



BRINEBREAK

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This adventure is designed for between 3 to 7 3rd level adventurers.
It is optimized for 5 3rd level adventurers.

The adventure takes place on the small island of Brinebreak, which has recently been engulfed in a supernatural storm.

BACKGROUND

Captain Roan Abernathy rode atop the waves for the better part of his fifty-odd years alive, but there is one lesson he never truly learned: you cannot take revenge upon the sea.

A headstrong and controlling man, Abernathy's most recent life was spent as the captain of the whaling ship Riptide—though he and his crew were not above a bit of piracy when an opportunity presented itself. For over a decade, the Riptide hauled beasts out of the low fathoms and plundered fat merchant ships of their wealth.

After amassing a small fortune, ill-gotten and otherwise, Captain Abernathy planned to retire from his life on the sea. He fetched his wife and young daughter from the tiny island of Brinebreak and headed off to live out his last days in splendor on the mainland.

Or at least that was his plan.

Before Abernathy could sail the Riptide free of Brinebreak Island, a rogue wind blew him off course and onto the teeth of the treacherous Bullhead Reef. The Riptide's keel cracked and she sank beneath the waves, taking Abernathy's family with it.

A few crewmembers survived and made it back to Brinebreak, Captain Abernathy among them. It was on the foam-dappled shore of the island that he declared his hatred of the sea, of the goddess of waves and winds who commanded it, and swore he would take his revenge.

RECENT EVENTS

In the time since the day he lost everything, Abernathy has been meticulously preparing to make good on his oath of vengeance. He has not left the island since, becoming a local character surrounded by rumors and superstitions. Abernathy took up the role of lighthouse keeper following the death of his predecessor, going by the name "Old Roan." The old lighthouse keeper, a stern and sober dwarf, fell to his death from atop the lighthouse spire, reeking of bad rum. A few locals believe the death to be foul play, but keep their suspicions to themselves.

After taking his new role, Abernathy is seldom seen among the townsfolk. He takes in supplies and fresh whale oil to keep the lighthouse burning, but does not drink in the local tavern, fish with his neighbors, or spend any time away from the lighthouse than is strictly required.

Strangely, the reclusive man took in guests—something he has not done yet during his tenure. A group of shady-looking sailors arrived on the incoming tide and delivered a wagon-load of locked chests to the lighthouse.

The following day, the storm came. A fell wind blew in from the open sea, encircling the island in an unnatural gale. It has cut the island off from the rest of the world, as any ship that travels beyond the breakwater of Brinebreak's harbor is ripped apart in the howling storm.

CAPTAIN ABERNATHY'S REVENGE

The sailors who visited Abernathy were smugglers from the mainland, a crew of ne'er-do-wells who acquired several occult relics for the former captain through robbery and murder. The items he sought allow the captain to perform a ritual that he intends to use in pursuit of his revenge, giving no thought to the pain and suffering his actions will force upon his innocent neighbors.

Abernathy's plot is to draw forth the goddess of the sea, forcing her to take on the form of a living avatar. Once she does, he has prepared a magical harpoon, made from a whalebone's ribs, and inscribed with occult runes. He plans to draw the goddess up into the harbor of Brinebreak and plunge his harpoon into her beating heart, thus avenging the deaths of his crew and family.

This plot is, to put it mildly, madness. While the ritual can coax the goddess to come forth, she maintains all the terrifying power over the sea and its inhabitants regardless of her form. The storm is her doing, a way to contain the captain and all who she believes has assisted him. Meanwhile, she has called up the creatures of the deep to help yo her scour Brinebreak.

BRINEBREAK

The small island of Brinebreak lies a half-mile off the coast in the cold north sea. For decades it has been a haven for whaling crews, where the carcasses of the great sea beasts are processed and rendered into oil, their meat packed in casks of salt, and their bones cleaned for sale to markets across the land.

Brinebreak's community is a mixture of locals who live on the island, and the numerous sailors and whalers who rest and recuperate there. Most of the locals served aboard a ship themselves, retiring to Brinebreak to live out their final years.

Numerous structures dot the island, built from local timber and any flotsam that the inhabitants could scavenge from the sea. Brinebreak's carpenters all learned their craft aboard ships, and the structures show this; the buildings look like they were clipped from the hulls of vessels and dropped into place.

The western side of the island, which faces the open ocean, is home to a rocky reef just beneath the water. The barnacle-crusting timbers of several ships cling to the rocks with bellies ripped open when drunk or careless captains approached Brinebreak. Decades ago, the locals constructed a lighthouse on the island's western shore to warn approaching ships of the hazard.

AREA INFORMATION

Brinebreak and its surroundings have the following features.

Dimensions & Terrain. Brinebreak Island is just over a mile across. It is a rocky island slick with algae that rises from the lowest point, the eastern harbor, to an elevation of fifty feet on the western shore and the lighthouse. Muddy roads cut by the passage of the inhabitants meander between the scattered structures.

Lighting. During the day, pale and watery light passes through the dark clouds overhead, making the area dimly lit. At night, the moon and starlight cannot pierce through the clouds, casting the island into deep darkness. Occasional strikes of lightning flash across the island, offering flickering moments of bright light both day and night.

Smells and Sounds. The smell of salt and decomposing fish and seaweed permeates the area, barely cutting through the acrid smoke of burning whale-oil across the island. The roaring winds drown out many sounds, occasionally broken by the banging of unlocked doors or shutters and the crashing of waves on the shoreline.

The Storm. The storm that rages perpetually over Brinebreak is magical, created by the goddess of the sea to contain the troublesome Captain Abernathy. It brings gale-force winds and torrential rain to the island, making attempts to sail off dangerous. The storm impedes any efforts at teleportation or spells that could pass beyond six miles from the storm's epicenter.

BRINEBREAK LOCALES

The Lighthouse

Four stories tall, made of wave-smoothed rocks, and topped with a smoking whale-oil lantern, the lighthouse is the tallest and most imposing structure on the island. Beyond delivering supplies of food, drink, and fresh oil to the lighthouse, locals seldom interact with the reclusive lighthouse keeper, who replaced the former one following his death a few years prior.

Harbor

On the island's eastern shore, a rocky breakwater creates a relatively calm harbor and docks. There are a few storm-locked ships in the harbor, as well as a handful of smaller fishing vessels.

Amity Meat Packing & Slaughterhouse

The slaughterhouse is a single-story longhouse where the locals process the bodies of whales. The center of the slaughterhouse is an open area with an elevated platform crisscrossed with gore-crusting sluices, on which the bodies of thousands of whales have been sliced apart. Storage rooms encircle the central area. The north half contains the tools needed to harvest and store meat, the southern half the rendering vats and barrels to process oil.

The Wolf and Eel Tavern

It isn't a sailor's rest without a tavern to consume copious amounts of hard drink, bowls of thick fish stew, and hard-as-stone lumps of bread.

Shanties

Not the kind of shanty that old sailors drunkenly sing—the depressing hovel sorts. There are a dozen or so small shanties across the island that the permanent residents call home. Most are no larger than a single room, and all but a few are on the shoreline with a modest dock and small fishing boat attached.

BUYING SUPPLIES

There is no general goods store on Brinebreak. To purchase everyday items, the party needs to trade with one of the locals, like chief magistrate Tomas Acton. As for weaponry, potions, or quasi-legal items, the party can find such things for sale from the smuggling trio Chum, Loxley, and Crabbe, or by trading with the crew of the *Oily Rose*.

PERSONALITIES

Captain Roan Abernathy. The former captain of the Riptide, a grieving widower, consumed by his mad plot for vengeance against the sea. He has abandoned his old life and taken up as Brinebreak's lighthouse keeper, "Old Roan."

Belle Gwiness. Belle Gwiness (neutral good elf) was the second mate aboard the Riptide. While she chose to stay close to Captain Abernathy and remained on Brinebreak, she now captains the small whaling ship, the *Oily Rose*.

Chum, Loxley, and Crabbe. (neutral evil humans) A trio of smugglers hired by Abernathy to bring him relics and ritual components, now trapped on the island and drinking away the hours as the Wolf and Eel tavern.

Cassandra Drace. Drace (neutral good human) was the master harpooner of the Riptide. After the ship sank, she settled down on Brinebreak and started a family, working as a fisher and occasionally joining whaling crews in need of another harpooner.

Sax Vayne. Sax Vayne (chaotic neutral half-elf) was the chief barrel maker aboard the Riptide, responsible for crafting the barrels the ship used to store precious meat and whale oil. On Brinebreak, he works in the Amity Slaughterhouse in a similar capacity.

Tomas Acton. Acton is the well-intentioned and overwhelmed chief magistrate of Brinebreak, responsible for seeing that it continues to produce valuable whale oil for use across the mainland.

THE CALL TO ADVENTURE

A lord on the mainland has sent the party to investigate one of his holdings. The whaling community of Brinebreak has recently ceased sending meat and oil to the ports of his city, and this lord wants to know what is responsible for this interruption. He sent the party off on a chartered vessel, with instructions to return to him once they've dealt with the problem.

ARRIVAL AT BRINEBREAK

Read or paraphrase the following boxed text to set the stage for the adventure:

The stormy seas around Brinebreak Island did their best to batter your tiny boat against the breakwater, but you managed to slip into the relatively calm water of the harbor. On the small dock up ahead, a greeting party of drenched islanders waits to tie up your vessel. One of their numbers hails you, shouting to be heard over the booming waves and roaring winds.

The greeting party consists of five **commoners** wearing the fashion of the island-folk: heavy oilskin coats, broad-brimmed hats, and sealskin boots. The commoners are eager to help the party offload any supplies and disembark from their boat, a small vessel their employer chartered for them.

Brinebreak's chief magistrate, Tomas Acton, leads the greeting party. He's eager to see new faces on the island and asks if they saw any of the locals' ships on their way to the island. Acton describes the rigging of three different ships, none of which the party encountered either on the mainland or while crossing the water.

Use the sidebar below as reference to roleplay any interaction with Acton.

Tomas Acton

Neutral male human commoner

Chief magistrate is a broad-shouldered and salt-cured islander in his late 50s with an unruly gray beard and close-cropped white hair. He's pragmatic by nature and is willing to accept any assistance to better protect and serve the people of Brinebreak.

Ideal: People. Acton is devoted to the people of the island, not a code of ethics.

Bond: A whaler died under Acton's watch several years ago, and he would die to protect that woman's remaining children.

Flaw: Acton is slow to trust authority, especially when it comes from the mainland.

Quirk: When he's thinking deeply or receiving troubling information, Acton rubs the faded sailor's tattoos on the knuckles of his left hand.

Upon receiving information about why the party is at Brinebreak—to investigate the lack of deliveries to the mainland—Acton becomes sullen. He'd hoped the party came to provide the island with assistance with their current predicament. Acton gives the party the following information.

- The storm arrived about a week ago, seemingly out of nowhere.
- The rough seas have made it dangerous for smaller boats to be on the water. Acton sent three larger ships to the mainland to acquire supplies and inform others about the situation, but now he fears they were lost.
- Since the storm came, the local sealife has been acting strange. Folk describes dolphins attacking their rowboats, crabs swarming their houses, and mournful whalesong at night.
- Just before the storm came, a trio of shady people arrived from the mainland. They had a wagonload of goods they delivered to someone on the island. The storm trapped the trio on Brinebreak like everybody else, so they've been drinking themselves stupid at the Wolf and Eel.

Once Acton has had a chance to convey information to the party, one of the other commoners, done lashing the boat to the dock, chimes in:

"There be the vanishings, as well. M' cousin Dunmer missed his shift at Amity with 'alf a whale still to be processed. 'Is boat being still at 'is dock, an' Dunmer weren't never one for a swim. 'Tis like something came for him in the night."

THE HORN OF WAR

Before the party can ask too many more questions, war horns sound across Brinebreak. Read the following boxed text aloud:

From multiple points across the island, the sound of trumpets cut through the air. The low, resonant tones peal over Brinebreak before fading into the storm.

As they echo over the island, the eyes of the nearby locals grow wide.

"That'n came from the slaughterhouse!" Acton says, pointing to the south.

"An' the tavern as well," says another.

The islander nearest you looks up with wide and frightened eyes. "The horns ring to the west. 'Tis the same as the night Dunmer went missing!"

"Look, the *Oily Rose*! Her crew calls for aid!"

The horns blow from four distinct points on the island, each within sprinting distance of the harbor. The gathered locals scatter to return to their own shanties and protect their families from this unknown threat, but plead with the party for aid before leaving. If asked, a local can give directions to any of the raid sites and offer a description of the layout, but they urge for the characters to act swiftly.

Sahuagin Raids

Small raiding parties of sahuagin have chosen the moment to strike at Brinebreak. Their leader, the matriarch Tyrkus, seeks to abduct air-breathers to sacrifice to the goddess of the sea to satiate her wrath.

Tyrkus and her coven of witches lead the raiding parties on four different locations. Each one hunts a survivor of Captain Abernathy's old crew, though they are eager to acquire as many sacrifices as possible.

A Matter of Choice

The party must make a choice: the attackers are coordinating their strikes to hit simultaneously, and Brinebreak lacks any form of militia or village watch, as they are fishermen, not fighters. Each of the locations is close to the harbor of Brinebreak, and the PCs can reach them in a few minutes.

For a shorter adventure, give the players the option to respond to one of these raids, of their choice. All four locations have NPCs with important information about the storm encircling Brinebreak and Captain Abernathy's past. For a longer adventure, the players can try to defeat the raiders at each location, securing assets and allies for the final encounter.

The sahuagin emerged from the sea to attack the Amity Slaughterhouse, the Wolf and Eel Tavern, the beachside home of Cassandra Drace, and the small whaling ship, *Oily Rose*. Depending on which of these locations the party chooses to defend, they gain special assets for later in the adventure (see "Assets Against the Deep").

When the players reach a location, combat begins. The party faces the following enemies:

- Four sahuagin
- One sahuagin sea-witch

The raiders wield barnacle-crusted weaponry. When the PCs arrive, they are binding wounded islanders (below) to haul them into the sea. A sahuagin sea-witch leads each raiding party. In the coven's eyes, the raids are a holy task to the goddess of the sea, and they fight with unrestrained fury and zeal.

Adjusting the Scene

The following are suggestions for adjusting the combat for weaker or stronger parties:

Weaker/Smaller party: Remove the sahuagin witch and have one of the sahuagin leading the raid.

Stronger/Larger party: Replace two of the sahuagin with a merrow.

Wounded Islanders. By the time the party arrives at a raiding location, d4 + 1 incapacitated commoners are lying on the ground with critical injuries. At Initiative count 20, make a death saving throw for all the wounded islanders. If the roll fails, one of the injured islanders succumbs to their injuries. The party can stabilize or heal a wounded islander as usual by making a DC 10 Wisdom (Medicine) check or by healing the islander.

Four Proposals, One Prize

DMs might notice that at each raid location, a significant NPC offers a proposal for more information about Captain Abernathy and that those proposals are... well, the same.

If the players decide to tackle more than one raid, you'll need to come up with new things the NPCs want before they give up the captain's backstory and identity. Belle Gwiness might want Abernathy's old charts of profitable whaling spots. Cassandra Drace might want to get her hands on the harpoons of her former companions, trapped with them in their watery grave. Vayne might recall a cask of fine brandy left aging in the hold of the Riptide.

Feel free to devise whatever additional elements you want for the Proposal section of the raids. If you do so, consider spreading the information about Abernathy out among those NPCs the players rescued, so they get an equitable sense of reward for taking on such a dangerous task.

AMITY SLAUGHTERHOUSE

When the characters enter the Amity Slaughterhouse, read the following boxed text aloud:

The long slaughterhouse stinks of raw meat and rendering blubber. Dangling from chains overhead, the carcass of a whale hangs off the ground, dribbling fluids onto the floorboards below. The men and women who would have been carving up the carcass or attending the bubbling vats lie scattered on the floor in their blood, the scaly figures of five sahuagin standing over them. One of the sahuagin, an ornamented figure wielding a trident, approaches a prone half-elf on the ground. Her voice bubbles and gurgles as she demands speaks to him.

“Where is the captain?”

The sahuagin raiders attack any intruders, trying to prevent them from assisting any of the downed commoners or interfering with their witch. The witch presses her target for information but fights to defend herself if threatened.

Oil Vats. Barrels of rendering whale blubber line one of the walls of the slaughterhouse, simmering over low fires. A creature pushed into one of the barrels suffers 1d8 fire damage and is covered in oil. Until the creature performs an action to clean the oil off, it suffers an additional 1d6 fire damage if exposed to flame.

Whale Carcass. In the slaughterhouse, the carcass of a half-process whale hangs from a harness of chains over the main room. A winch attached to the harness can be released with a DC 10 Intelligence check, or the winch can be disabled with an attack that does 5 bludgeoning damage (AC 15). If the winch is released or disabled, the whale carcass falls. A creature in the space beneath the carcass when it falls. must make a DC 12 Dexterity save or suffer 2d6 bludgeoning damage and be knocked prone.

Sax Vayne. Sax Vayne was working late hours in the slaughterhouse when the sahuagin attacked. When the party arrives, the witch has used *hold person* on him to keep him in place. She is interrogating him, repeating the same phrase in a burbling and guttural voice: “Where is the captain?”

After the characters defeat the raiders, read or paraphrase:

One of the locals, a sun-tanned and seasoned half-elf approaches you.

“First the storm, now deep ones are coming up asking after the captain. Abernathy, what have you gotten us into?”

The half-elf extends a calloused hand. “Sax Vayne. Thank you for that. I expect you just saved my life.”

If the characters inquire about Abernathy, the half-elf shrugs them off, saying: “I owe you my gratitude, but gratitude is only worth so much.”

He then proposes a deal. If the party is willing to recover something for him, he’ll tell them everything he knows about Captain Abernathy. Vayne is resistant to interrogation into the matter, suggesting that the only thing he wants now is to get off of Brinebreak and as far inland as he can manage.

The Proposal

Vayne’s proposal is for the characters to recover the treasure of Abernathy’s old ship, the Riptide, which was forced against the reef west of Brinebreak in a storm similar to this one. Vayne confesses he knows of this treasure having once served aboard the ship, and that there is a connection between the happenings of the day the Riptide went down and the current goings-on. He tells the characters that the treasure waits in the captain’s old cabin, in a footlocker by the bed.

If the characters suggest that they’ll get their information elsewhere, Vayne shrugs and says: “Only a few of us know what happened that day. I expect you’ll find the others just as difficult to deal with as me... not that I’d give you their names.”

Vayne gives the party a small whelk-shell necklace he planned to use to secure Abernathy’s treasure. Wearing the necklace grants advantage on Perception checks while made underwater. He also suggests bringing a deep lantern along and suggests that Captain Belle Gwiness might have one she’d be willing to part with (see “The Oily Rose”).

THE WOLF AND EEL TAVERN

When the characters enter the Wolf and Eel, read the following boxed text aloud:

The tavern's interior is in shambles. The chairs and tables are overturned, with most of the patrons wounded and bleeding on the worn wooden floor. Four hunched, scaly figures in the tavern hack at the island folk with their bronze weapons, while a fifth has backed three flushed-faced and drunken men into the corner, burbling out in a guttural voice, "Where is the captain?"

The sahuagin raiders attack any intruders, trying to prevent them from assisting any of the downed commoners or interfering with their witch. The witch presses her targets for information but fights to defend herself if threatened.

Chumm, Loxley, and Crabbe. In addition to the commoners, the three drunken smugglers fight to protect the tavern—if the raiders drag off the barkeep, who's going to serve them drinks? The trio is a bit drunk and panicky when the party arrives and have disadvantage on attack rolls. A PC can get the sailors to focus and fight effectively with a DC 12 Intimidation or Persuasion check.

When the party arrives, the witch has cornered the trio. She is interrogating them, repeating the same phrase in a burbling and guttural voice: "You helped him do this. Where is the captain?"

The House Vintage. There is an open barrel of noxious distilled spirits at the end of the bar with a handwritten label declaring "House Spirits. 1c a ladle, drink at your own risk." The contents are highly flammable and can be used in the same manner as a flask of oil.

After the characters defeat the raiders, read or paraphrase:

Teetering on his feet, one of the tavern's patrons approaches you.

With a sour belch, he says, "Name's Crabbe. That's Loxley an' Chumm. Thank'y for dealin' with them fish-faced bastards."

If the characters ask about Crabbe and his companions smuggling items onto Brinebreak, the smuggler's don't try to lie about it. They are open with information, telling the party:

- They brought several strange items to the island by request. Their buyer asked for things they could only find in back-alley occultists shops on the mainland.
- They don't know what the items were for, and they weren't interested in knowing. Only in getting paid.
- The buyer said they should expect a storm, which didn't make sense. The skies were clear and blue when they arrived at Brinebreak. Still, his advance was enough for them to drink the Wolf and Eel almost dry, so they weren't too worried.

If asked about the identity of their employer, the smugglers become standoffish. Crabbe suggests that he might be willing to make a bit of fair trade for the information, however.

If a character tries to use force or intimidate the smugglers, they fight in self-defense and attempt to flee back to their ship, likely calling for assistance from chief magistrate Tomas Acton and the locals.

The Proposal

Crabbe's proposal involves a story the buyer shared after having one too many drinks. The buyer told Crabbe a story about a treasure galleon, filled with riches that the spiteful goddess of the sea drove onto the rocks of the western reef. The buyer claimed that the most exceptional riches still waited there, below the surface, for him to reclaim someday, locked in the captain's old cabin.

Crabbe planned to sail out to the site of the shipwreck himself, but he knows he and his fellow smugglers are too drunk to do it now—and he's never one to turn down a perfect opportunity. If the characters agree to recover the treasure for him, he'll give them the name of the buyer—"the captain these fish-folk seek."

The smugglers provide each member of the party with 1 potion of *Crabbe's patented pelagic tonic*, a somewhat dodgy discount version of a *potion of water breathing*. For 1 hour after consuming the tonic, a character can breathe underwater but suffers disadvantage on Dexterity and Constitution saving throws. In essence, their lungs have difficulty adapting to breathing in water and they are prone to frequent fits of wet coughing.

CASSANDRA DRACE'S SHANTY

When the characters arrive on-site, read the following boxed text aloud:

This small cluster of shacks stands on the shoreline of the island, spanning across bits of rock linked together by wooden bridges. The fallen bodies of injured fishers roll in the surf at the water's edge, victims to the wicked bronze weapons of four scaly figures. A fifth stalks toward a tattooed woman who stands paralyzed between it and her home, from which you can hear the weeping of children. As it approaches this woman, the fifth figure says in a guttural voice, "Where is the captain?"

The sahuagin raiders attack any intruders, trying to prevent them from assisting any of the downed commoners or interfering with their witch. The witch presses her target for information but fights to defend herself if threatened.

Cassandra Drace. When the party arrives, the witch has used *hold person* on the whaler to keep her in place. She is interrogating Drace, repeating the same phrase in a burbling and guttural voice: "Where is the captain?"

Lying next to Drace is her heirloom harpoon (see *harpoon of the deep*).

After the characters defeat the raiders, read or paraphrase:

The tattooed woman collects her harpoon, a well-loved weapon with decades of wear showing on its handle. As she approaches you, she says, "I owe you all. You saved my life."

After glancing back at the home she fought to protect, Drace adds: "And some much more valuable lives, as well."

If the characters inquire about 'the captain,' the witch mentioned, the woman's demeanor becomes much darker. She tells them the following:

- There was a captain named Abernathy who came to Brinebreak. It was a dark day for the island.
- She knows more but speaking it out near the sea is dangerous. The goddess of the waves always keeps her ears ready for fresh scuttlebutt.
- Staying on Brinebreak was a mistake. She made a family here, but it has become clear that it is time for her to leave for good.

Drace then proposes a deal. If the party is willing to recover something for her, she'll tell them everything she knows about Captain Abernathy. Drace is resistant to interrogation into the matter, suggesting that the only thing she wants now is to get off of Brinebreak and as far inland as she can manage.

The Proposal

Drace's proposal is for the characters to recover the treasure of Abernathy's old ship, the *Riptide*, which was forced against the reef west of Brinebreak in a storm similar to this one. Drace confesses she knows of this treasure having once served aboard the ship, and that there is a connection between the happenings of the day the *Riptide* went down and the current goings-on. She tells the characters that the treasure waits in the captain's old cabin, in a footlocker by the bed.

Drace offers the adventurers her weapon, a *harpoon of the deep*, saying she planned to use it to swim down for Abernathy's treasure. She also suggests bringing a deep lantern along and says that Belle Gwinness of the *Oily Rose* might have one she'd be willing to part with (see "The Oily Rose").

THE OILY ROSE

When the characters arrive on-site, read the following boxed text aloud:

An alarm bell rings from the deck of a small whaling vessel moored at the docks. From the dark water of the harbor, several figures emerge to scuttle up the hull and onto the deck. The cries of sailors being set upon fill the air.

One of the creatures, more ornately dressed and carrying a trident, points it at a dwarven woman standing at the ship's wheel. In a wet and gargling voice, the figure calls to the elf, "Where is the captain?"

The sahuagin raiders attack any intruders, trying to prevent them from assisting any of the downed commoners or interfering with their witch. The witch presses her target for information but fights to defend herself if threatened.

Belle Gwiness. When the party arrives, the witch has used *hold person* on Gwiness to keep her in place. The witch is interrogating her, repeating the same phrase in a burbling and guttural voice: "Where is the captain?"

Harpoon Launcher. On the bow of the ship is a heavy harpoon launcher. A character within 5 feet of the harpoon launcher can fire it. The harpoon launcher functions as a heavy crossbow and grants advantage on the attack roll due to being fixed to the deck.

Whaling Nets. Two large whaling nets hang from the rigging. A character can detach a whaling net by dealing 5 slashing damage to the rope (AC 10) to cut it free or releasing the winch that holds it aloft. The net is 10 feet wide by 30 feet long, and any creature caught beneath it when it falls is restrained until freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

After the characters defeat the raiders, read or paraphrase:

A elf woman approaches you, stopping only to check on the most seriously injured crewmembers. Extending her thick and tattooed hand, she says, "Captain Belle Gwiness of the *Oily Rose*. You came just in time. Ever think about signing up with a whaling crew?"

If the characters inquire about 'the captain,' the attackers mentioned, the captain becomes studious, sizing them up for a moment. She shares the following:

- She certainly wasn't the captain they were after. After all, they'd already found her.
- Plenty of other captains have come and gone from Brinebreak over the years. But there was one, who she served under for a time, who just might be the person the raiders were after. Captain Abernathy.

Gwiness then proposes a deal. If the party is willing to recover something for her, she'll tell them everything she knows about Captain Abernathy. Gwiness is resistant to interrogation into the matter, suggesting that the only thing she wants now is to get off of Brinebreak and find another port of call far, far away.

The Proposal

Gwiness' proposal is for the characters to recover the treasure of Abernathy's old ship, the Riptide, which was forced against the reef west of Brinebreak in a storm similar to this one. Gwiness confesses she knows of this treasure having served aboard the ship, and that there is a connection between the happenings of the day the Riptide went down and the current goings on. If the characters suggest that they'll get their information elsewhere, Gwiness shrugs and says: "You're welcome to, if you can find anyone on Brinebreak who knows as much as me. And assuming they're willing to talk."

Gwiness gives the party a *deep lantern* she planned to use herself to secure Abernathy's treasure.

Deep Lantern

Magic Wondrous Item, Common

This lantern of heavily patinaed copper lantern has a motif of angler fish on its surface. While submerged completely in water, the lantern illuminates a 30 foot radius in bright light and a 60 foot radius in dim light.

The lantern does not require oil to burn and water cannot extinguish it, but it does not function if not submerged.

THE WRECK OF THE RIPTIDE

A few hundred yards off the western shore of Brinebreak, the wreckage of the Riptide lies below the churning sea. Within its drowned decks are the remains of those crew members who did not manage to escape it, many still lying in the hammocks where they died.

In the rear of the ship, in the old Captain's Quarters, waits the remains of Captain Abernathy's drowned family. Mother and daughter lie side-by-side in the captain's bed, their skeletons now the homes of creeping crabs and small fish. Both skeletons wear scrimshaw necklaces trimmed in gold on golden chains, carved from whalebone, and inked with a simple portrait of daughter, mother, and father together—a token from Abernathy so the women of his life could remember him while he was away at sea.

At the foot of the captain's bed is a waterlogged footlocker. This small chest contains Abernathy's nest egg, enough plundered gold and gems to help him and his family start anew on the mainland.

If the party wants to explore the wreck, they need first to locate it. From the Riptide's former crewmember they will have a general sense of where the ship struck the reef, but to pinpoint its location requires a successful DC 12 Navigation or Survival skill check; Navigation helps a character determine the most likely heading the ship would have taken on approach, while Survival helps a character

identify the prevailing direction of the waves and their wear on the jutting stones of the reef.

Otherwise, the party must descend and search the seafloor on their own. Locating the wreckage requires at least fifteen minutes submerged and a successful DC 14 Perception check.

Area Information

The area has the following features:

Currents. Beneath the surface, the crash and churn of waves are muted, but currents still push and pull with them. Debris from the seafloor drifts back and forth in time with these currents and long fronds of seaweed wave to and fro.

Light and Visibility. The water occludes most of the light that penetrates through the storm clouds. The wreck of the Riptide is dark and murky. The party needs to rely on darkvision or bring some waterproof means of producing light, such as a deep lantern, or its visibility is reduced to 10 feet.

Terrain. The reef creates a sweeping hillside of jagged rock and coral east of where the Riptide has settled on the sandy sea bed. Broken timbers and the snapped mast lie adjacent to the sunken ship. Thick patches of underwater vegetation have grown around where the ship settled, lightly obscuring sea life dwelling within them.

1. Deck

The deck of the ship lies 30 feet below the surface. The motion of the waves causes streamers of kelp to shift and pulls at the tar-soaked sheets that dangle from the broken mast. Several different kinds of harmless sea life (sea stars, urchins, and crabs) crawl over the deck, feeding on bits of detritus that has settled on the timbers over the years.

From the deck, the characters can enter into the ship's lower level at multiple points. A hatch at the mid-deck leads down to the cargo hold. A character can pull the rusted hatch open with a successful DC 13 Strength check. A set of stairs near the ship's stern leads into the crew area, but it is home to a pair of **giant sea anemones** whose tentacles almost entirely block the entrance.

Giant Sea Anemone

Simple trap (level 1–4, dangerous threat)

The giant sea anemone's tentacles wave through the water, drawn by the motion of things passing within reach.

Trigger. A creature or object that moves within 5 feet of the sea anemone triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) poison damage on a hit. This attack can't gain advantage or disadvantage. A creature hit by the trap must make a DC 14 Constitution saving throw or be paralyzed for one turn. After attacking, the sea anemone's tentacles retract into its body, reemerging after 1d6 minutes.

Countermeasures. A DC 10 Wisdom (Perception) check reveals the trap. Anything making contact with the trap triggers it, so by prodding the trap or throwing an object into it disables the trap for 1d6 minutes.

2. Hold

The cargo hold is home to schools of small fish and the skeletons of the Riptide's deceased crew. Barrels of provisions line the hold, swollen with water, and leaking a faint scum of spoiled matter into the water. Breaking open one of the barrels or crates fills the water with a thick cloud of debris, heavily obscuring a 20-foot cube centered on the container for one minute.

A character who spends one minute exploring the hold can make a DC 10 Investigation check to discover trinkets and coins on the bodies of the crew worth 2d6 + 10 gold.

The hold is also home to a pair of **hunter sharks**. While ordinarily solitary, this pair of beasts manage to share the darkened hold as a lair, feasting on larger fish that come to explore the tantalizing scent of spoiled food in the water. The sharks are somewhat dormant but investigate any disturbance in the hold.

3. Officer's Rooms

At the rear of the Riptide are three rooms used by the captain and officers. The room on the starboard side is empty, belonging to the survivor Belle Gwinness. There are a few barnacle-covered items here (spyglass, sextant, and waterproof map case), but nothing else of significant value.

The room on the port side contains the skeleton of the Riptide's first officer. Hanging from the wall is the first officer's hand crossbow. While it is corroded and the string has long ago rotted away, the crossbow itself can be salvaged and repaired, or sold in Brinebreak for 50 gp.

4. Captain Abernathy's Chamber

Abernathy's chamber is at the stern of the ship. Seawater has swollen the door shut, requiring a DC 10 Strength check to force it open.

Inside, the captain took efforts to make this small chamber as comfortable as possible for his wife and daughter. Rotten tapestries hang from the walls, their tattered threads drifting in the current. A porcelain basin, pearl and silver comb, and tarnished silver mirror, each worth 10 gp, lie on the floor.

An ornate bed stands at the rear of the chamber. From its tall corner posts and rails hang a few scraps of rotting silk and waving fronds of sea weed. Lying in the bed are two skeletons, Abernathy's wife and daughter. The fish and crustaceans have picked their skeletons clean, leaving only wisps of long hair on their skulls. The larger skeleton wraps its arms protectively around the smaller one, the last gesture of a mother trying to protect her child.

Both skeletons wear golden chains around their necks, which bear a scrimshawed pendant of father, mother and daughter. These whalebone talismans represent a better time, and if taken can help to soothe the angry spirits of mother and daughter who torment Captain Abernathy in his lighthouse.

At the foot of the bed is Abernathy's footlocker. The chest is two feet long, two feet deep, and one foot high. The chest is locked with a simple lock requiring thieves tools and a DC 13 Dexterity check to open, but corrosion has seized it and attempts to pick the lock are made at disadvantage.

The chest weighs over 50 pounds. On the surface this weight would be nominal for most characters, but underwater it drags down anyone carrying it, reducing their speed while underwater by 10 feet.

Combat

Most of the creatures within the Riptide are relatively harmless, barring the hunter sharks in the hold. If the sharks detect a significant disturbance, they come to investigate and initiate combat upon discovering the party.

Each time the party causes noise, by breaking down a door, breaking open a container, or other similar action, have the hunter sharks make a DC 12 Perception check. The sharks have advantage on this check for each time after the first. If the check succeeds, the sharks move to investigate. The sharks move slowly through the ship, and arrive after 1d6 rounds.

If combat occurs in the Riptide, the sharks converge on the slowest character. In most cases, the sharks are only interested in acquiring a quick meal, and flee to safety if they have less than a quarter of their HP remaining. However, that much blood in the water might draw the attention of other aquatic predators.

The first time a living creature has been incapacitated or the party manages to injure a shark enough to drive it off, roll on the following table. A creature produced by this roll appears to investigate the area in 1d6 + 2 rounds.

1d8	Encounter
1-4	No encounter
5-6	1d4 + 4 giant crabs
7	1d3 giant octopi
8	1 giant shark

Development

When the party returns to Brinebreak with the footlocker or its contents, the surviving crewmember of the Riptide greets them at the shore.

Upon receiving the loot, the crewmember shares the story of the Captain with the party.

If the party went to the riptide on behalf of Vayne, Drace, or Gwiness, Read aloud the following boxed text.

The islander contemplates the hefty bounty you brought up from the sea with an avaricious glint shining from their eyes.

“Ye’ve bought and paid for your story. I shipped on that ship. Riptide was a fine vessel with a hearty Cap’n. Pulled leviathans from the deep for years. Plucked a fair few merchant in our time as well. Cap’n said t’were for the greater good. He loved the sea, but he loved two things more. A fair lass of a bride and a young daughter, livin’ here on this island.”

The old salt’s eyes grow softer, face twisted with pity.

“Planned to give up the Riptide and the sea to spend out his days with them, y’see. This here is the bounty he gathered to make it so. Cap’n loved the sea, aye, but she din’t love ‘im back. Mayhap he kilt too many of her fine creatures. Mayhap she resented him leavin’ her behind. Dunno. But she brewed up a storm, like this’n, on the day he went to leave for the mainland. Dashed the Riptide on the reef and pulled ‘er under, crew and... passengers alike. Cap’n, me, a few others survived. He swore, then’n there, to have ‘is vengeance on the sea. Said ‘is wife ‘n daughter begged for it from their watery grave. If this storm ain’t his doin’, I can promise you ‘e be the cause of it.”

With that, the crewmember tells the party where they can find Captain Abernathy: in the lighthouse on Brinebreak’s western shore, where the captain can keep a constant vigil over the place his wife and daughter died.

If the party has other questions, the crewmember can answer them, to an extent. They know information available in the Background and Recent Events portions of this adventure but have no idea about Abernathy's ritual or his specific plan for revenge.

Before the party leaves, the crewmember implores them to be kind to the old captain, saying that he's a man who has been grieving the loss of his family for years.

If the party went to the Riptide on behalf of the smugglers, read or paraphrase:

The lead smuggler can barely contain his glee as he meets you at the surf. He claps his hands together and rubs them like a starving man looking at a feast.

"No more haulin' and sneakin' for me, nossir. Crabbe is gonna fill his belly with goose and beef from now on, I tell you! You did your part, now here's mine. The man what had us buy all that junk is the lighthouse keeper, Old Roan. 'Cept, of course, that's not who he *used* to be. He was Captain Roan Abernathy, of the Riptide, once upon a when. When the ship went down, it took his wife and lass with it. Drunk as a whale, he had tears in his eyes when he told me. Guess he maybe wants some magic to help bring them back... or to let them rest. Said he can hear them weeping on the winds. Old Roan has lost his mind."

If the party has any further questions, Crabbe can answer them—somewhat. He doesn't know about Abernathy's plan for revenge, and any stories from the locals he's heard are prone to exaggeration and misunderstanding. He might mix up names and the series of events, but can give the party a general idea of what transpired.

THE LIGHTHOUSE

The lighthouse on Brinebreak was built when the whalers first established a presence on the island, shortly after discovering the dangerous reef to the west. Constructed from wave-smoothed rock and rough mortar, it is as sturdy as a castle tower to protect against high waves that crash near its base.

If the party explores the lighthouse before visiting the Riptide, Abernathy is downstairs preparing for the final stage of the summoning ritual. He does anything he can to allay suspicion with his Old Roan persona: a cranky old hermit of a man who is sour and foul-mouthed, but harmless.

If the party tries to force their way into the lighthouse, Abernathy falls back, locking doors behind him and calling for Elna and Mara's spirits to hold the intruders back as he rushes to complete the summoning ritual.

After the party investigates the Riptide, Abernathy is in the gallery atop the lighthouse, working to finalize his ritual.

General Features

The exterior walls of the lighthouse are made of mortared stone, while the interior walls are wooden. The ceilings are 10 feet high, and the floors are wooden and reminiscent of a ship's deck.

The wooden doors in the lighthouse and the door to the outside are locked. The Dexterity DC for lock picking attempts is 15. A locked door can be bashed open with a successful DC 12 Strength (Athletics) check or smashed through (AC 15, 18 hit points, immunity to poison and psychic damage), but doing so alerts Captain Abernathy to the party's presence.

The looming lighthouse towers over the western shore of Brinebreak. Sea birds circle its spire, struggling against the vicious winds. At the apex of the lighthouse, radiant light burns through the haze, focused by glass sheets into a brilliant cone that sweeps across the stormy sea. At the tower's base, its stout oaken door is banded with iron and dusted with a fine caking of salt carried on the sea air.

First Floor

The first floor is a combined residence and storehouse for the lighthouse.

1. Entry Hall

The entry door of the lighthouse leads into a modest chamber that stinks of lantern oil and sour pipe smoke. A wooden table and chairs sit in this room, though a thick blanket of dust covers all but one seat. A single, half-eaten meal sits at the table, crawling with flies.

Down a short hallway are two doors leading to other rooms, and one at the end of the hall.

2. Lighthouse Keeper's Chamber

The door on the northern side of the hallway opens into a dusty chamber ornamented with thick cobwebs. The air is stale and greasy—someone has converted the room into a storeroom of sorts. Stacks of oil barrels reach as high as the ceiling, the thick fluid within them seeping out to coat the floor in a thin patina of grease.

This room was the residence of the previous lighthouse keeper, a dwarf named Dorgen Thulmas. After Thulmas' death, Abernathy decided to use this room as a place to stow barrels of oil meant to feed the lantern.

Behind the stack of oil barrels is a small bookshelf. Spotting the bookshelf requires a character to make a successful DC 12 Perception check.

A character who examines the bookshelf in this bedroom discovers the journal of Dorgen Thulmas. Most of the journal indicates the delivery of supplies and oil over several years, but one of the recent entries near the back of the journal is worthy of note.

The storm blew a whaler into the reef, cutting the ship open like it was gutting a fish. Of all aboard, only four survived: the captain, second mate, and two others.

The others seem to be settling after a few weeks, but I pity the poor captain. He lost more than a ship, I say, but he'll tell none what was on that ship. His crew is as tight-lipped as he. I plan to offer Mr. Abernathy a room in my lighthouse and honest work to distract him. Perhaps he'll let me in on what disturbs him so.

3. Assistant Lighthouse Keeper's Chamber

This small chamber was recently occupied by a troubled person. The bedclothes are drenched with sweat and twisted from a fitful sleep. The smell of cheap liquor hangs heavy in the air, fighting with the stink of a rancid pipe for dominance. Scattered haphazardly on the small bedside table are two crude figurines and a disorderly sheaf of papers.

The assistant lighthouse keeper's chamber is a modestly appointed room with a bed, side table, and single shelf. On the table, Abernathy has left a small carving knife and rough carvings of his wife Elna and daughter Mara made of whalebone.

Spread out on top of the bookshelf and the bedside table are pages of religious text and occult symbols, all scrawled in the same hand. These amount to Abernathy's notes and planning. A character who examines the notes can attempt a DC 14 Intelligence (Arcana or Religion) check to determine the significance of the notes. On a successful check, the character ascertains that the person who wrote the letters is attempting to perform a ritual meant to summon the goddess of the sea.

4. Stairwell

The door at the end of the hall leads into a yawning, dark chamber that stretches up three stories, illuminated by pools of flickering lantern light. A spiraling staircase of metal reaches up into the cool darkness.

Anticipating that one of his old crewmates might try to stop him, Abernathy set a trap on the stairwell. Several barrels of surplus whale oil stand at the top of the lighthouse stairs, arranged over lanterns hanging from the walls. When the trap triggers, the barrels tip and spill their contents into the stairwell, catching on fire as the oil passes the hanging lanterns.

Firefall Trap

Simple trap (level 1–4, dangerous threat)

The oil barrels are rigged to a tripwire in front of the first stair. Once triggered, the barrels tip over and spill their contents onto prepared lanterns below.

Trigger. A creature that walks through the tripwire triggers the trap.

Effect. Burning oil falls to cover a 20-foot square at the base of the stairwell. Each creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much on a successful one. The oil burns for 1d6 minutes before going out.

Countermeasures. A DC 14 Wisdom (Perception) check reveals the tripwire. A character with thieves tools can make a DC 15 Dexterity check to disable the tripwire. One a check result of 5 or less, the trap triggers.

Development

If the characters spend more than a few minutes on the first floor, the spirits of Elna and Mara become aware of their intrusion and descend from the fourth-floor gallery. The spirits attempt to impede the characters from progressing any further or interfering with Abernathy's plan. Before they appear, small unattended items begin to jostle and float into the air, and the sound of a low wailing begins, at first softly, then growing in volume.

When the spirits arrive, read or paraphrase:

The soft glow of witch fire glimmers in the air like ghostly flames as two spectral figures pass down from the ceiling. Thin wisps of hair and their tattered dresses float in the air like fronds of kelp stirred by the tide. Both specters raise a threatening hand at you and join their voices in warning: "You cannot fathom his pain or ours. Let his justice prevail."

The specters attack any characters who proceed after their warning.

If a character recovered one or both of the scrimshaw pendants from the Riptide, showing it to a specter causes it to back away, terrified. The memory of their fateful end and the loss of their lives is enough to drive a spirit off.

A specter confronted by the pendant must make a DC 13 Wisdom saving throw or be affected by the Cleric's Turn Undead class feature. If dealt with in this way, a specter returns to the fourth-floor gallery to rejoin Abernathy.

Second & Third Floors

The second and third floors of the lighthouse have no rooms. A spiraling staircase leads up to the top of the lighthouse. Landings at the second and third floors have narrow slit windows overlooking the shore and the main settlement of Brinebreak. A ladder leads to a hatch in the ceiling on the third floor, which opens to the gallery atop the lighthouse.

A set of counterweights on heavy chains in the second and third floors power the mechanism of the lighthouse's lantern. Destroying one of the counterweights causes the lantern to spin wildly for one round before falling still, facing a random direction.

Fourth Floor

The fourth-floor gallery is a tall pavilion with an oil-burning lantern at its center. The walls on all sides are open to the air, and a three-foot railing encircles the entire upper floor.

The gallery atop the lighthouse is circular and about 30 feet across. Four columns hold the cupola shielding the massive lantern at the center of the space. The magnified light of the lantern glows with an otherworldly hue, the blue-green of sunlight filtered through seawater. A circle of occult runes and symbols are scrawled around the lantern.

Captain Abernathy stands next to the lantern, ritual dagger in hand. The spilling of his own blood is the final element of the ritual, which must be performed in the ritual circle surrounding the lantern. If the party did not drive them off earlier, the spirits of Elna and Mara are there, whispering encouragement to Abernathy in either ear.

Confronting Captain Abernathy

The party may try to fight Captain Abernathy to stop the ritual. If a fight commences, Abernathy remains in the ritual circle as much as he is able; it doesn't matter if his blood spills from a self-inflicted wound or one a PC inflicts. The spirits of his wife and daughter, if available, defend Abernathy. The characters can drive them off as described previously, however.

The party might try to convince Abernathy to stop. He's a committed man—on the edge of insanity, in fact, so any attempts to use Persuasion or Intimidation against him are made with Disadvantage.

During a confrontation with Abernathy, the following information might come out. Paraphrase the following information, either in a discussion or shouted by Abernathy while he fights.

- The spirits of his wife and daughter began speaking to him on the sea wind, demanding revenge for their deaths.
- He believes the goddess of the sea sent the storm that killed his family to punish him for wanting to leave her behind and live out his days on the land.
- Abernathy's ritual is an invitation to the sea goddess, which will bring her to Brinebreak in a physical avatar, "dressed in a garb of blood and bone."
- He plans to kill the goddess to silence the voices of his loved ones and claim revenge on the sea.

A DC 10 Wisdom (Insight) check reveals that Abernathy is ready to sacrifice his life to pursue his vengeance. He believes that even if he dies, the goddess will be vulnerable, and others might succeed in killing her. If the characters don't realize this, he baits them into attacking him to finalize the ritual.

Corrupted Lantern. The lantern acts as a focus for Abernathy's ritual. Arcane components inside the

burning chamber mingle with the oil fire, giving it its strange and alluring hue. The arcane light is a beacon to the creatures of spirits of the sea and how Abernathy plans to draw the goddess to Brinebreak.

The lantern produces a 200-foot cone of light that rotates clockwise once per minute. The DM can simplify this rotation by breaking the gallery into four quadrants: north, south, east, and west, and having the lantern's beam point in a new direction every 3 rounds.

A living creature in the lantern light is exposed to the arcane energy within it and must make a DC 14 Wisdom saving throw or take 2d6 psychic damage. A creature who suffers damage must use their movement to get as close as possible to the lantern before the end of their next turn.

Development

If Abernathy becomes incapacitated or suffers more than 5 points of slashing damage while in the ritual circle, the final stage of his ritual is complete. The lantern pulses with blinding light for 1 minute before detonating in a blast of fire and broken glass. Creatures in the gallery must make a DC 12 Dexterity saving throw, suffering 1d6 fire damage and 1d6 slashing damage on a failed save, or half as much on a successful one.

Last, the ritual summons a beast from the deep fathoms. It is not the avatar Abernathy was hoping to call, but rather a punishment sent from the goddess of the sea against the island.

TERROR FROM THE DEEP

The Terror from the Deep emerges from Brinebreak's harbor, cutting a wide wake during its approach. The creature is a huge chelonian creature, an ancient and armored beast with a thick shell, stout claws, and an appetite for destruction.

The Terror from the Deep moves slowly across the island from west to east, destroying everything in its path. It is slow, however, taking some time to move from one location to the next. It attacks, in order: the harbor, the Wolf and Eel tavern, the Amity Slaughterhouse, and last the scattered shanties filled with terrified townsfolk. The creature spends fifteen minutes at each location before moving on to the next one.

The people of Brinebreak initially try to fight the beast to defend their homes but fall back to the sea when it becomes clear they are no match for it, trying to escape in their rowboats and fishing skiffs despite the power of the storm.

The party can confront the creature at any point. The encounter is likely going to be difficult, as the terror from the deep is much more powerful than the characters, but they have some assets to help them in the battle.

Assets Against the Deep

Depending on which location (or locations) the party managed to defend during the sahuagin raids on Brinebreak, they receive additional assets in their confrontation against the terror from the deep.

The party benefits from one viable asset each turn until they expend all their assets. The DM determines the order in which these assets occur.

Good Folk of Brinebreak. When the PCs confront the creature, a mob of Brinebreak islanders is there to give them aid. At Initiative count 20, and again at Initiative count 10, the islanders attack the beast. The mob makes two attacks with a +3 modifier, dealing 1d6+2 slashing or piercing damage on a hit. The party can make use of this asset multiple times.

A Barrel of Your Finest (Amity Slaughterhouse). If the PCs saved Sax Vayne, the Riptide's old cooper arrives to assist them with a wagonload of whale oil barrels. At Initiative count 20, Vayne lights one of the barrels on fire and sends it rolling at the enormous creature. The creature must make a DC 15 Dexterity saving throw, suffering 21 (6d6) fire damage on a failure or half as much on a successful save. The oil burns for 1d6 rounds, dealing 1d6 fire damage on Initiative count 20.

The Woman with the Golden Arm (Cassandra Drace's Shanty). If the PCs saved Cassandra Drace, the Riptide's master harpooner arrives to assist them with a fresh harpoon at the ready. At Initiative count 20, Drace flings her harpoon at the enormous creature. Drace makes one attack with a +7 modifier. On a hit, the attack deals 10 (1d6+7) piercing damage and destroys one of the creature's eyes as the harpoon sinks into it. The creature suffers disadvantage on its ranged attacks for the rest of the encounter.

Triple Threat (The Wolf and Eel Tavern). If the PCs saved Chumm, Loxley, and Crabbe, the trio of smugglers—sobered up a bit and eager to get off the island—arrive to assist them with elicit alchemical concoctions taken from their ship. At Initiative count 20, the trio hurls their alchemical payload at the enormous creature's face. The smugglers make 3 attacks with a +8 modifier. The creature must make a DC 14 Constitution saving throw, increasing the DC by +2 for each attack after the first that hits. On a failed save, the creature's speed is halved, and it can no longer perform multiattacks.

Belle's Broadside (The Oily Rose). If the PCs saved Belle Gwiness, the captain of the *Oily Rose* provides them with aid from afar, unleashing a broadside of heavy crossbow bolts against the enormous creature. At Initiative Count 20, Captain Gwiness fires a volley of shafts at the enormous beast. The *Oily Rose* makes 3 attacks with a +6 modifier. Each attack deals 11 (2d10) piercing damage on a hit.

WRAP UP

Once the terror falls, the mystical storm over Brinebreak begins to subside. Within a few minutes, the rain tapers off and the winds die down, and the skies clear in an hour, giving way to calm and smooth seas. Survivors emerge from the rubble of any locations the terror destroyed and approach the party as heroes, with Tomas Acton leading the way.

The locals don't have much in the way of rewards to offer, but they encourage the PCs to keep any of the items they've acquired during the adventure and scrape together enough trinkets and spare coins to give them 50 gp each. Last, Acton sees to it that the party receives a skilled captain and swift ship to take them back to the mainland, with a promise that Brinebreak's oil production will resume immediately.

APPENDIX A: CREATURE STATISTICS

Captain Roan Abernathy



Medium humanoid (human), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 55 (10d8+10)

Speed 30 ft.

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

Skills Deception +4, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 2 (400 XP)

Dark Devotion. The captain has advantage on saving throws against being charmed or frightened.

Godkilling. Once per turn, when the captain hits a creature with a melee weapon, he can cause fell energy to magically erupt from his weapon and deal an extra 9 (2d10) necrotic damage to the target.

Whaling Prowess. The captain deals an additional 4 (1d8) damage when it hits a creature with a swim speed.

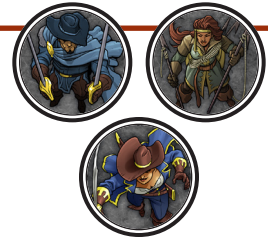
Actions

Multiattack. The captain makes three melee attacks: two with its harpoon and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Whalebone Harpoon. *Melee Weapon Attack* +5 to hit, range 120ft, one target. *Hit:* 7 (2d6+ 3) piercing damage.

Former Crew of the Riptide (Wayne, Drace, & Gwiness)



Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages any one language

Challenge 1 (200 XP)

Whaling Prowess. The crew member deals an additional 4 (1d8) damage when it hits a creature with a swim speed.

Actions

Multiattack. The crew member makes two weapon attacks or two melee attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Cooper's Hammer (Wayne only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Whaling Harpoon (Drace only). *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Thrown Whaling Harpoon (Drace only). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack* +4 to hit, range 80/320ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sahuagin Witch

Medium humanoid (human), chaotic neutral



Armor Class 12 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12 (+1)	12 (+1)	12 (+1)	15 (+2)	13 (+1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Sahuagin

Challenge 1 (200 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *fog cloud, thunderwave*

2nd level (2 slots): *aid, hold person*

Actions

Multiattack. The sahuagin makes two melee attacks: one with her bite and one with her coral staff.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Coral Staff. *Melee Weapon Attack:* +2 to hit, range 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Smugglers (Crabbe, Loxley, & Chumm)

Medium humanoid (any race), any alignment



Armor Class 14 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +3, Perception +4, Stealth +5

Senses passive Perception 14

Languages any one language

Challenge 1 (200 XP)

Cunning Action. The smuggler can take the Dash, Disengage, or Hide action as a bonus action.

Scoundrel's Luck (1/Short or Long Rest). When the scoundrel makes an ability check, attack roll, or saving throw, the smuggler may roll an additional d20 and choose which result to use.

Sneak Attack (1/Turn). The smuggler deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of the smuggler and the smuggler doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320ft, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Specters of Elna & Mara Abernathy



Medium undead, lawful evil

Armor Class 10

Hit Points 22 (5d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	8 (-1)	10 (+0)	15 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any one language

Challenge 2 (400 XP)

Ethereal Sight. The specter can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The specter 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.

Actions

Touch of the Watery Grave. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage and the target has disadvantage on its next ability check or attack roll.

Etherealness. The specter enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Terror from the Deep



Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	4 (-3)	12 (+1)	10 (+0)

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Amphibious. The terror can breathe air and water.

Actions

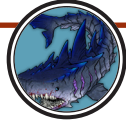
Multiattack. The terror makes two bite attacks. It can trade one of these bite attacks for a Sea Spray attack if available.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (3d6 + 5) slashing damage.

Sea Spray (Recharge 5-6). The terror from the deep vomits a 60-foot cone of turbulent and foul sea water. Each creature in that area must make a DC 14 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

⊕ Hunter Shark

Large beast, unaligned



Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Smaller than a giant shark but larger and fiercer than a reef shark, a hunter shark haunts deep waters. It usually hunts alone, but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

⊕ REPRODUCED UNDER THE OGL

⊕ Merrow

Large monstrosity, chaotic evil



Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive

Perception 10

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

⊕ REPRODUCED UNDER THE OGL

⊕ Giant Crab



Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive

Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

⊕ REPRODUCED UNDER THE OGL

⊕ Giant Octopus



Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive

Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

⊕ REPRODUCED UNDER THE OGL

⊕ Giant Shark

Huge beast, unaligned



Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive

Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points. Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

A **giant shark** is 30 feet long and normally found in deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

⊕ REPRODUCED UNDER THE OGL

⊕ Sahuagin

Medium humanoid (sahuagin), lawful evil



Armor Class 12 (Natural Armor)

Hit Points 22 (4d8+4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses Darkvision 120 Ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4 + 1) slashing damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8 + 1) piercing damage. two handed

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) piercing damage.

Spear. *Ranged Weapon Attack:* +3 to hit, reach 20/60 ft., one target. *Hit:* (1d6 + 1) piercing damage.

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APPENDIX B: MAGICAL ITEMS

Whalebone Harpoon of Dead Memories

Weapon (javelin), very rare

This magical harpoon is carved from the rib bone of an ancient whale and inscribed with runes representing memories of lost loved ones. While wielding this weapon, you have a +1 bonus to hit and damage rolls.

Charges: This weapon starts with 5 charges. It regains 1 charge when it is used to incapacitate a living creature.

Memories of the Dead: When you hit with a successful melee attack with this weapon, you may draw upon the power of this weapon and expend 1 charge from the weapon to deal 1d10 necrotic damage per deceased loved one, companion, or mentor you have, to a maximum of 3d10.

Harpoon of the Deep

Weapon (javelin), uncommon

This magical harpoon has a bronze head inscribed with a relief of a kraken entangling a giant whale in its tentacles. While wielding this weapon, you have a +1 bonus to hit and damage rolls. A creature wielding this weapon gains a swim speed of 30 ft.

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The Oily Rose

Brinebreak

N

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CHARACTER SHEET

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Fighter 3
CLASS & LEVEL

Noble
BACKGROUND

Human
RACE

Lawful neutral
ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 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
SKILLS

17

ARMOR CLASS

-1

INITIATIVE

30 ft

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12+3 slashing
Javelin*	+5	1d6+3 piercing

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELL CASTING

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

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 (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

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

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

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

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards
Languages. Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 25

PP

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

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

EQUIPMENT

FEATURES & TRAITS

Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

Fighter

Fighters are the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Background

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents were the count and countess of Corlinn Hill, a large estate located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill from the map. Instead of growing up on an estate, you were raised in a small but comfortable town house in Waterdeep. As an adult, you stand to inherit a meaningless title and little else.

Personal Goal: Civilize Phandalin. You were meant for more than being a ruler of nothing at all. Rebuilding Corlinn Hill is impractical, thanks to the volcano. But in the last three or four years, hardy settlers have been rebuilding another ruin near the city: the old town of Phandalin, which orcs sacked five centuries ago. Clearly, what Phandalin needs now is a civilizing influence—someone to take the reins and bring law and order. Someone like you.

You're not the only one with such ideas. A knight named Sildar Hallwinter recently set out for Phandalin in the company of a dwarf named Gundren Rockseeker. They plan to reclaim an ancient mine and restore Phandalin to a civilized center of wealth and prosperity. Since your goals align, Hallwinter should be willing to assist you.

Alignment: Lawful Neutral. It's essential to establish law and order, even if it takes an iron fist to do it. The nobility are bound by honor and tradition to protect their people from both external and internal threats to stability. An organized society leaves no room for evil and chaos to take root.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d10 + 2$ to your hit point maximum.

4th Level: 2,700 XP

Ability Score Improvement. Your Strength increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your greataxe and javelin, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

5th Level: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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CHARACTER SHEET

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Cleric 3
CLASS & LEVEL
Hill dwarf
RACE

Soldier
BACKGROUND
Neutral good
ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+2
14

DEXTERITY
-1
8

CONSTITUTION
+2
15

INTELLIGENCE
+0
10

WISDOM
+3
16

CHARISMA
+1
12

INSPIRATION

+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 ft
SPEED

Hit Point Maximum **27**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8**
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Warhammer	+4	1d8+2 bludgeoning
Handaxe*	+4	1d6+2 slashing

*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

Cantrips. You know light, sacred flame, and thaumaturgy, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: bless and cure wounds.

ATTACKS & SPELL CASTING

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

Languages. Common, Dwarvish

Stonecunning. Whenever 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.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP
- SP
- EP
- GP 10
- PP

Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

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

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. 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.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

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

Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

FEATURES & TRAITS

Dwarf

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

In the Forgotten Realms, your people are called gold dwarves. They have remote kingdoms in the south and typically keep their distance from human affairs. Their brethren are the shield dwarves of the north, who are strong, hardy, and accustomed to a difficult life in rugged terrain. Years ago, you moved to that northern realm.

Male Dwarf Names: Adrik, Baern, Brottor, Dain, Darrak, Eberk, Einkil, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rurik, Taklinn, Thoradin, Tordek, Traubon, Travok, Veit, Vondal

Female Dwarf Names: Amber, Artin, Bardryn, Dagnal, Diesa, Eldeth, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra

Dwarf Clan Names: Battlehammer, Brawnnavil, Dankil, Frostbeard, Gorunn, Ironfist, Loderr, Strakeln, Torunn, Ungart

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as bless and cure wounds, always prepared.

Your domain is Life, which is affiliated with many gods of good. Your god, Marthammor Duin, is the dwarf god of wanderers, travelers, and outcasts—those who move among strange lands and foreign peoples. Dwarves who honor him wear his holy symbol, a boot overlaid by an upright mace, on a necklace often made of silver and iron.

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you to use an action and present your holy symbol. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you 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. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

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

Background

Trained as a soldier on the island of Mintarn, you traveled to Neverwinter as part of a mercenary company that serves as both army and city watch. You grew disillusioned with your fellow soldiers, who seem to enjoy their authority at the expense of the people they're supposed to protect. Everything came to a head recently, when you disobeyed an order and followed your conscience. You were suspended from active duty, though you kept your rank and your connection to the mercenaries. Since then, you have devoted yourself to your deity.

Personal Goal: Teach the Redbrands a Lesson. You've heard that Daran Edermath in the town of Phandalin is looking for people of courage and principle to teach some bullies a lesson. These thugs, the Redbrands, have been throwing their weight around in Phandalin, much as your compatriots did in Neverwinter. Putting a stop to their villainy is a worthy goal.

Alignment: Neutral Good. Your conscience, not law and authority, will guide you to do the right thing. Power is meant to be used for the benefit of all, not to oppress the weak.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 3 to your hit point maximum.

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 Advancement table. You also gain more spell slots.

Spellcasting Advancement

LEVEL	PREPARED SPELLS	—Spell Slots per Spell Level—		
		1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

4th Level: 2,700 XP

Spells. You learn one more cleric cantrip of your choice.

Ability Score Improvement. Your Wisdom increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5th Level: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: beacon of hope and revivify.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

Cleric Spells

Bless

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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.

Guiding Bolt

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 152 against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Healing Word

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Prayer of Healing

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + 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 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

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).

Shield of Faith

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Thaumaturgy

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

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CHARACTER SHEET

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Rogue 3
CLASS & LEVEL

Criminal
BACKGROUND

Lightfoot halfling
RACE

Neutral
ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
-1
8

INSPIRATION

+2 PROFICIENCY BONUS

14
ARMOR CLASS

+3
INITIATIVE

25 ft
SPEED

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

DEXTERITY
+3
16

SAVING THROWS

-1 Strength

+5 Dexterity

+1 Constitution

+3 Intelligence

+0 Wisdom

+3 Charisma

Hit Point Maximum 21

CURRENT HIT POINTS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

CONSTITUTION
+1
12

SKILLS

+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)

+3 Investigation (Int)

+0 Medicine (Wis)

+1 Nature (Int)

+0 Perception (Wis)

+5 Performance (Cha)

+3 Persuasion (Cha)

+1 Religion (Int)

+5 Sleight of Hand (Dex)

+7 Stealth (Dex)

+0 Survival (Wis)

TEMPORARY HIT POINTS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

INTELLIGENCE
+1
13

Total 1d8
HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

WISDOM
+0
10

NAME ATK BONUS DAMAGE/TYPE

Shortsword +5 1d6+3 piercing

Shortbow* +5 1d6+3 piercing

*You can throw a shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword 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 the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELL CASTING

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, such as whether an area is dangerous, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

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

Brave. You have advantage on saving throws against being frightened.

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.

Criminal Contact. You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools

Languages. Common, Halfling

Expertise. When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

Halfling

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; and fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an old dirt road.

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They're concerned with basic needs and simple pleasures and have little use for ostentation.

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship, as well as the comforts of hearth and home, harboring few dreams of glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity.

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

Male Names: Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby

Female Names: Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna

Family Names: Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tosscombe, Underbough

Rogue

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

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.

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 feature, instead of 1d6.

Background

The town of Phandalin is built on the ruins of an older settlement, vacant for five centuries until some hardy settlers set about rebuilding it some years back. Drawn by stories of gold and platinum in the nearby foothills, you came to Phandalin as well, not to earn a living, but to prey on those who struck it rich. You joined a gang calling itself the Redbrands and made some decent coin as a burglar, enforcer, or fence.

But you must have made an enemy among your fellow Redbrands. Someone set you up. On that person's word, the head of the Redbrands—a wizard called Glasstaff—tried to have you killed. You escaped, barely alive and thanking Tymora, the goddess of good fortune, for your luck. You fled Phandalin, almost penniless and with only the tools of your trade to your name.

Personal Goal: Get Your Revenge. Someone in the Redbrands nearly got you killed, and you sure would like to know who it was. And then you'd like to take your revenge—on that person, on Glasstaff, maybe on all the Redbrands. And you just got a tip that might help you: someone named Halia Thornton also has it out for the Redbrands. She lives in Phandalin, which means showing your face to the Redbrands who still want you dead.

Alignment: Neutral. You tend to do whatever seems best at the time. Sure, you've done some things you're not proud of, and you're not personally committed to making the world a better place. But you have no interest in causing suffering or making things worse than they already are.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 1 to your hit point maximum.

4th Level: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5th Level: 6,500 XP

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a) increases by 1. Your Expertise feature means your bonus for Stealth and the use of thieves' tools instead each increase by 2.

Sneak Attack. You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

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

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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CHARACTER SHEET

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Wizard 3
CLASS & LEVEL
High elf
RACE

Acolyte
BACKGROUND
Chaotic good
ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+0
10

INSPIRATION

+2 PROFICIENCY BONUS

12
ARMOR CLASS

+2
INITIATIVE

30 ft
SPEED

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

DEXTERITY
+2
15

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

Hit Point Maximum **18**
CURRENT HIT POINTS

Knowledge. The path to power and selfimprovement is through knowledge.

IDEALS

CONSTITUTION
+2
14

+2 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 +5 Arcana (Int)
 +0 Athletics (Str)
 -1 Deception (Cha)
 +3 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)
 +5 Religion (Int)
 +2 Sleight of Hand (Dex)
 +2 Stealth (Dex)
 +1 Survival (Wis)
SKILLS

TEMPORARY HIT POINTS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

INTELLIGENCE
+3
16

Total **1d6**
HIT DICE

SUCCESSSES
FAILURES
DEATH SAVES

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

WISDOM
+0
12

NAME: **Shortsword** ATK BONUS: **+4** DAMAGE/TYPE: **1d6+2 piercing**

Cantrips. You know *mage hand*, *prestidigitation*, *ray of frost*, and *shocking grasp*, and can cast them at will.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these 1st-level spells: *burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, and *sleep*. Descriptions are in the rulebook.

ATTACKS & SPELL CASTING

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Shelter of the Faithful. As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Daggers, darts, light crossbows, longbows, longswords, quarterstaves, shortbows, shortswords, slings

Languages. Common, Elvish, Draconic, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP **5**
PP

Shortsword, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch

EQUIPMENT

Elf

Elves are a people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

In the Forgotten Realms, your people are named sun elves. Also called gold elves or sunrise elves, sun elves have bronze skin and hair of copper, black, or golden blond, and their eyes are golden, silver, or black. They are more reclusive than the other branch of high elves, the moon elves, but Oghma has called you to live among other peoples, rather than in the sanctuaries of your kin.

Elves are considered children until they declare themselves adults, sometime after the hundredth birthday. Before this period, they are called by child names. On declaring adulthood, an elf selects an adult name. Every elf also bears a family name, typically a combination of Elvish words. Some elves traveling among other races translate their family names into Common.

Child Names: Ara, Bryn, Del, Innil, Lael, Mella, Naeris, Phann, Rael, Rinn, Syllin, Vall

Male Adult Names: Adran, Berrian, Carric, Erevan, Galinndan, Hadarai, Immeral, Paelias, Quarion, Riardon, Soveliss, Theren, Varis

Female Adult Names: Althaea, Bethryna, Caelynn, Ielenia, Leshanna, Meriele, Naivara, Quillathe, Silaqui, Thia, Vadiana, Valanthe, Xanaphia

Family Names (Common Translations): Amastacia (Starflower), Galanodel (Moonwhisper), Liadon (Silverfrond), Meliamne (Oakenheel), Siannodel (Moonbrook), Ilphelkiir (Gemblossom)

Wizard

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

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.

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

Background

You have spent your life dedicated to Oghma, all-seeing god of knowledge, and spent years learning the lore of the multiverse.

Personal Goal: Reconsecrate the Defiled Altar. Through visions delivered in your trances, your god has called you to a new mission. A goblin tribe has made its lair in an ancient ruin now called Cragmaw Castle, where they have defiled a shrine once sacred to Oghma. Now dedicated to the vile goblin god Maglubiyet, the altar is an offense to Oghma that must not stand.

You're sure Oghma has greater things in store for you if you can complete this quest. In the meantime, your visions suggest that Sister Garaele—a priest of Tymora, the goddess of luck—can aid you in the town of Phandalin.

Alignment: Chaotic Good. The pursuit and acquisition of knowledge is for the benefit of all. Kingdoms and laws are useful so far as they allow knowledge to flourish. Tyrants who seek to suppress and control it are the worst villains. You share your knowledge freely, and use what you have learned to help where you can.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook. With each level you gain, you gain one additional Hit Die and add 1d6 + 2 to your hit point maximum. 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 Advancement table. You also gain more spell slots.

Spellcasting Advancement

—SPELL SLOTS PER SPELL LEVEL—

LEVEL	PREPARED SPELLS	1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

Adding 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 in the rulebook. 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.

4th Level: 2,700 XP

Spells. You learn one more wizard cantrip of your choice.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5th Level: 6,500 XP

Spells. You can prepare and cast 3rd-level spells.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Wizard Spells

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Blur

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Burning Hands

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature

takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Mage Armor

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Sleep

1st-level enchantment

Casting Time: 1 action

Range: 90 feet **Components:** V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Ray of Frost

Evocation 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).

Scorching Ray

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

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

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CHARACTER SHEET

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Fighter 3

CLASS & LEVEL

Folk hero

BACKGROUND

Human

RACE

Lawful good

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

+4 Strength

+3 Dexterity

+4 Constitution

+0 Intelligence

+1 Wisdom

-1 Charisma

SAVING THROWS

+3 Acrobatics (Dex)

+3 Animal Handling (Wis)

+0 Arcana (Int)

+2 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)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity. It's no good pretending to be something I'm not.

IDEALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+4

2d6+2 slashing

Longbow*

+7

1d8+3 piercing

*You can shoot a longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELL CASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, carpenter's tools, vehicles (land)

Languages. Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

EQUIPMENT

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.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they are unwilling to risk their lives for you.

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

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

FEATURES & TRAITS

Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

Fighter

Fighters are the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

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, carrying you in your infancy. Your family drifted from village to village around the region, finding work as servants or laborers where they could.

You've spent the last few years in Neverwinter as a porter and laborer 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: Drive Off the Dragon. The ruins of Thundertree call to you. Your family and their friends once lived in prosperity there, and now they're reduced to menial labor. The ruins are haunted by ash zombies, and rumor has it a dragon has made its lair in the Old Tower, but those are problems a hero can solve. Slay the dragon, or drive it off, and you'll prove—to yourself and everyone else—you're a real hero, destined for greatness.

Alignment: Lawful Good. A hero stands up to evil and never lets bullies have their way. A hero fights for law and order, so that everyone can live in prosperity and happiness. A hero slays monsters, clears ruins, and protects the innocent. You strive to be such a hero.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d10 + 2$ to your hit point maximum.

4th Level: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your longbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5th Level: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.