATHLETE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRACONIC, ELVISH

ALIGNMENT

LAWFUL NEUTRAL

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP

SP

EP

GP

PP

83

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Equipment

- Shield of the Cavalier
- Chain Mail
- Flail
- 8 Javelins
- Dungeoneer's Pack
- Dice Set
- Fine Clothes
- Perfume

Shield of the Cavalier

Armor (Shield), Very Rare (Requires Attunement)




While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield’s normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the **Attack** action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the **Prone** condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot **Emanation** originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain **Concentration**, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can’t be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can’t be used again until the next dawn.

Hank



HANK

CHARACTER NAME

GUARD

BACKGROUND

HUMAN

SPECIES

RANGER

CLASS

HUNTER

SUBCLASS

4

LEVEL

15

ARMOR CLASS

SHIELD

HIT POINTS

TEMP

40

CURRENT

MAX

HIT DICE

SPENT

4D10

MAX

DEATH SAVES

SUCCESSES

FAILURES

SIZE

MEDIUM

INITIATIVE

+3

SPEED

30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
ENERGY BOW (LONGBOW)	+8	1D8 + 4 FORCE	AMMUNITION (RANGE 150/600), HEAVY, TWO-HANDED, MASTERY: SLOW
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Arcana

☐ +0 History

☐ +0 Investigation

☐ +0 Nature

☐ +0 Religion

STRENGTH

+2

14

MODIFIER

SCORE

☒ +4 Saving Throw

☒ +4 Athletics

DEXTERITY

+3

17

MODIFIER

SCORE

☒ +5 Saving Throw

☒ +5 Acrobatics

☐ +3 Sleight of Hand

☐ +5 Stealth

WISDOM

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☐ +2 Animal Handling

☒ +4 Insight

☐ +2 Medicine

☒ +6 Perception

☒ +4 Survival

CONSTITUTION

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

CHARISMA

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

ALERT

ARCHERY (FIGHTING STYLE)*

TOUGH*

CLASS FEATURES

FAVORED ENEMY

SPELLCASTING

WEAPON MASTERY (LONGBOWS, SHORTSWORDS)*

DEFT EXPLORER*

HUNTER'S LORE

HUNTER'S PREY

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRACONIC, ELVISH, GOBLIN, SYLVAN

ALIGNMENT

LAWFUL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP

SP

EP

GP

PP

124

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Spellcasting

Spellcasting Ability: Wisdom

Spell DC: 12

Spell Attack Modifier: +4

Level 1 Ranger Spells (Slots: 3)

Spell	School	Special*
Cure Wounds	Abjuration	—
Ensnaring Strike	Conjuration	C
Hunter's Mark (can cast up to twice without expending a spell slot)	Divination	C
Jump	Transmutation	—
Longstrider	Transmutation	—
Speak with Animals	Divination	R

*In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Equipment

Energy Bow

Studded Leather Armor

Shortsword

Druidic Focus (sprig of mistletoe)

Explorer's Pack

Dice Set

Hooded Lantern

Manacles

Traveler's Clothes

Energy Bow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.





Niko

CHARACTER NAME

HERMIT

BACKGROUND

HUMAN

SPECIES

CLERIC

CLASS

LIFE DOMAIN

SUBCLASS

4

LEVEL

ARMOR CLASS

15

SHIELD

HIT POINTS

TEMP

35

CURRENT

MAX

HIT DICE

SPENT

4D8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

SIZE

MEDIUM

INITIATIVE

+0

SPEED

30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
Niko's MACE	+4	1D6 + 2 BLUDGEONING	

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ +3 Arcana

☐ -1 History

☐ -1 Investigation

☐ -1 Nature

☒ +5 Religion

STRENGTH

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☐ +2 Athletics

DEXTERITY

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Acrobatics

☐ +0 Sleight of Hand

☐ +0 Stealth

WISDOM

+4

18

MODIFIER

SCORE

☒ +6 Saving Throw

☐ +4 Animal Handling

☒ +6 Insight

☒ +6 Medicine

☒ +6 Perception

☐ +4 Survival

CONSTITUTION

+1

13

MODIFIER

SCORE

☐ +1 Saving Throw

CHARISMA

+2

14

MODIFIER

SCORE

☒ +4 Saving Throw

☐ +2 Deception

☐ +2 Intimidation

☐ +2 Performance

☒ +4 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

HEALER

TOUGH*

CLASS FEATURES

SPELLCASTING

DIVINE ORDER (THAUMATURGE)*

CHANNEL DIVINITY

DISCIPLE OF LIFE

LIFE DOMAIN SPELLS*

PRESERVE LIFE

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRACONIC, ELVISH

ALIGNMENT

NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

SIMPLE WEAPONS, HERBALISM KIT

COINS

CP	SP	EP	GP	PP
	2		28	

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Spellcasting

Spellcasting Ability: Wisdom
Spell DC: 14
Spell Attack Modifier: +6

Cantrips (At Will)

Spell	School	Special*
Guidance	Divination	C
Light	Evocation	—
Sacred Flame	Evocation	—
Thaumaturgy	Transmutation	—
Toll the Dead	Necromancy	—



Level 1 Cleric Spells (Slots: 4)

Spell	School	Special*
<i>Bless</i> (always prepared)	Enchantment	C, M
<i>Cure Wounds</i> (always prepared)	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Guiding Bolt</i>	Evocation	—
<i>Healing Word</i>	Abjuration	—
<i>Shield of Faith</i>	Abjuration	C

Level 2 Cleric Spells (Slots: 3)

Spell	School	Special*
<i>Aid</i> (always prepared)	Abjuration	—
<i>Lesser Restoration</i> (always prepared)	Abjuration	—
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—
<i>Spiritual Weapon</i>	Evocation	C

*In the Special column, C means the spell requires **Concentration**, R means it's a Ritual, and M means it requires a specific Material component.

Equipment

- Niko's Mace*
- Chain Shirt
- Shield
- Holy Symbol
- Priest's Pack
- Herbalism Kit
- Bedroll
- Book (philosophy)
- Lamp
- Oil (3 flasks)
- Traveler's Clothes

Niko's Mace

Weapon (Mace), Very Rare (Requires Attunement by a Spellcaster)

This Mace has 6 charges and regains 1d6 expended charges daily at dawn. While holding the Mace, you can expend 1 of its charges to cast *Summon Celestial* (+9 to hit with spell attacks).

Presto





Presto

CHARACTER NAME

Scribe

BACKGROUND

Human

SPECIES

Wizard

CLASS

Evoker

SUBCLASS

4

LEVEL

SIZE

MEDIUM

INITIATIVE

+2

SPEED

30 FEET

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT

TEMP

30

MAX

HIT DICE

SPENT

4D6

MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
DAGGER	+4	1D4 + 2 Piercing	Finesse, Light, Thrown (Range 20/60)

PROFICIENCY BONUS

+2

INTELLIGENCE

+4

18

MODIFIER

SCORE

+6

Saving Throw

+8

Arcana

+4

History

+6

Investigation

+6

Nature

+4

Religion

STRENGTH

-1

8

MODIFIER

SCORE

-1

Saving Throw

-1

Athletics

DEXTERITY

+2

15

MODIFIER

SCORE

+2

Saving Throw

+4

Acrobatics

+4

Sleight of Hand

+2

Stealth

CONSTITUTION

+1

12

MODIFIER

SCORE

+1

Saving Throw

WISDOM

+0

10

MODIFIER

SCORE

+2

Saving Throw

+0

Animal Handling

+2

Insight

+0

Medicine

+2

Perception

+0

Survival

CHARISMA

+2

14

MODIFIER

SCORE

+2

Saving Throw

+2

Deception

+2

Intimidation

+2

Performance

+4

Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

SPELLCASTING

ARCANE RECOVERY

RITUAL ADEPT

SCHOLAR (ARCANA)*

EVOCATION SAVANT*

POTENT CANTRIP

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRACONIC, ELVISH

ALIGNMENT

NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES

COINS

CP

SP

EP

GP

PP

33

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Spellcasting

Spellcasting Ability: Intelligence
Spell DC: 14
Spell Attack Modifier: +6

Cantrips (At Will)

Spell	School	Special*
Fire Bolt	Evocation	—
Light	Evocation	—
Mage Hand	Conjuration	—
Ray of Frost	Evocation	—

Level 1 Wizard Spells (Slots: 4)

Spell	School	Special*
<i>Burning Hands</i>	Evocation	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Shield</i>	Abjuration	—
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

Level 2 Wizard Spells (Slots: 3)

Spell	School	Special*
<i>Blindness/Deafness</i>	Transmutation	—
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Misty Step</i>	Conjuration	—
<i>Scorching Ray</i>	Evocation	—

*In the Special column, C means the spell requires **Concentration**, R means it's a Ritual, and M means it requires a specific Material component.

Equipment

Hat of Many Spells (Arcane Focus)

2 Daggers

Robe

Spellbook

Scholar's Pack

Calligrapher's Supplies

Fine Clothes

Lamp

Oil (3 flasks)

Parchment (12 sheets)

Hat of Many Spells

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and “pull” the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don't know. The spell must be on the Wizard spell list, it must be a level you can cast, and it can't have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of



the spell's level. Then, to determine whether you cast the spell, make an Intelligence (**Arcana**) check (DC 10 plus the spell's level). On a successful check, you cast the spell using its normal casting time, and you can't use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100	Effect
01–50	You cast a random spell determined by rolling 1d10: on a 1, Enlarge/Reduce (enlarge effect); on a 2, Enlarge/Reduce (reduce effect); on a 3, Faerie Fire ; on a 4, Fireball ; on a 5, Gust of Wind ; on a 6, Invisibility (cast on yourself); on a 7, Lightning Bolt ; on an 8, Phantasmal Force ; on a 9, Polymorph ; on a 10, Stinking Cloud .
51–55	You have the Stunned condition until the end of your next turn, believing something awesome just happened.
56–60	A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
61–65	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a vial of Acid ; on a 2, a flask of Alchemist's Fire ; on a 3, a Crowbar ; on a 4, a lit Torch .
66–70	You suffer a bout of “magic sickness” and have the Poisoned condition for 1 hour.
71–75	You have the Petrified condition until the end of your next turn.
76–80	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a Dagger ; on a 2, a Rope with a Grappling Hook tied to one end; on a 3, a bag of Caltrops ; on a 4, a gem worth 50 GP.
81–85	A creature appears in an unoccupied space as close to you as possible. The creature isn't under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a 1, a Camel ; on a 2, a Constrictor Snake ; on a 3, an Elephant ; on a 4, a Mule .
86–90	A Hostile Swarm of Bats flies out of the hat, occupies your space, and attacks you.
91–95	A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The DM determines where it leads.
96–00	You pull a magic item out of the hat. Roll 1d6 to determine the item's rarity: on a 1–3, Common; on a 4–5, Uncommon; on a 6, Rare. The DM chooses the item, which disappears after 1 hour if it's not consumed or destroyed before then.

Sheila





SHEILA

CHARACTER NAME

FARMER

BACKGROUND

HUMAN

SPECIES

ROGUE

CLASS

THIEF

SUBCLASS

4

LEVEL

SIZE

MEDIUM

INITIATIVE

+3

SPEED

30 FEET

ARMOR CLASS

14

SHIELD

HIT POINTS

CURRENT

TEMP

35

MAX

HIT DICE

SPENT

4D8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX
DAGGER	+5	1D4 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60), MASTERY: NICK
SHORTBOW	+5	1D6 + 3 PIERCING	AMMUNITION (RANGE 80/320), TWO-HANDED

PROFICIENCY BONUS

+2

INTELLIGENCE

+2

14

MODIFIER

SCORE

☒ +4 Saving Throw

☐ +2 Arcana

☐ +2 History

☐ +2 Investigation

☒ +4 Nature

☐ +2 Religion

STRENGTH

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Athletics

DEXTERITY

+3

17

MODIFIER

SCORE

☒ +5 Saving Throw

☒ +5 Acrobatics

☒ +7 Sleight of Hand

☒ +7 Stealth

WISDOM

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

☒ +4 Animal Handling

☒ +4 Insight

☐ +2 Medicine

☒ +4 Perception

☐ +2 Survival

CHARISMA

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Deception

☐ +1 Intimidation

☐ +1 Performance

☐ +1 Persuasion

CONSTITUTION

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

LUCKY

TOUGH*

CLASS FEATURES

EXPERTISE*

SNEAK ATTACK (2D6)

THIEVES' CANT*

WEAPON MASTERY (DAGGERS, SHORTSWORDS)*

CUNNING ACTION

FAST HANDS

SECOND-STORY WORK

STEADY AIM

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

LANGUAGES

COMMON, DRAGONIC, ELVISH, SYLVAN, THIEVES' CANT

ALIGNMENT

NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

PROFICIENCIES

MARTIAL WEAPONS WITH THE FINESSE OR LIGHT PROPERTY, SIMPLE WEAPONS, CARPENTER'S TOOLS, THIEVES' TOOLS

COINS

CP

SP

EP

GP

PP

39

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Equipment

Cloak of Invisibility

- Leather Armor
- 2 Daggers
- Shortsword
- Shortbow
- 20 Arrows
- Quiver
- Thieves' Tools
- Burglar's Pack
- Carpenter's Tools
- Healer's Kit
- Iron Pot
- Shovel



Traveler's Clothes

Cloak of Invisibility

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a **Magic** action to pull its hood over your head and expend 1 charge to give yourself the **Invisible** condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the cloak.

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