



DRAGONS OF STORMWRECK ISLE

DROWNED SAILORS

DUNGEONS & DRAGONS Starter Set: Dragons of Stormwreck Isle is your gateway to action-packed adventures in the cooperative storytelling game DUNGEONS & DRAGONS! Get a taste of the adventure right now with “Drowned Sailors,” the exciting encounter that kicks off the whole story.

In addition to the “Drowned Sailors” encounter, you’ll find five ready-to-play character sheets and a curated list of spells and their descriptions for the magic users in the party. If you don’t have a twenty-sided die, we recommend using one of the many dice rolling apps available.

Don’t worry if you haven’t played D&D before. This encounter is a great place to start! To learn

to run it, watch the “Encounter Walk-Through: Drowned Sailors” video on playdnd.com—the video explains everything you need to know. You can find plenty of other tools for both players and Dungeon Masters at playdnd.com as well.

DUNGEON MASTERS!



Watch the “Encounter Walk-Through: Drowned Sailors” video to learn to run this encounter!



OVERVIEW

A D&D adventure is a collection of locations, quests, and challenges that inspire you to tell a story. The outcome of that story is determined by the actions and decisions of the player characters—and the luck of the dice.

Dragons of Stormwreck Isle draws the characters into the midst of an ancient war among dragons as they explore an island that has long been a battlefield in that conflict.

To get started, have each player choose one character to play. Five characters printed on separate sheets are included. Tell the players to read over the character sheets, give their characters names, and invent the details of their characters' personality and appearance. Encourage the players to write on the character sheets to make these characters their own. Also give the players the "Spells" handout—it presents useful spells for the cleric and wizard characters. If the players have questions about their characters, playdnd.com has additional resources.

ADVENTURE BACKGROUND

The origin of Dragon's Rest is rooted in the ancient conflict between the good metallic dragons—gold, silver, bronze, brass, and copper—and the evil chromatic dragons—red, blue, green, black, and white. Ages ago, metallic dragons imprisoned a rampaging red dragon beneath the ocean floor. But the red dragon's fury caused the undersea volcanic activity that formed Stormwreck Isle, the island on which Dragon's Rest stands.

The imprisoned dragon's powerful magic has left a permanent mark on Stormwreck Isle. That magic draws other dragons to the island, making it a recurring battlefield. The spiritual scars of dragons who have died there give rise to monsters and unpredictable magic—and this is where the adventure begins!



WELCOME TO DRAGON'S REST

THE ADVENTURE BEGINS AT A TINY CLOISTER ON Stormwreck Isle called Dragon's Rest, a haven where world-weary people come to seek peace, reconciliation, and enlightenment. There, the characters learn about the dangers facing Stormwreck Isle.

Each character has a specific reason for coming to the cloister, as shown on the character sheets. You can also let players invent their own reasons for their characters to seek out the wisdom and assistance of Elder Runara, who runs the cloister.

Read the following text when you're ready to start:

Your journey to Stormwreck Isle was uneventful, and the island—now visible off the bow—promises rare wonders. Seaweed shimmers in countless brilliant colors below you, and rays of sunlight defy the overcast sky to illuminate the lush grass and dark basalt rock of the island. Avoiding the rocks jutting up from the ocean, your ship makes its way toward a calm harbor on the island's north side.

A large, open-air temple comes into view, perched on the edge of a cliff high above you. The ship drops

anchor at the mouth of the harbor, and two sailors row you ashore. You have plenty of time to admire the towering statue at the center of the temple, depicting a wizened man surrounded by seven songbirds. A long path winds up the side of the cliff to the temple, dotted along the way with doorways cut into the rock.

The sailors set you ashore on a rickety dock, where a large rowboat is neatly tied. They point to the base of the path and wish you good luck before they row back to the ship. Your visit to Dragon's Rest begins!

Before continuing with the adventure, encourage the players to introduce their characters to each other if they haven't done so already. They might want to discuss their reasons for visiting Dragon's Rest, or they might prefer to keep their reasons secret for now.

Ask the players to give you the party's marching order as they start toward the cloister. Who's in front, and who's bringing up the rear? Make a note of this marching order.

When you're ready, continue with the "Drowned Sailors" section.

DROWNED SAILORS

Read the following text to start the encounter:

As you're about to leave the beach and start your climb, you hear a ruckus of splashing and a wet, gurgling moan behind you. Three figures are shambling up from the water's edge, about thirty feet away. They're dressed as sailors, but their skin is gray and they look drowned. Sea water drools from their slack mouths as they lurch toward you.

The three shambling sailors are **zombies**, the animated corpses of sailors who died in a recent shipwreck. The characters face a choice: they can turn and fight the zombies, or they can continue up the path and leave the slow, shambling zombies behind.

If the characters turn and fight, this is the first combat encounter in the adventure. Here are the steps you should follow to run it:

1. Review the zombie stat block below.
2. Use the initiative rules to determine who acts first, second, third, and so on. Keep track of everyone's initiative count on your notepad.
3. On the zombies' initiative count, they move toward the characters. If they get close enough, they make melee attacks. The zombies' stat block contains the information you need to resolve these attacks.
4. On each character's initiative count, the character can choose from the actions on their character sheet.
5. The zombies fight until they're all defeated.

Tip: Undead Fortitude. The zombies' Undead Fortitude trait reflects how hard it is to kill these walking corpses. When this trait prevents a zombie from dying, give the players a hint about what happened. You might say, "That should have finished the creature off, but it refuses to stop moving!" On the flip side, any time a zombie takes radiant damage (such as from the cleric's *sacred flame* cantrip), you might describe the creature howling in agony. This can help the players realize that radiant damage is a way to get around Undead Fortitude. If the players ask whether their characters know anything about fighting zombies, have them make DC 10 Intelligence checks. Those who succeed might recall that a particularly powerful blow (a critical hit) or radiant damage can help finish off a zombie.

Runara's Aid. In the unlikely event that the zombies defeat the adventurers, Elder Runara comes to their rescue. The characters wake up in a temple in Dragon's Rest. Runara explains that she heard the sounds of combat and arrived just in time to prevent the zombies from dragging the characters into the sea.

Avoiding the Zombies. If the characters are faring poorly against the zombies or decide not to fight them, the characters can easily escape from the slow, shambling monsters. The zombies don't follow them up the path toward Dragon's Rest. The characters will have another opportunity to deal with the zombies in the adventure booklet.



ZOMBIE

Medium Undead, Typically Neutral Evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4

Proficiency Bonus +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it makes a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

HANDOUT: SPELLS

If you're playing a magic user, you'll notice lots of exciting spells listed on your character sheet. For this encounter, we've narrowed it down to the spells we think will be most useful. Additional spells and their descriptions can be found in the *D&D Starter Set: Dragons of Stormwreck Isle*.

CLERIC SPELLS

SACRED FLAME

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CURE WOUNDS

1st-Level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on Undead or Constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

WIZARD SPELLS

RAY OF FROST

Wizard Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THUNDERWAVE

1st-Level Evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage (round down) and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

THERE'S MORE TO EXPLORE!

Continue the story with the *D&D Starter Set: Dragons of Stormwreck Isle*, which is available now! This boxed set contains the essential rules of the game plus everything you need to play heroic characters caught up in an ancient war among dragons as they explore the secrets of Stormwreck Isle. Get ready for hours of epic adventure!

Find additional tips, tools, and video walk-throughs to help you get started at playdnd.com.



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Cleric
CLASS

1st
LEVEL

Soldier
BACKGROUND

Hill Dwarf
RACE

Medium
SIZE

Lawful Good
ALIGNMENT

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

*See your equipment.

18 ARMOR CLASS

-1 INITIATIVE

25 feet SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

Total 1d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

EQUIPMENT

- ◆ Chain mail*
- ◆ Shield
- ◆ Mace
- ◆ Handaxe
- ◆ Holy symbol
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Insignia of rank
- ◆ Broken blade taken as a trophy from a fallen enemy
- ◆ Set of bone dice
- ◆ Set of common clothes
- ◆ Pouch

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

13 PASSIVE WISDOM (PERCEPTION)

COINS

CP SP EP GP PP

10

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, battleaxes, and warhammers.

LANGUAGES

You can speak, read, and write Common, Dwarvish, Elvish, and Goblin.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Mace. In melee (against a target within 5 feet of you), you can attack with your mace. Roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 bludgeoning damage**.

Handaxe. In melee (against a target within 5 feet of you), you can attack with a handaxe. You can also throw a handaxe at a target up to 20 feet away, or up to 60 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 slashing damage**.

CLERIC

As a cleric, you wield magic given by a god. You revere the deity Marthammor Duin, who watches over travelers and outcasts.

The cleric class gives you the following features.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain is Life. This domain gives you features elsewhere on the character sheet.

Prepared Spells. Each time you finish a long rest, you can prepare four 1st-level spells to make them available for you to cast, choosing from the 1st-level spells listed on the back of this sheet. In addition to those four, you always have these two spells prepared, thanks to the Life Domain: *bless* and *cure wounds*.

Write your prepared spells here:

<i>bless</i>	<i>cure wounds</i>
_____	_____
_____	_____
_____	_____
_____	_____

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest.

You can keep track of your expended spell slots by checking them off in the Spellcasting table on this sheet's other side, where each spell slot is represented by a checkbox.

Cantrips. You know a few cantrips, which are spells you cast without expending spell slots. You know the following cantrips, each of which is detailed in the rulebook:

light *thaumaturgy*
sacred flame

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **13**. When you make a spell attack, you roll **1d20 + 5** to see if you hit. These numbers are based on your spellcasting ability, which is Wisdom.

Spell save DC = 13
Spell attack roll = 1d20 + 5

Continued on back

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

Disciple of Life. Thanks to the Life Domain, your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

HILL DWARF

Dwarves are solid and hardy like the stone they are said to be created from, weathering the centuries with endurance. As a hill dwarf, you have the following traits.

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

Dwarven Resilience. You have resistance to poison damage, and you have advantage on saving throws you make to avoid or end the poisoned condition on yourself.

Stonemasonry. When you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus (so you roll a d20 + 4 for the check).

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included in your hit points).

Heavy Armor. Your speed is not reduced by wearing heavy armor.

YOUR SOLDIER BACKGROUND

You trained as a soldier on the island of Mintarn and joined a mercenary company. You traveled to the city of Neverwinter with your company to serve in both the army and city watch. Over time, you grew disillusioned with many of your fellow soldiers. They seemed to enjoy their authority at the expense of the people they're supposed to protect.

Your background shaped your character in important ways. You learned several languages in the course of your military career (shown in "Languages" above). Your skill proficiencies in Athletics and Intimidation reflect your physical training and an ability to overawe foes.

Recently you've had dreams of a shadow creeping across the sea like a shroud, swallowing an island in darkness. Though you dismissed the dreams at first, you began to hear a voice calling you to stand against death's endless hunger. Certain of your deity's wishes, you resigned your post and set out on your quest.

Personal Goal: Banish a Shadow of Death. Researching images from your dreams pointed you to Stormwreck Isle, not far from Neverwinter. A remote cloister there holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Someone at the cloister may hold the key to the impending doom your deity wishes you to avert.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what the character looks like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character other physical characteristics, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d8), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d8 + 3 to your hit point maximum (this includes the benefit of Dwarven Toughness).

SPELLCASTING ADVANCEMENT

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting table. You also gain more spell slots.

SPELLCASTING

Cleric Level	Prepared Spells	1st-Level Slots	2nd-Level Slots
1st	4	□□	—
2nd	5	□□□	—
3rd	6	□□□□	□□

2ND-LEVEL FEATURES

Channel Divinity. You can channel divine magic from your deity, fueling one of two effects: Turn Undead or Preserve Life. When you use Channel Divinity, choose which of these effects to create; you must then finish a short or long rest to use Channel Divinity again:

Turn Undead. As an action, you present your holy symbol, and each Undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or be 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 end its move in 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 it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. As an action, you present your holy symbol and choose one or more creatures within 30 feet of yourself to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum.

3RD-LEVEL FEATURES

Spells. You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two extra spells prepared: *lesser restoration* and *spiritual weapon*.

Preserve Life. When you use Preserve Life, you can now distribute up to 15 hit points.

CLERIC SPELL LIST

1st-Level Spells

Bless
Command
Cure wounds
Detect magic (ritual)
Guiding bolt
Healing word
Protection from evil and good
Sanctuary
Shield of faith

2nd-Level Spells

Hold person
Lesser restoration
Spiritual weapon



SHAWN WOOD

Fighter	1st	Folk Hero
CLASS	LEVEL	BACKGROUND
Wood Elf	Medium	Neutral Good
RACE	SIZE	ALIGNMENT

CHARACTER NAME

+2 PROFICIENCY BONUS

STRENGTH

+1

13

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

-1

8

SAVING THROWS

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

SKILLS

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

14

ARMOR CLASS

+3

INITIATIVE

35 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

EQUIPMENT

- ◆ Leather armor
- ◆ Longbow
- ◆ 20 arrows
- ◆ Greatsword
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Shovel
- ◆ Iron pot
- ◆ Set of common clothes
- ◆ Pouch

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, and martial weapons.

LANGUAGES

You can speak, read, and write Common, Dwarvish, Elvish, and Halfling.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Greatsword. In melee (against a target within 5 feet of you), you can attack with your greatsword. Roll **1d20 + 3** to see if you hit. If you do, the target takes **2d6 + 1 slashing damage**.

Longbow. You can shoot your longbow at a target up to 150 feet away, or up to 600 feet with disadvantage on the attack roll. Roll **1d20 + 7** to see if you hit. If you do, the target takes **1d8 + 3 piercing damage**.

FIGHTER

Fighters are masters of martial combat, skilled with a variety of weapons and armor. They learn the basics of all combat styles and specialize in one favored form (in your case, archery). The combination of broad general ability and specialization makes fighters superior combatants on battlefields and in dungeons alike.

The fighter class gives you the following features.

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to **1d10 + your fighter level**.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

WOOD ELF

Elves are a people of otherworldly grace, long-lived and passionate. In the earliest days of the multiverse, the first wood elves fell in love with the forests of the world, and they mystically took on characteristics of those woodland realms. Your fleetness of foot and your ability to hide in foliage or other natural phenomena are part of that mystical adaptation.

As a wood elf, you have the following traits.

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

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. Elves don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Mask of the Wild. You can take the Hide action even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

13 PASSIVE WISDOM (PERCEPTION)

COINS

CP

SP

EP

GP 10

PP

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Elf fighter (folk hero), page 1 of 2

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YOUR FOLK HERO BACKGROUND

Your parents lived in the prosperous village of Thundertree, east of the city of Neverwinter and at the edge of the Neverwinter Wood. But when nearby Mount Hotenow erupted thirty years ago, your parents fled, perhaps carrying you in your infancy (depending on how old you are). Your family drifted from village to village around the region, finding work as laborers where they could.

Your background shaped your character in important ways. You learned the languages of several different peoples (shown in “Languages” on the front of this sheet). Your skill proficiencies in Animal Handling and Survival also reflect your upbringing, working with animals and getting by in the natural world.

You’ve spent the last few years in Neverwinter as a carpenter working at the city’s bustling docks. But it’s clear to you and everyone around you that you are destined for much more. You stood up to an abusive ship captain once, so other dockworkers look up to you. Someday, you’ll come into your own. You’ll be a hero.

Personal Goal: Determine Your Destiny. In the remote cloister of Dragon’s Rest lives an old sage who is supposed to possess great wisdom—or possibly supernatural insight. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Maybe Elder Runara can help you determine exactly what your heroic destiny is and set you on the right path to fulfill it, so you can become the hero you know you’re meant to be.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the “Character Name” space on the front of this sheet. Your character’s name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character’s gender. You decide your character’s height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo. You can write notes about your character’s appearance in the “Notes” space below.
3. Flesh out your character’s personality, and read about your character’s alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you’ll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d10), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add $1d10 + 2$ to your hit point maximum.

2ND-LEVEL FEATURE

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3RD-LEVEL FEATURE

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



SHAWN WOOD

NOTES

Paladin	1st	Noble
CLASS	LEVEL	BACKGROUND
Human	Medium	Lawful Good
RACE	SIZE	ALIGNMENT

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- 1 Dexterity
- +2 Constitution
- +0 Intelligence
- +3 Wisdom
- +4 Charisma

SKILLS

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

*See your equipment.

18 ARMOR CLASS

-1 INITIATIVE

30 feet SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

Total 1d10 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

EQUIPMENT

- ◆ Chain mail*
- ◆ Battleaxe
- ◆ Shield
- ◆ 5 javelins
- ◆ Holy symbol
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Set of fine clothes
- ◆ Signet ring
- ◆ Scroll of pedigree
- ◆ Pouch

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

11 PASSIVE WISDOM (PERCEPTION)

COINS

CP

SP

EP

GP 25

PP

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, and martial weapons.

LANGUAGES

You can speak, read, and write Common, Draconic, Dwarvish, and Giant.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Battleaxe. In melee (against a target within 5 feet of you), you can attack with your battleaxe. Roll **1d20 + 5** to see if you hit. If you do, the target takes **1d8 + 3 slashing damage**, or 1d10 + 3 slashing damage if you wield the battleaxe with two hands (which means dropping your shield).

Javelin. In melee (against a target within 5 feet of you), you can attack with a javelin. You can also throw a javelin at a target up to 30 feet away, or up to 120 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 5** to see if you hit. If you do, the target takes **1d6 + 3 piercing damage**.

PALADIN

Paladins swear oaths to gods, ancient orders, and great causes. A paladin's oath is a powerful bond that turns a devout warrior into a blessed champion. You swore your oath to the god Bahamut, the Platinum Dragon, who is a patron of heroes and a champion of justice.

The paladin class gives you the following features.

Divine Sense. As an action, you can open your senses to the presence of strong evil and powerful good. Until the end of your next turn, you know the location of any Celestial, Fiend, or Undead within 60 feet of you that is not behind total cover. You know the type 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.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total of 5 hit points.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, 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 point separately for each one.

This feature has no effect on Undead or Constructs.

ABOUT HUMANS

Humans are the most numerous people of the Forgotten Realms. They live alongside elves, dwarves, halflings, and other peoples in villages, towns, and cities across the world. Human adventurers are often motivated to leave a lasting legacy.

YOUR NOBLE BACKGROUND

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents ruled the county of Corlinn Hill, located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill. Instead of growing up on an estate, you were raised in a small townhouse in Waterdeep. As an adult, you stand to inherit only a title.

Your background shaped your character. You learned the languages of dwarves and giants from a childhood tutor (shown in “Languages” on the front of this sheet), and your skill proficiencies in History and Persuasion reflect your education in history and etiquette.

Since swearing your oath to Bahamut, you’ve returned to Neverwinter and have been a champion to those who are overlooked by the institutions that exist to protect them. Recently, your resolve has been shaken by corruption in the city guard and ruling aristocrats.

Personal Goal: Rejuvenating Pilgrimage. Seeking to reinvigorate your resolve, you learned of a remote cloister, Dragon’s Rest, on a tiny island. The cloister holds a temple to the dragon god Bahamut. You feel drawn to contemplate your place in the world there.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the “Character Name” space on the front of this sheet. Your character’s name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character’s gender. You decide your character’s height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character’s personality, and read about your character’s alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you’ll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d10), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d10 + 2 to your hit point maximum.

2ND-LEVEL FEATURES

Prepared Spells. Each time you finish a long rest, you can prepare three 1st-level spells to make them available for you to cast, choosing from the 1st-level spells listed below. Write your prepared spells here:

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest. You can keep track of your expended spell slots by checking them off in the Spellcasting table, where each spell slot is represented by a checkbox.

SPELLCASTING

Paladin Level	Prepared Spells	1st-Level Slots
2nd	3	<input type="checkbox"/> <input type="checkbox"/>
3rd	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **12**. When you make a spell attack, you roll **1d20 + 4** to see if you hit. These numbers are based on your spellcasting ability, which is Charisma.

Spell save DC = 12
Spell attack roll = 1d20 + 4

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal **2d8** radiant damage to the target, in addition to the weapon’s damage. The extra damage increases by **1d8** if the target is an Undead or a Fiend.

Lay on Hands. The healing pool of Lay on Hands increases to 10.

3RD-LEVEL FEATURES

Divine Health. The divine magic flowing through you makes you immune to disease.

Lay on Hands. The healing pool of Lay on Hands increases to 15.

Spells. You gain a spell slot, as shown in the Spellcasting table. In addition to the spells you choose to prepare, you always have two extra spells prepared: *protection from evil and good* and *sanctuary*.

Channel Divinity. You can channel divine magic from your oath, fueling one of two effects: Sacred Weapon or Turn the Unholy. When you use Channel Divinity, choose which of these effects to create; you must then finish a short or long rest to use Channel Divinity again:

Sacred Weapon. As an action, you present your holy symbol and imbue one weapon that you are holding with positive energy. For 1 minute, you add +2 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light for 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you present your holy symbol, and each Fiend or Undead that can see or hear you within 30 feet of you must succeed on a DC 12 Wisdom saving throw or be 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 end its move in 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 it has nowhere it can move, the creature can use the Dodge action.

PALADIN SPELL LIST

1st-Level Spells

Bless
Command
Cure wounds
Detect magic
Protection from evil and good
Shield of faith



SHAWN WOOD

Rogue	1st	Criminal
CLASS	LEVEL	BACKGROUND
Lightfoot Halfling	Small	Chaotic Good
RACE	SIZE	ALIGNMENT

CHARACTER NAME

+2 PROFICIENCY BONUS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

-1 Strength

+5 Dexterity

+1 Constitution

+3 Intelligence

+0 Wisdom

+3 Charisma

SAVING THROWS

+5 Acrobatics (Dex)

+0 Animal Handling (Wis)

+1 Arcana (Int)

-1 Athletics (Str)

+5 Deception (Cha)

+1 History (Int)

+0 Insight (Wis)

+3 Intimidation (Cha)

+0 Investigation (Int)

+0 Medicine (Wis)

+1 Nature (Int)

+2 Perception (Wis)

+3 Performance (Cha)

+3 Persuasion (Cha)

+1 Religion (Int)

+5 Sleight of Hand (Dex)

+7 Stealth (Dex)

+0 Survival (Wis)

SKILLS

12 PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP 15

PP

COINS

14

ARMOR CLASS

+3

INITIATIVE

25 feet

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

- ◆ Leather armor
- ◆ Shortbow
- ◆ 20 arrows
- ◆ 2 daggers
- ◆ Thieves' tools
- ◆ Backpack
- ◆ Bag of 1,000 ball bearings
- ◆ 10 feet of string
- ◆ Bell
- ◆ 5 candles
- ◆ 2 crowbars
- ◆ Hammer
- ◆ 10 pitons
- ◆ Hooded lantern
- ◆ 2 flasks of oil
- ◆ 5 days of rations
- ◆ Tinderbox
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Set of dark common clothes including a hood
- ◆ Pouch

EQUIPMENT

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with light armor, simple weapons, hand crossbows, longswords, rapiers, and short-swords. You also have proficiency with thieves' tools.

LANGUAGES

You can speak, read, and write Common, Goblin, and Halfling.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Dagger. In melee (against a target within 5 feet of you), you can attack with your dagger. You can also throw a dagger at a target up to 20 feet away, or up to 60 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 5** to see if you hit. If you do, the target takes **1d4 + 3 piercing damage**.

Shortbow. You can shoot your shortbow at a target up to 80 feet away, or up to 320 feet with disadvantage on the attack roll. Roll **1d20 + 5** to see if you hit. If you do, the target takes **1d6 + 3 piercing damage**.

ROGUE

Rogues develop broad expertise that few other characters can match. When it comes to battle, rogues prioritize cunning over brute strength, placing one precise strike exactly where the attack will hurt the most.

The rogue class gives you the following features.

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Stealth skill (the doubled bonus is included on your Skills list) or your proficiency with thieves' tools.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your dagger or shortbow) and you have advantage on the attack roll, you can deal an extra **1d6** damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal this extra damage, however, if you have disadvantage on the attack roll.

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple, messages.

LIGHTFOOT HALFLING

Halflings are small folk, but they are blessed with luck and courage befitting the mightiest of dragons. Lightfoot halflings easily hide from notice, slipping around and behind larger folk, be they friend or foe.

As a lightfoot halfling, you have the following traits.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the d20 and must use the new roll.

Brave. You have advantage on saving throws you make to avoid or remove the frightened condition on yourself.

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

Naturally Stealthy. You can attempt to hide when you are obscured by a creature that is at least one size larger than you.

Continued on back

YOUR CRIMINAL BACKGROUND

You fell in with a thieves' guild called the Gilded Gallows at an early age. The guild has prospered in recent years, and its influence is spreading across the Sword Coast. You followed that expansion, hoping to find your fortune in the city of Neverwinter.

Your background shaped your character in important ways. You learned the use of thieves' tools from scoundrels and gamblers (shown in "Proficiencies" on the front of this sheet) and picked up the Goblin language at the same time. Your skill proficiencies in Deception and Stealth also reflect your upbringing, talking your way out of trouble and skulking past unfriendly eyes.

Fortunes in Neverwinter have been fair but not the fast riches you hoped for. You heard a story from a smuggler about a high-ranking member of the Gilded Gallows who turned traitor, killed their partner, and fled with a sovereign's ransom in treasure. Thanks to details you've picked up here and there that corroborate the story, you're certain it's more than just a rumor.

Personal Goal: Find the Lost Fortune. Whoever that Gilder was who skipped out with the gold, they've covered their tracks well. The trail went cold in Neverwinter, but recently you've learned of a remote island cloister called Dragon's Rest. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. There is also a community of hermits who live there now, the perfect place to hide for someone wishing to escape their past. If that treasure's there, you'll find it.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo. You can write notes about your character's appearance in the "Notes" space below.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d8), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add $1d8 + 1$ to your hit point maximum.

2ND-LEVEL FEATURE

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

3RD-LEVEL FEATURES

Second-Story Work. You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

Sneak Attack. You deal $2d6$ damage with your Sneak Attack, instead of $1d6$.



SHAWN WOOD

NOTES

CHARACTER NAME _____

Wizard	1st	Sage
CLASS	LEVEL	BACKGROUND
High Elf	Medium	Neutral Good
RACE	SIZE	ALIGNMENT

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

12 ARMOR CLASS

+2 INITIATIVE

30 feet SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

Total 1d6 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

EQUIPMENT

- ◆ Shortsword
- ◆ Component pouch
- ◆ Spellbook
- ◆ Backpack
- ◆ Book of lore
- ◆ 2 bottles of ink
- ◆ Ink pen
- ◆ 10 sheets of parchment
- ◆ Little bag of sand
- ◆ Small knife
- ◆ A letter from a dead colleague posing a question you have not yet been able to answer
- ◆ Set of common clothes
- ◆ Pouch

13 PASSIVE WISDOM (PERCEPTION)

COINS

CP SP GP 10 PP

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with daggers, darts, light crossbows, longswords, quarterstaves, shortbows, shortswords, and slings.

LANGUAGES

You can speak, read, and write Common, Celestial, Draconic, Dwarvish, and Elvish.

ATTACKS

Your spells are your best tool in combat, but you also have a weapon you can use.

Shortsword. In melee (against a target within 5 feet of you), you can attack with your shortsword. Roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 piercing damage**.

WIZARD

Wizards are studious magic-users who wield spells fueled by the magic that permeates the cosmos. The lure of knowledge calls wizards out of the safety of their libraries into crumbling ruins and lost cities.

The wizard class gives you the following features.

Spellbook. You have a spellbook containing these 1st-level spells, each of which is detailed in the rulebook:

detect magic *shield*
mage armor *sleep*
magic missile *thunderwave*

Prepared Spells. Whenever you finish a long rest, you can prepare four 1st-level

spells to make them available for you to cast, choosing from the spells in your spellbook. Write your prepared spells here:

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest.

You can keep track of your expended spell slots by checking them off in the Spellcasting table on this sheet's other side, where each spell slot is represented by a checkbox.

Cantrips. You know a few cantrips, which are spells you cast without expending spell slots. You know the following cantrips, each of which is detailed in the rulebook:

mage hand *ray of frost*
prestidigitation *shocking grasp*

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **13**. When you make a spell attack, you roll **1d20 + 5** to see if you hit. These numbers are based on your spellcasting ability, which is Intelligence.

Spell save DC = 13
 Spell attack roll = 1d20 + 5

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. The rulebook explains rituals.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can recover one 1st-level spell slot.

Continued on back

HIGH ELF

Elves are a people of otherworldly grace, long-lived and passionate. In the earliest days of the multiverse, the first high elves settled in fey crossings, places where the natural world and a fantastic realm of magic and emotion, known as the Feywild, touch and overlap. The high elves mystically took on characteristics blending both realms. Your facility with language and your innate understanding of useful magic are part of that mystical adaptation.

As a high elf, you have the following traits.

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

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. Elves don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Cantrip. Your *prestidigitation* cantrip (listed above) reflects the innate magic of a high elf, not your wizardly study.

YOUR SAGE BACKGROUND

Your parents identified your magical talent early in your long elven life and arranged for you to be apprenticed to a kindly wizard in the city of Neverwinter. You excelled at your studies and forged friendships and rivalries with other apprentices. You always had a particular knack for wielding flashy, energetic forces, and you focused your study on the school of evocation.

Your background shaped your character in some important ways. A secret sought by a colleague drives you. Your skill proficiencies in Arcana and History also reflect your upbringing, studying the nature of magic and the great wizards of days past who wielded it.

After graduating from your apprenticeship, you and your peers went your separate ways to focus on your own studies. Recently, you received a letter from one of your colleagues, pointing you toward a source of lost knowledge. Shortly after the letter arrived, you learned tragic news: your friend died under mysterious circumstances.

Personal Goal: Discover Lost Knowledge. The letter spoke of an arcane observatory built on a nearby island by wizards long gone, and it hinted at powerful magic hidden there. A small cloister known as Dragon's Rest also resides on the island. The caretaker of the cloister's temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice, must have information regarding the observatory. This Elder Runara can set you on the path to discovering the knowledge your friend never found.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d6), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d6 + 2 to your hit point maximum.

SPELLCASTING ADVANCEMENT

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting table. You also gain more spell slots.

SPELLCASTING

Wizard Level	Prepared Spells	1st-Level Slots	2nd-Level Slots
1st	4	□□	—
2nd	5	□□□	—
3rd	6	□□□□	□□

Adding Spells to Your Spellbook. Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list below. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2ND-LEVEL FEATURES

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

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

3RD-LEVEL FEATURES

Arcane Recovery. You can now recover two 1st-level spell slots, or a single 2nd-level spell slot (your choice).

Spells. You can now prepare and cast 2nd-level spells.

WIZARD SPELL LIST

1st-Level Spells

Comprehend languages (ritual)
Detect magic (ritual)
Mage armor
Magic missile
Protection from evil and good
Ray of sickness
Shield
Sleep
Thunderwave

2nd-Level Spells

Flaming sphere
Hold person
Invisibility
Misty step
Shatter



RICHARD WHITTERS