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# LAST WISH

A D&D ONE-SHOT FOR 4 2ND LEVEL CHARACTERS

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MADE BY DARAWNAL  
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# INTRODUCTION

**Last Wish** is a one-shot for 4 2<sup>nd</sup> level characters. This one-shot was originally made for **Owlbears Ate My Jam! – A 48-hour one-shot writing jam for D&D 5e** with the following prompts:

- **Characters:** Winter wolf, Guild merchant, Ranger
- **Items:** Ink Pen, Ring of Three Wishes, Moldy Cheese
- **Theme:** You Are The World

Feel free to change add or modify any of the details to make this one-shot work in your campaign. I have written this one-shot to be runnable as its separate adventure. Either as a story that a NPC is telling the players in the main campaign (and thus introducing the plot hook for the Ring of Three Wishes to your campaign), as an interactive shared dream sequence or as a switcharoo. If you want to utilize this one-shot differently, go right ahead.

## SYNOPSIS

Four adventurers wake up next to a dead frost giant. Beaten, confused and with no recollection on what has happened, they pick themselves up and start exploring their environment. A wounded white wolf indirectly leads them on a journey of discovering themselves and their history.

## CREATURES

Creatures in this adventure:

- Winter Wolf “Vapor” – MM. p. 340 – CR3 (700xp)
- Polar bear – MM. p. 334 – CR2 (450xp)

## DM NOTES

This adventure is going to be a bit different from the norm. The one-shot is meant to be played with “hidden character sheets”, meaning that only the DM has access to the character sheets to simulate amnesia. This might be somewhat annoying to some players, so make sure they are okay with playing a premade character. If you want to make your own characters for your own player group, feel free to change details with the world to match their characters backstory in similar fashion as I have done here.

- This adventure is designed for 4 pre-generated 2<sup>nd</sup> level characters.
- Players should take a short rest immediately when they wake up, and perhaps another after they face the polar bear

## STORYLINE

Our heroes wake up in a snowy forest next to a corpse of Flegkaros - a Frost Giant - and a wounded Vapor - a winter wolf that tries to wake up dead Flegkaros. When characters start getting up, Vapor growls at them and runs away to lick it's wounds.

As PC's try to figure out who they are and what has happened to the frost giant, they notice that one of the PCs is missing a ring finger and pinky finger from their left hand. After patching up their wounds, they look for more clues from their surroundings on where they should move next, and start following the tracks Vapor left them.

Following Vapor's trail through the snowy pine forest, they enter a small town of Alyrne. Some of the villagers notice their heroes return, and start asking questions regarding the Flegkaros and Vapor. Landrin Prideeye – A traveling merchant from the out-of-town jeweler's guild – Tells PCs that he has hired them to get rid of the frost giant and they had the town's ranger – Harnway – tracking the frost giant with them.

After the locals have given some background for the player characters, they now should track down and find the lair of Flegkaros to finish Vapor and get back Landrin's Ring. On their way there, PCs stumble across the dying ranger Harnway, who was slashed apart by Flegkaros's Greataxe, and the trails on the ground suggest that Vapor has come back and ran off back to Flegkaros's lair.

Vapor's trail leads to an icy cavern, and at the entrance, there is a polar bear guarding the entrance. After a brief combat, they enter the cavern. Cavern's walls are filled with a story, that seems familiar to the player characters, and it tells the story that the four of them are actually dead and in a wintery limbo. At the end of the cavern, they finally find Vapor waiting for them.

PCs open up Vapor's stomach to retrieve the Landrin's Ring – which is Ring of Three Wishes with 2 of 3 charges consumed – and either use the *wish* spell from the ring to get out of their limbo or naturally sending their spirits back to rest by returning Landrin's Ring back.

## LOCATIONS

**Forges:** The wintery countryside that contain the town of Alryne, the forests and the mountain of Terenmer and endless icy tundras.

**Flegkaros's Rest:** The site where PCs wake up confused and startled. Flegkaros the frost giant lies dead here.

**Alryne:** A small pioneer/hunting village near a pine forest, buildings are mostly log cabins.

**Ink Pen:** Tiny loggers' bar in the middle of Alryne. It was a regular place of a once famous writer.

**Terenmer Forest:** A pine forest separating the Terenmer Peak and Alryne.

**Terenmer Peak:** Mountain with the lair of Flegkaros in the root of the mountain.

## NOTABLE NPCs

**Landrin Prideeye:** Out-of-town merchant from the jeweler's guild, who hired PCs to fight Flegkaros and Vapor.

**Harnway:** A ranger from the village of Alryne who originally led the PCs to Terenmer Peak to fight the Flegkaros and Vapor.

**Vapor:** A winter wolf, the guard and the hunting companion of the frost giant Flegkaros.

**Flegkaros:** A dead frost giant in the forest near Alryne, who terrorized the region when he was alive.

## PLAYER CHARACTERS

**Arynhaw:** Human Ranger – Brother of Harnway.

**Olga Kerfs:** Dwarf Cleric – The original first victim of Flegkaros.

**Aprov Lupo:** Tiefling Wizard – The one who is missing 2 of fingers from his left hand. He used a charge from the Ring of Three Wishes, when they fought against the frost giant.

**Eydin Piner-Adler:** Half-elf Bard – The one who accepted this task on behalf of the whole group.

Hand out the characters randomly to players or decide for them what characters they are. Character sheets are in the appendixes of this document.



# ACT I - WAKING UP

When you start the session, read this aloud:

You all wake up face down in the snow. Fat snowflakes lazily fall on your cold faces as you rise up from your snowy beds. The northern lights light up the environment. You see scorched remains of a still smoking frost giant and a white haired, large wounded wolf. It looks at the corpse of the frost giant for a while, taps on the shoulder of the giant with its paw and waits for a while. When the wolf turns to your direction, you notice that there is some blood and cloth stuck in its teeth whilst it snarls at you and starts running away.

You carefully stand up and immediately feel a bit nauseous and confused. You have no recollection where you are, who you are or why there is a smoldering corpse of a frost giant.

Winter wolf **Vapor** escapes the scene before anyone can properly react. Vapor has two of the Aproz's fingers and **Landrin's Ring of Three Wishes** in his mouth.

Hand your players empty character sheets, and ask them to keep track of the stats when the numbers are revealed to them. Let your players try to figure out their characters by investigating the scene. Whenever they roll any skill, tell them the modifier of the appropriate skill and tell them to add that to their empty character sheets. If they are trying to figure out their magic powers, point them into the right direction, but don't say outright what they're capable of doing. Only exception is Aproz, as he has his spellbook still intact.

The player characters are:

**Arynhaw** – A male human ranger

**Olga Kerfs** – A female dwarf cleric

**Aproz Lupo** – A male tiefling wizard

**Eydin Piner-Adler** – A female half-elf bard

The whole party is badly beaten, and need a short rest to patch up their wounds. **Aproz Lupo** has both ring finger and pinky finger missing from his left hand, and a successful medicine check (**DC15**) determines that they seem to be bitten off. **Olga** feels like she has no problem bandaging the hand of Aproz. Use the downtime to describe the characters and their gear to players. History checks reveal nothing of their past.

Dead frost giant **Flegkaros** has a greataxe, with its blade smeared in blood. Successful investigation check (**DC10**) tells that the blood seems to be dried to the blade of the axe a long time ago. He also has some **moldy cheese** in his belt pouch.

When they have some idea what they are and have figured out some of their skills, lead the players on the trail

of the Vapor. **Arynhaw** can somehow instinctively follow the tracks better than the rest of the party and see the paw prints more clearly.

## ACT II - THE HUNT

After following the Vapor's trail for a short while in the dim light of the northern lights, PCs travel through a forest following the paw prints in the snow. At the edge of the forest, they notice a small village of **Alryne**. The outskirts of the town and buildings seem strangely familiar to Olga. Log cottages populate the town with smoke coming out of their chimneys and some lights still flickering in the night.

When PCs enter Alryne, **Landrin Prideeye** – an elderly man who is closing down their marketstand – looks at the party confused and then starts approaching them.

Read this part aloud:

The northern lights dance in the sky as the snow beneath your boots creak. A small logging village seems to be half-asleep; with only a few log cottages with their lanterns burning and a few chimneys producing smoke.

Underneath a small canopy in the center of this tiny village, there is a few tables with stands filled with hunting gear, adventuring gear and jewelry. A man is pulling cloth over the stands and notices you.

A confused old man in fancy robes look at you and pulls his fur cape tighter as he walks towards you. His beard is a bit frosted and you can see his breath as he tries to warm his fingers.

"Wait, did you already defeat Flegkaros and Vapor? Where is Harnway?"

Landrin shudders a bit and listens to the confused answers of PCs. When it seems that everyone is confused, Landrin asks if the PCs want to get out of the cold to discuss the matter inside the tavern **Ink Pen**. Eydin unexpectedly feels odd comfort, when Landrin mentions Ink Pen. Now that they are in somewhat familiar place, allow them to roll history check. Successful history checks (**DC20**) reveals the personality traits of that party member.

Ink Pen is a tiny loggers' bar, which can probably hold only about 15 people inside it. There's only two bar patrons and the wench behind the counter, and they look intriguingly at the direction of the party. Landrin sits down at the table, buys PCs a round of ale and starts asking what happened and what they know.

Landrin can tell the characters following details when asked:

- Their names.
- They've been hired by him to kill the Flegkaros and Vapor, who've been terrorizing the area of Forges.
- He gave Aprov a **magical ring** to help them out with the frost giant situation. Landrin says that he

knows the ring is powerful, but he doesn't have a clue what it actually does or how it works.

- Their fighting style (not their class outright, but how they fight).
- Harnway, the Alryne's own ranger, was with them when they tracked down the frost giant.

When PCs have had their fill of questions, Landrin will ask Aprov his magic ring back. Landrin will pressure the PCs to retrieve the ring when they can't hand it back. If they still have not figured out that Vapor must have taken it, have Landrin point out that Aprov's missing some of his fingers and might have dropped it somewhere. Landrin requests that the party should find Vapor's trail, before it gets too cold (no pun intended).

If players request, Landrin can sell PCs some adventuring gear for the regular price, but not much gear, since they don't have his ring back.

After PCs go back to the trail of Vapor, they continue through the forest to the other side. After they've walked for a while, Arynshaw starts noticing more footprints in the snow, which look a lot of like their own prints and the frost giant's. They notice that there's a lot of trees smashed on the trail where the frost giant has been. They come across **Harnway**, who is lying on the ground.

Read this part aloud:

You see a human man lying on the snow next to some smashed pine trees. You see him barely breathing and gasping.

"Brother, where are you? Arynshaw, I'm sorry for everything, this is my fault. Brother, come back to me."

He coughs some crimson blood on the snow and looks at you with his frozen, gray eyes. He tries to reach his short sword by feeling the bloodsoaked snow blindly with his broken, frostbitten fingers.

"We didn't kill the giant! We didn't kill the beast! We didn't avenge Olga -"

The man suddenly stops moving altogether and has a frozen horrified expression on his face when he sees Arynshaw.

If either Olga or Eydin tries to heal, they will fail. Successful medicine check (**DC10**) reveals that Harnway has been dead for at least a decade, but not composed as fast due to the cold environment.

Vapor's trail still seems to continue towards a mountain behind the pine forest.

## ACT III - LAST WISH

At the base of the mountain, there lies an icy cavern entrance. At the entrance of this cavern, a polar bear growls at the player characters and starts running at them.

Combat I: 1 Polar Bear, CR 2, 450xp (MM. p. 334)

See the official entry for full Polar Bear stats.

After a brief combat, PC may enter the dark cavern. The icy cavern's walls are filled with drawings that feel strangely familiar to Eydin.

Read this part aloud:

In the icy walls of the cavern, you notice that someone has carved many pictures into the walls. Eydin notices that the pictures have been scraped with a small modeling knife.

The first picture shows a giant and a wolf destroying a town and crushing a dwarf underneath his axe.

The second picture shows two humans looking down a trail, and getting ambushed by the giant.

The third picture shows a violinist running away from a hungry wolf.

Final picture shows a horned wizard rising his staff against the wolf and the giant running towards him.

A successful perception check (**DC10**) reveals that the figures carved in the walls are modeled after the party members, the frost giant, the wolf and the town. A successful history check (**DC15**) reveals that the PCs are in fact, dead, and have been dead for a long time.

There is a small room at the end of the cavern and the smell of moldy cheese fills the corridor. Flegkaros' room has a bed, a nightstand, some mundane loot from raiding the village. In the corner of the room, Vapor stops nibbling on a piece of moldy cheese on the floor and jumps in front of the party.

If party picked up the moldy cheese from the belt pouch of Flegkaros, Vapor will hesitate using his breath weapon outright.

Combat II: Vapor the Winter Wolf, CR 3, 700xp (MM. p. 340)

See the official entry for full Winter Wolf stats.

After the fight, Aprov feels some sort of pull to the stomach of the wolf. If Aprov uses *detect magic*, he notices that there is a faint aura of a magical object coming from the inside of the wolf.

After opening up the wolf, the party retrieves Landrin's Ring. If Eydin casts *identify* on the ring, it is revealed as **The Ring of Three Wishes** – with two of its three charges used.

**If the players return the ring back to Landrin without using the last *wish* spell:**

Landrin will thank the party for returning his ring back to him and thank for getting rid of the giant and the wolf. He says that now he can rest easy, and then just vanishes.

PCs start gradually remembering the things that they have done before dying and get their last chance of saying goodbye to each other, before they start vanishing too. After they've said what they wanted, they feel their souls start coming apart from their bodies and move to rest.

**If the players use the last *wish* spell from the ring to escape Forges:**

PCs start gradually remembering the things that they have done before dying and get their last chance of saying goodbye to each other. After they've said what they wanted, they feel their souls start coming apart from their bodies and move to rest.

**If the players use the last *wish* spell to do anything else:**

PCs get their final wish, but only for a split-second until their souls are violently stripped from their bodies. Their souls didn't find rest and continue to the afterlife, and are now specters somewhere in the material plane.

# FLEGGAROS' LAIR



# MAP OF FORGES



Arynhaw

CHARACTER NAME

Ranger 2  
CLASS & LEVEL

Outlander  
BACKGROUND

PLAYER NAME

Human  
RACE

Chaotic Good  
ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
+1  
13

**DEXTERITY**  
+3  
16

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+0  
11

**WISDOM**  
+2  
15

**CHARISMA**  
-1  
9

**INSPIRATION**

+2 **PROFICIENCY BONUS**

**SAVING THROWS**

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

**SKILLS**

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

**14** ARMOR CLASS

**+3** INITIATIVE

**30 ft.** SPEED

Hit Point Maximum 20

**20** CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**NAME**      **ATK BONUS**      **DAMAGE/TYPE**

Rapier      +5      1d8+3

Scimitar      +5      1d6+3

ATTACKS & SPELLCASTING

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

PERSONALITY TRAITS

Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)

IDEALS

I am the last of my tribe, and it is up to me to ensure their names enter legend.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

**14** PASSIVE WISDOM (PERCEPTION)

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of musical instrument (Horn)

Saving Throws: Strength, Dexterity

Skills: Animal Handling, Nature, Perception, Stealth, Survival

Languages: Common, Giant, Gnomish, Halfling

OTHER PROFICIENCIES & LANGUAGES

**49** CP

**26** SP

**13** GP

Leather armor (AC 11), rapier, scimitar, two (2) shortswords, hand crossbow and 20 bolts, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal you killed, 3 gems (worth 10 gp each)

EQUIPMENT

Favored Enemy: Giants

Natural Explorer: Arctic

Prepared Spells

1st Level (2 slots): Animal Friendship, Ensnaring Strike

Wanderer: You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

FEATURES & TRAITS

Olga Kerfs

CHARACTER NAME

Cleric 2

CLASS & LEVEL

Hill Dwarf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
**+1**  
13

**DEXTERITY**  
**+0**  
10

**CONSTITUTION**  
**+3**  
16

**INTELLIGENCE**  
**-8**  
8

**WISDOM**  
**+3**  
16

**CHARISMA**  
**+1**  
12

**INSPIRATION**

**+2** PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

**13** PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: brewer's supplies

Saving Throws: Wisdom, Charisma

Skills: History, Insight, Persuasion, Religion

Languages: Common, Dwarvish, Orc, Celestial

**16** ARMOR CLASS

**+0** INITIATIVE

**25 ft.** SPEED

Hit Point Maximum **21**

**21** CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **2d8** HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**NAME**      **ATK BONUS**      **DAMAGE/TYPE**

**WHammer**      **+3**      **1d8+1**

ATTACKS & SPELLCASTING

**EQUIPMENT**

- CP **75** Scale mail, shield, warhammer, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, light crossbow, mace, vestments, 6 gems (worth 10 gp each)
- SP **2**
- CP **9**

I see omens in every event and action. The gods try to speak to us, we just need to listen. Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEALS

I will do anything to protect the town where I served.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

**FEATURES & TRAITS**

Darkvision (60 feet)

Dwarven Resilience

Dwarven Combat Training

Tool Proficiency (brewer's supplies)

Dwarven Toughness

Stonecunning

Ritual Casting

Discipline of Life

Channel Divinity

Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)

Channel Divinity: Preserve Life (heal 10 hp)

Shelter of the Faithful

Cantrips Known: Guidance, Light, Resistance, Sacred Flame

Prepared Spells

1st Level (3 slots): Bless\*, Cure Wounds\*, Command, Detect Magic, Inflict Wounds, Guiding Bolt, Purify Food and Drink

Aprov Lupo

CHARACTER NAME

Wizard 2

CLASS & LEVEL

Tiefling

RACE

Sage

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
**+0**  
10

**DEXTERITY**  
**+1**  
13

**CONSTITUTION**  
**+2**  
14

**INTELLIGENCE**  
**+3**  
16

**WISDOM**  
**+1**  
12

**CHARISMA**  
**+0**  
10

**INSPIRATION**

**+2 PROFICIENCY BONUS**

**SAVING THROWS**

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

**SKILLS**

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

**11** ARMOR CLASS

**+1** INITIATIVE

**30 ft.** SPEED

Hit Point Maximum 14

**14** CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

There's nothing I like more than a good mystery. I'm convinced that people are always trying to steal my secrets.

PERSONALITY TRAITS

No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

**11** PASSIVE WISDOM (PERCEPTION)

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine

Languages: Common, Giant, Orc, Infernal

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
Q.staff	+2	1d6+0

ATTACKS & SPELLCASTING

**25** CP

**79** SP

**11** GP

**PP**

Dagger, quarterstaff, belt pouch, set of common clothes, a bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, 3 gems (worth 10 gp each)

EQUIPMENT

Specialty: Discredited academic

Darkvision (60 feet)

Hellish Resistance

Infernal Legacy

Ritual Casting

Arcane Recovery

Evocation Savant

Sculpt Spells

Researcher

Spellcasting

Spell Attack Modifier +5

Spell Save DC 13

Cantrips Known: Friends, Mage Hand, Poison Spray

Prepared Spells

1st Level (3 slots): Mage Armor, Magic Missile, Witch Bolt, Detect Magic, Charm Person

FEATURES & TRAITS

Eydin Piner-Adler

CHARACTER NAME

Bard

CLASS & LEVEL

Half-Elf

RACE

Entertainer

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
**+0**  
10

**DEXTERITY**  
**+2**  
15

**CONSTITUTION**  
**+2**  
14

**INTELLIGENCE**  
**+1**  
12

**WISDOM**  
**-1**  
8

**CHARISMA**  
**+3**  
17

**INSPIRATION**

**+2 PROFICIENCY BONUS**

**SAVING THROWS**

- +0 Strength
- +4 Dexterity
- +2 Constitution
- +1 Intelligence
- 0 Wisdom
- +5 Charisma

**SKILLS**

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

**13** ARMOR CLASS

**+3** INITIATIVE

**30 ft.** SPEED

Hit Point Maximum 17

**17** CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+4	1d8+2

ATTACKS & SPELLCASTING

I love a good insult, even one directed at me. I get bitter if I'm not the center of attention.

PERSONALITY TRAITS

People. I like seeing the smiles on people's faces when I perform. That's all that matters.

IDEALS

I want to be famous, whatever it takes.

BONDS

I'll do anything to win fame and renown.

FLAWS

**10** PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, viol, lute, drum, lyre

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Arcana, Deception, Insight, Investigation, Performance, Sleight of Hand

Languages: Common, Dwarvish, Elvish

**31** CP

**6** SP

**11** GP

**11** GP

**11** GP

Leather armor, rapier, dagger, entertainer's pack (includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit), belt pouch, set of common clothes, set of costume clothes, viol, the favor of an admirer (love letter), 2 gems (worth 10 gp each)

EQUIPMENT

**Entertainer Routine:**

- Instrumentalist
- Darkvision (60 feet)
- Fey Ancestry
- Ritual Casting
- Bardic Inspiration (d6) (3 uses per day)
- Jack of All Trades
- Song of Rest (+1d6 hp/rest)
- By Popular Demand
- Spellcasting

Spell Attack Modifier +5

Spell Save DC 13

Cantrips Known: Light, Vicious Mockery

Prepared Spells

1st Level (3 slots): Detect Magic, Cure Wounds, Identify, Healing Word

FEATURES & TRAITS

## CREDITS & LEGAL

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