

RAIDERS

of the **LOST BARK**



Raiders of the Lost Bark

A Free RPG Day adventure for 3-4 characters of 3rd level (pregenerated characters included!). Before playing, make sure you've removed the map pages from the middle of the booklet! Download expanded character sheets with more information at steamforged.com

Welcome to the world of Animal Adventures! This introductory adventure is designed to be a brief and fun look into a world where dogs, cats and other animals fight alongside the races of Fifth Edition and tell epic stories of their own! More rules, adventures and details about our range of fantastic miniatures can be found at steamforged.com. Please note this adventure assumes the players have access to the core Fifth Edition books or the 5e Basic Rules found at <http://dnd.wizards.com/articles/features/basicrules>.

Welcome adventurous dogs! You are all members of the League of Canine Adventurers, a noble and proud organisation that works to aid the two-legs in their quests to make the World a better place.

You have gathered to review a well chewed journal given to you by an elderly dog called Indy. It tells of an ancient magical artefact, the Golden Whistle of Calling, which can call forth the mighty Bark of Power, lost for generations and said to give dogs who hear it incredible gifts to help them in their noble missions.

Thought lost, it is now your quest to seek the Whistle and restore the power of the Lost Bark, so that dogs everywhere can be empowered to aid their friends and families in the world.

You are gathered in an old, half abandoned graveyard, in the dead of night, outside the Mausoleum mentioned in the journal. Its stone walls are carved with the growling faces of fierce dogs and each corner is decorated with a canine gargoyle growling into the night. The door sits slightly ajar and a strange mist curls out from within...

Encounter 1: The guardian at the grave

Inside the Mausoleum you find an earth floor trimmed with stone edging. The walls are further decorated with canine frescos and upon one wall, a pictogram shows three dogs, heads tilted back, with a fourth dog surrounded by lines of energy floating in front of them.

The walls of the chamber are dominated by a carving of three dogs, heads flung back, howling at the sky. Before them, a fourth dog seems to be appearing from the clouds, carried on waves of energy.

The floor has three large mounds of earth arranged in a rough triangle.

DM Note: *If the dogs explore the earth mounds before howling together, they will reveal piles of mouldering (and tasty!) bones, but these will do nothing until the Guardian Spirit is summoned.*

Puzzle- Summon the Guardian Spirit to start the quest. (Allow Arcana/ Investigation check DC 12 to notice the howling dogs image seems important.)

Solution- At least three dogs must howl in unison to summon the spirit guide.

If they summon the spirit before disturbing the mounds of earth, read the following:

"As the last notes of your howl die away the mist on the floor starts to be sucked into the centre and begins to emit a faint glow, the mist takes on the form of a dog standing proudly"

"You have summoned me and so have taken the first step upon a noble quest, but are you worthy to blow the Golden Whistle?"





We shall see... First however you must survive!"

As the guardian finishes speaking, it flicks its tail and the mist swirls aside to reveal bones, moving under mystic control! They swirl together into the centre of the chamber, and assemble themselves into a strange form. The new creature flexes its claws then turns its burning red eye sockets upon you!

Fighting the Guardian

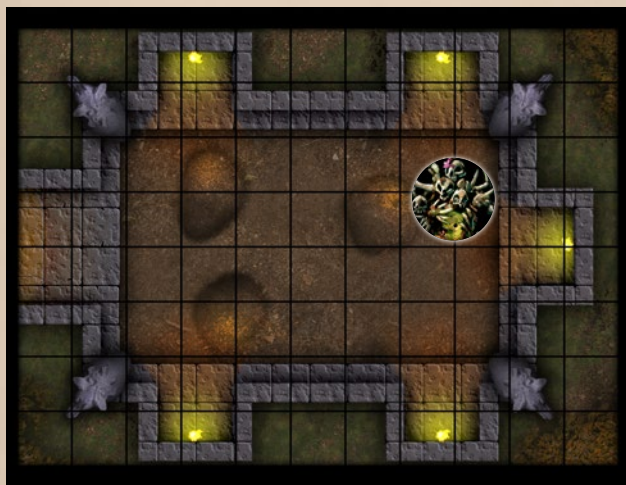
The Guardian can be defeated through weight of damage alone.. If any dogs decide to steal bones from the Guardian to bring it down in a more delicious way, a successful bite attack will allow DC 14 Strength check to pull away a limb bone!

- **Arm-** Guardian has disadvantage on attacks
- **Both arms-** Guardian can only Slam once per turn
- **Leg-** Guardian has half movement and disadvantage on Dex checks
- **Both legs-** the Guardian cannot move from its current location

After the Bone Guardian is defeated, the Guardian Spirit speaks once more...

You have survived my Guard, now follow that which cannot be seen.

And a glowing paw opens a secret chamber on the far wall, from which comes a scrap of old blanket. The dogs can immediately detect strong smells impregnated into the cloth, undetectable to a non-canine nose. A clue!



Encounter 1: The guardian at the grave

Encounter 2: A Scent on the breeze

The strange dog has given you a clue- a well chewed piece of blanket which hides a secret! Your keen noses detect several strong scents emanating from its threadbare fibres...

The cloth holds the smell of the following things:

- Coal and Iron - Blacksmith
- Meat and Salt - Butchers
- Cinnamon and Flour - Bakers

Each of these scents hangs in the air, as detectable to your noses as a cloud of colored smoke would be to an elf or dwarf.

There are several places in the city that have each of these smells but only the trade square has all of them in the same place. Feel free to improvise other shops and locations the dogs may choose to explore first. Allow them to make Perception checks at DC 14 to follow the smells into the City. 2 or 3 successful checks should have them arrive at the trade square.

You arrive at the main trade square, now quiet at this time of night. The only sound is the breeze and the scurrying of rats picking over the day's leavings. At the centre of the square is the statue of Gourmand, a hero in these parts and his wolfhound companion, Sabot.

The square is surrounded by shop fronts, and market stalls which now lie empty. The area is crossed with many scents which make tracking difficult- the dogs may wish to work in pairs to Aid each other (advantage on Investigation checks).

A Perception Check at DC 15 reveals a scent trail to the statue in the middle of the square. Investigating the statue (Investigation DC 15) will reveal a hidden button on the collar of Sabot which opens a secret chamber on the statue!

Investigation DC15 Check to discover the hidden button on the statue's collar that will open Sabot's mouth to reveal the Golden Whistle.



The button clicks in and the Jaws of Sabot open wide, revealing a glinting metal object within. There, shimmering in the moonlight is the fabled Golden Whistle, long thought lost. As you reverently reach for it, there is a sudden sound of scurrying, beginning quietly but quickly reaching a crescendo. Before you can act, rats swarm from every direction, chittering triumphantly! This tide of vermin sweeps over you biting and scratching, and is gone into the sewers as quickly as it appeared. And, you realise with horror, the Whistle is gone with them!

Encounter 3: Many eyes, Many feet

The dark, dank sewers swim with evil smelling liquid and bubbling nastiness. As you enter its depths the stone floor and walls are slimy and the air is thick and heavy. Your ears can make out the sound of the rat swarm as it scurries away into the tunnels!

The rats have eluded the dogs in the maze of tunnels under the city! The group must make three successful DC 12 Perception or Investigation checks to track the rats. The dogs have Advantage on these tests as they are tracking a smell.

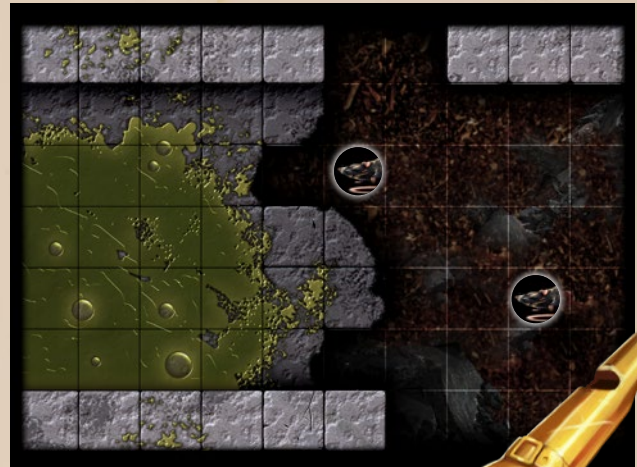
Each test they fail, they are lured into a dead end or away from the rat group! This will affect their next encounter!

Eventually you reach a section where the sewer floor has collapsed into an older undersewer below. Strange markings have been scratched into the walls. The rats hiss and snap at you all as you draw close then attack in a tide of tooth and claw!

The rats have fled into a section of sewer partially collapsed and blocked by rubble. Most of the rats flee but some form into swarms to prevent the dogs from continuing.

- If the dogs tracked the rats with no failed checks, they face two swarms of rats and have a surprise round.
- If they failed one or two checks, they do not have a surprise round
- If they failed three or more checks, the rats have a surprise round!

The drop into the tunnel below is shallow and rubble filled, so is not hazardous and may be moved freely up and down. Once the rats are defeated, the dogs may pick their way over the rubble into the passage beyond.



Encounter 3: Many eyes, Many feet



Cornelius

Big Dog
(Golden Retriever)
Wizard

Spells

Cantrips:
Mage Hand
Fire Bolt
Blade Ward

1st: 4 Slots
Burning Hands
Mage Armour
Sleep
Colour Spray
Shield
Thunderwave
Comprehend
Languages
Magic Missile

2nd: 2 Slots
Web
Flaming Sphere

Equipment:
Arcane Focus
1 Healing Potion
Dagger

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier

Worse than the Bark- Natural Bite attack

Powerful Bite- Roll an additional damage die for Bite attack damage, pick the best result.

Faithful Friend- Once per short rest as a reaction, ally you can see within 30' rerolls a failed save, ability check or attack roll, or force an enemy to reroll a successful attack roll.

Digger- Gain advantage on ability checks to dig, in combat if terrain allows spend an action to go prone and gain half cover.

Cerysse

Big Dog
(St Bernard)
Cleric

Spells

Cantrips:
Spare the Dying
Sacred Flame
Guidance

1st: 4 Slots
Cure Wounds
Healing Word
Shield of Faith
Bless
Guiding Bolt
Sanctuary

2nd: 2 Slots
Spiritual Weapon
Prayer of Healing
Warding Bond

Equipment:
Holy Symbol of the Good Mother
2 Healing Potions
Half Plate Armour
Mace

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Powerful Bite- Roll an additional damage die for Bite attack damage, pick the best result.

Assistance Dog- Grant your Keen Senses to an ally you choose within five feet.

Snow Dog- You are adapted to cold climates as per Ch.5 of the DMG.

Companion Domain- Grants Aspect of the Amicable, Invoke Companionship.

Aspect of the Amicable- You may use your Best Friends ability 1/short rest.

Channel Divinity: Invoke Companionship- As an Action, choose any number of creatures within 30 feet. Each creature gains Hit Points equal to your cleric level.





Cerysse
Big Dog
(St Bernard)
Cleric

Armour Class: 16 (Half Plate)
Hit Points: 27
Speed: 30
Size: Medium
Init: +1

STR: 14 +2 **DEX:** 12 +1 **CON:** 17 +3
INT: 9 -1 **WIS:** 18 +4 **CHA:** 14 +2

Abilities:
Keen Sense
Best Friend
Worse than the Bark
Powerful Bite
Assistance Dog
Snow Dog

Companion Domain
Aspect of the Amicable
Channel Divinity-
Invoke Companionship
Channel Divinity-
Turn Undead

Proficient Saves:
Wisdom, Charisma

Proficient Skills:
Insight
Medicine
Persuasion
Religion

Proficient Saves:
Wisdom, Charisma

Proficient Skills:
Insight
Medicine
Persuasion
Religion

Languages: *Common, Abyssal, Celestial*

Attacks:
Bite- Melee Attack +3 to hit damage 1d4+2 piercing.
Mace- Melee Weapon Attack +4 to hit damage 1d8+2 bludgeoning.



Cornelius
Big Dog
(Golden Retriever)
Wizard

Armour Class: 12
Hit Points: 23
Speed: 30
Size: Medium
Init: +2

STR: 10 +0 **DEX:** 15 +2 **CON:** 16 +3
INT: 17 +3 **WIS:** 15 +2 **CHA:** 15 +2

Abilities:
Keen Sense
Best Friend
Worse than the Bark
Powerful Bite
Faithful Friend
Digger

Evocation Savant
Sculpt Spells

Proficient Saves:
Intelligence, Wisdom

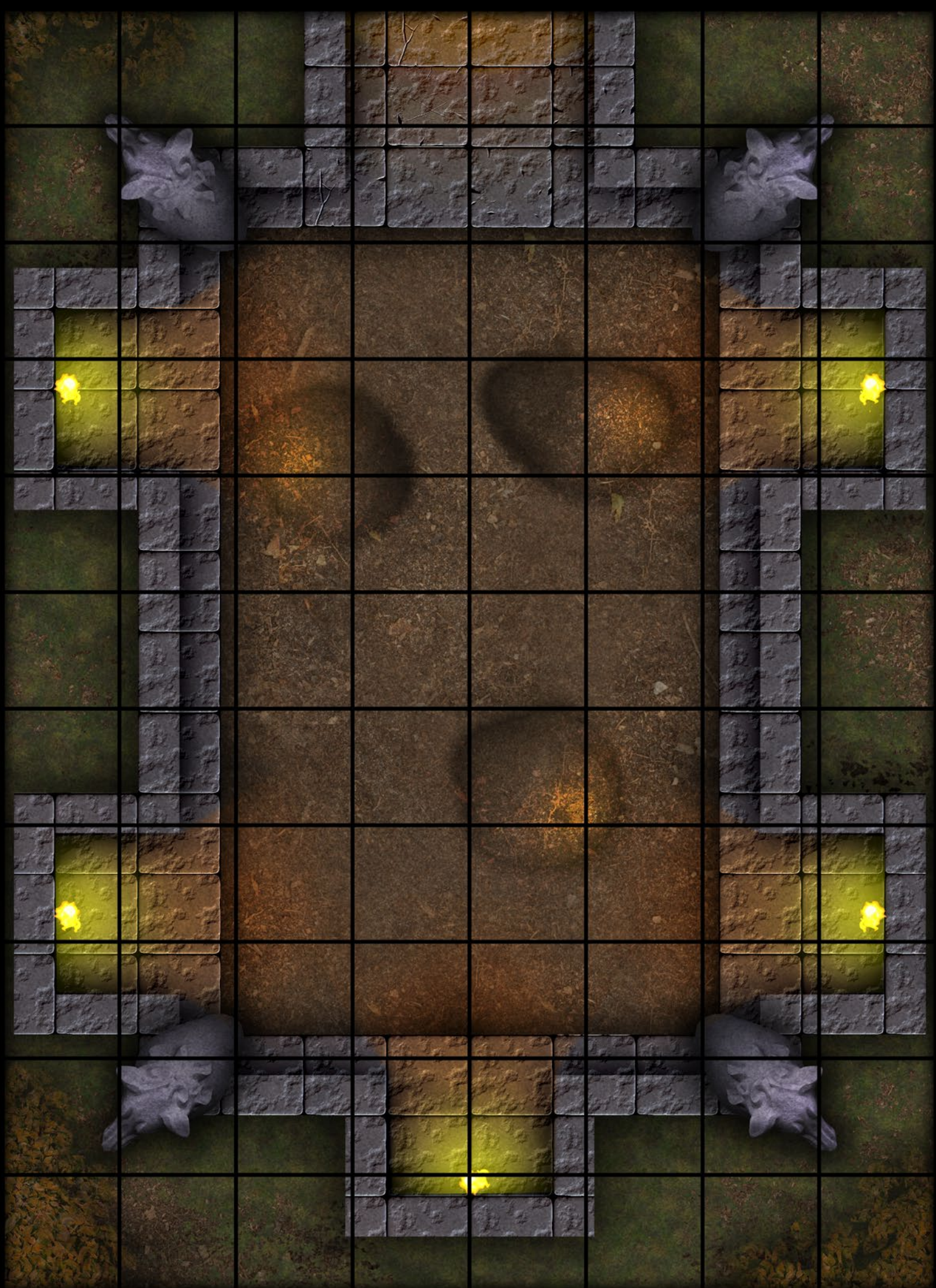
Proficient Skills:
Arcana
History
Investigation
Religion

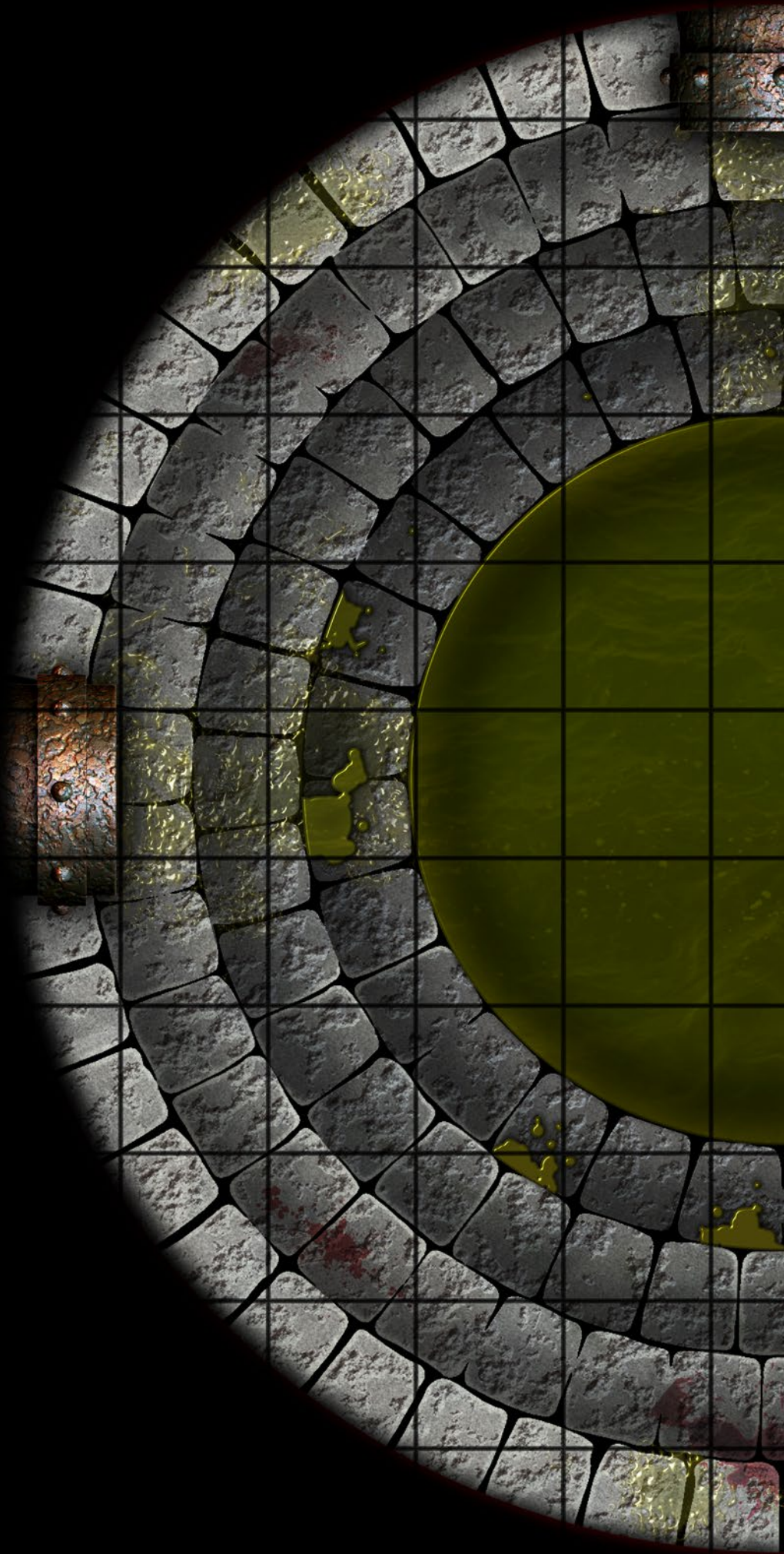
Sage Background
Languages: *Common, Draconic, Elvish*

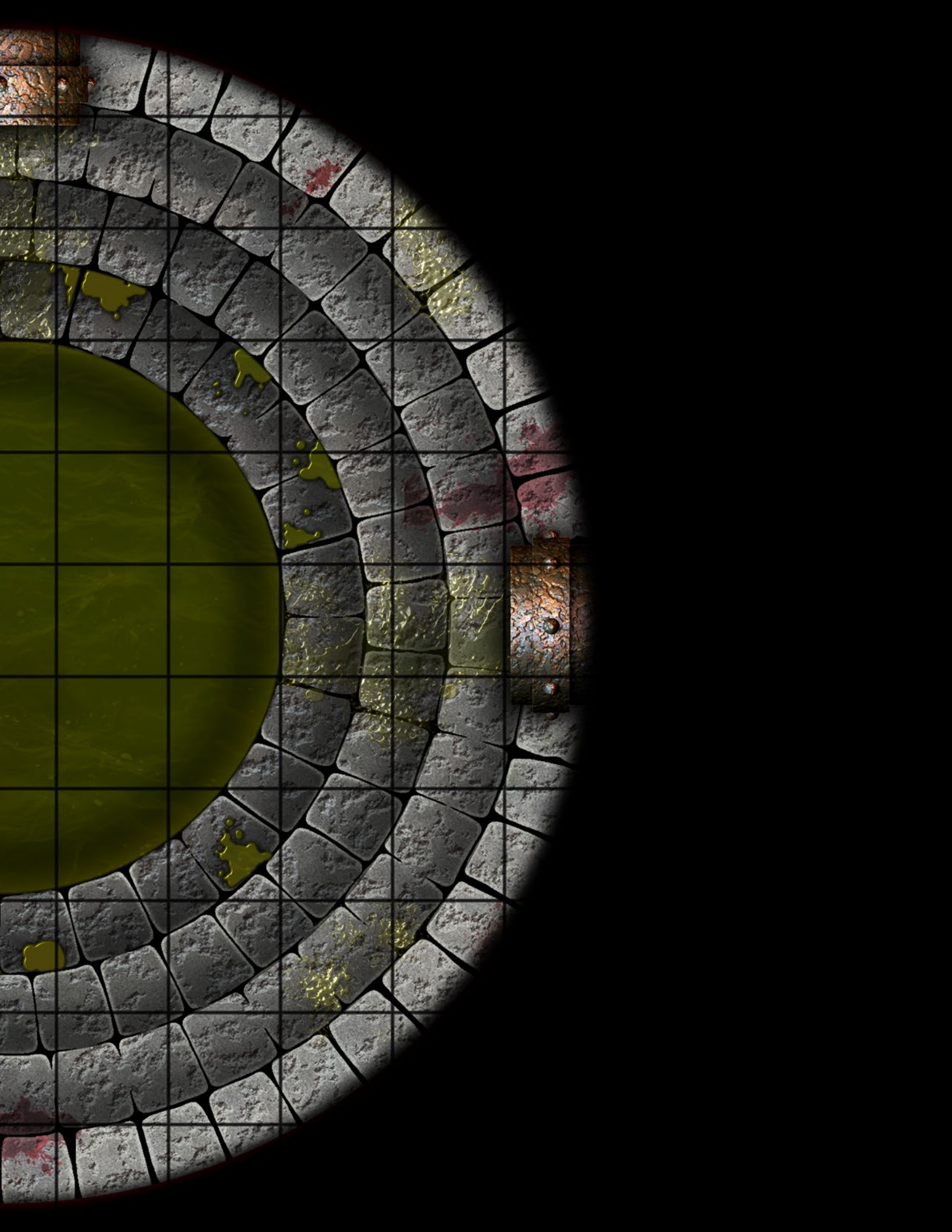
Attacks:
Bite- Melee Attack +4 to hit, Damage 1D4+0 Piercing.
Fire Bolt- Ranged Spell Attack +5 to hit, 120', Damage 1D10 Fire.

✂













Hartley

Lap Dog
(French Bulldog)
Fighter

Armour Class: 17 (Splint)
Hit Points: 25
Speed: 30
Size: Small
Init: +3

STR: 16 +3 DEX: 16 +3 CON: 12 +1
INT: 10 +0 WIS: 10 +0 CHA: 9 -1

Abilities:

Keen Sense
Best Friend
Slippery
At Their Heels
Dogged Persistence

Dueling Fighter
Second Wind
Action Surge
Champion- Improved
Critical

Proficient Saves:
Strength, Constitution

Proficient Skills:
Intimidation
Nature
Insight
Survival
Persuasion

Awakened Animal Background
Languages: *Common, Orc*

Attacks:

Shortsword- Melee Weapon Attack +5 to hit, Damage 1D6+5 Piercing Crit 19-20.
Bite- Melee Attack +5 1D4+3 Piercing.



Tedric

Lap Dog
(Chihuahua)
Rogue

Armour Class: 14 (Leather)
Hit Points: 15
Speed: 30
Size: Small
Init: +3

STR: 12 +1 DEX: 17 +3 CON: 9 -1
INT: 14 +2 WIS: 11 +0 CHA: 15 +2

Abilities:

Keen Sense
Best Friend
Worse than the Bark
Slippery
Frenzied Fighting
At Their Heels

Expertise - Stealth,
Sleight of Hand
Sneak Attack
Thieves Cant
Cunning Action
Fast Hands
Second Story Work

Proficient Saves:
Dexterity, Intelligence

Proficient Skills:
Stealth
Sleight of Hand
Deception
Acrobatics
Insight
Investigation

Charlatan Background
Languages: *Common, Draconic*

Attacks:

Dagger- Melee Weapon Attack +5 1D4+1 Piercing.
Dagger- Bonus Melee Weapon Attack +5 1D4 Piercing.
Bite:-Melee Attack +5 1D4+1 Piercing.



Tedric

*Lap Dog
(Chihuahua)
Rogue*

Equipment:
*Leather Armour
2 Daggers
Thieves tools*

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Slippery- If you score a critical hit you may dodge as a free action after resolving the attack.

Frenzied Fighting- Once per long rest, each creature in a 15'cube takes a Constitution save or take 2D8 Piercing damage and be pushed 10' away from you, successful save is half damage and no push.

At their Heels- If you hit with an opportunity attack you may move up to half your movement towards the target.



Hartley

*Lap Dog
(French Bulldog)
Fighter*

Equipment:
*Short Sword
1 Potion of Healing
Splint Mail*

Bun Bun of Soothing- Chewing or stroking the Bun Bun as an action casts Calm Emotions, DC12 + Cha Modifier. The Bun Bun has 2 charges that reset after a long rest.

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Slippery- If you score a critical hit you may dodge as a free action after resolving the attack.

At their Heels- If you hit with an opportunity attack you may move up to half your movement towards the target.

Dogged Persistence- Once for short rest as a reaction you gain resistance to the triggering attack.





Encounter 4: Conclave of Rodents

The party track their way to the rats' lair and must force their way into the chamber and battle the Conclave of Rodents for the Whistle.

Ahead, you see the tunnel opens into a larger, circular chamber that drops away in stepped tiers. The sounds of chittering and chanting can be heard coming from the entrance and a sickly green luminous glow comes from within. The smell of rats, water and corruption is very strong...

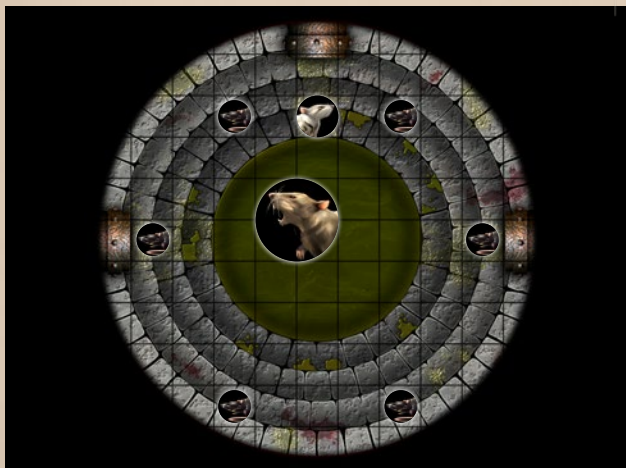
The chamber itself is filled with rats. A large pool of green water lies at the centre with three water channels feeding fetid liquid into it.

A particularly large rat holds the whistle as the party enter. He turns it in his claws greedily and rubs it against his face. As soon as he is aware of the dogs, he cries out!

"Attack, my children! They must not get the shiny!"

The rats gather into rat swarms (6, or 2 per party member if the party is smaller than four dogs) arrayed around the leader. In addition, a monstrous giant rat hides in the water and will rise up to battle the group on its turn in the first round of combat.

The rat swarm will attack unless the leader is slain at which point they will flee leaving the Monstrous rat to fight on.



Encounter 4: Conclave of Rodents

Encounter 5: Celebration

The party are victorious and the golden whistle is now theirs.

With the rat fiend slain, the Whistle is yours once more. The Guardian Hound appears to you again and nods approvingly...

If a dog blows the whistle, a great spectral dog appears to them. It tips its head back and unleashes a deafening, spirit lifting bark that echoes around the chamber.

Any dog that hears the Bark receives the effects of **Beacon of Hope** and **Bless** for one hour. In addition, the Bark acts like a level 3 Cleric using **Channel Divinity: Turn Undead**.

With the blessing of the Lost Bark and the Guardian Hound upon you, and the rat conclave defeated, your minds turn to the future. Gathering the various treasures secreted around the room, you discover enough coin for new equipment, hot food, a warm fire and a comfy place to curl up for the night. Tonight is a night for belly rubs and biscuits. Tomorrow, you can set out to greet whatever fresh challenges await you.





Bone Guardian

Large construct, neutral

Armor Class: 9	Hit Points: 93 (11d8 + 44)	Speed: 30 ft.
STR: 19 (+4)	CON: 18 (+4)	WIS: 10 (+0)
DEX: 9 (-1)	INT: 6 (-2)	CHA: 5 (-3)

Damage Immunities: Necrotic, Poison

Damage Resistance: Piercing, Slashing

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses: Darkvision 60 ft., Passive Perception 10

Languages: Understands the languages of its creator but can't speak.

Challenge: 5 (1,800 XP)

Holy Aversion. If the guardian takes Radiant damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The guardian's weapon attacks are magical.

Actions

Multiattack. The guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.



Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class: 10	Hit Points: 24 (7d8 - 7)	Speed: 30 ft.
STR: 9 (-1)	CON: 9 (-1)	WIS: 10 (+0)
DEX: 11 (+0)	INT: 2 (-4)	CHA: 3 (-4)

Damage Resistances: Bludgeoning, Piercing, Slashing

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses: Darkvision 30 ft., Passive Perception 10

Languages: None

Challenge: 1/4 (50 XP)

Keen Sense. The swarm has advantage on Wisdom (Perception) checks that rely on Smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Giant Rat Leader

Medium beast, unaligned

Armor Class: 12	Hit Points: 31 (7D8)	Speed: 30 ft.
STR: 7 (-2)	CON: 11 (+0)	WIS: 10 (+0)
DEX: 15 (+2)	INT: 2 (-4)	CHA: 4 (-3)

Senses: Darkvision 60 ft., Passive Perception 10

Languages: None

Challenge: 1 (200 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.



Monstrous Rat

Large beast, unaligned

Armor Class: 12	Hit Points: 68 (8d12 + 16)	Speed: 30 ft.
STR: 19 (+4)	CON: 14 (+2)	WIS: 10 (+0)
DEX: 9 (-1)	INT: 2 (-4)	CHA: 4 (-3)

Senses: Darkvision 60 ft., Passive Perception 10

Languages: None

Challenge: 3 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.





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There has been an awakening...

Dungeons & Doggies was just the Beginning!



Sonya,
Maine Coon Fighter



Indy,
Rag Doll Bard



Kai,
Shiba Inu Ranger



Animal Adventures: Tales of
 **Cats** 
Catacombs

Animal Adventures: Tales of
 **Dungeons**
Doggies 

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Cassandra LTP

CHARACTER NAME

Paladin 3

CLASS & LEVEL

PLAYER NAME

Regular Dog

RACE

Noble

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

+3

16

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

Saving Throw Modifiers

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ +3 Deception CHA
- ☐ +0 History INT
- ☐ +1 Insight WIS
- ☐ +3 Intimidation CHA
- ☐ +0 Investigation INT
- ☒ +3 Medicine WIS
- ☐ +0 Nature INT
- ☐ +1 Perception WIS
- ☐ +3 Performance CHA
- ☒ +5 Persuasion CHA
- ☒ +2 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☐ +1 Survival WIS

SKILLS

+1

INITIATIVE

ARMOR

20

CLASS

Immunities - Disease

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

28

--

HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===

Celestial, Common, Draconic, Primordial

PROFICIENCIES & LANGUAGES

Channel Divinity • 1 / Short Rest

When you use your Channel Divinity, you may Turn Undead or Sacred Weapon:

Turn Undead: As an action, you can present your holy symbol to force all undead within 30 ft make a Wis save against your spell DC. If they fail they MUST use their action to move away from you until they take damage.

Sacred Weapon: As an action, you imbue your weapon with postivie energy. For the next minute, add you CHA bonus to attack rolls. Your weapon emits a bright light like a torch.

===SPELL CASTING===

Your Spell DC is 13

You have +5 to hit with spell attacks

You may cast CANTRIP (C) Spells any number of times

You may cast LEVEL ONE (1) Spells up to three (3) times

You regain your spells after a rest of eight or more hours.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Warhammer

+5

1d8+3 Bludgeoning

Martial, Versatile

Unarmed Strike

+5

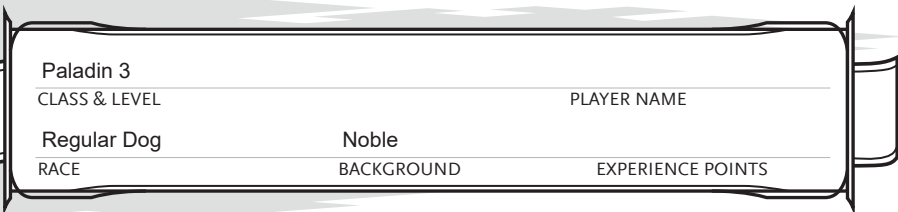
4 Bludgeoning

Bite

+5

1d4+3 Piercing

WEAPON ATTACKS & CANTRIPS



EXPERIENCE POINTS

C Cassandra

Divine Smite

2 uses between rests

When you hit with a melee weapon attack, you can expend one spell slot to deal **2d8 extra radiant damage** to the target plus **1d8 more** against undead or fiends

C Cassandra

Lay on Hands

1 use between rests

You may gift up to 15 points of healing spread as you wish among yourself and your allies.

C Cassandra

Divine Sense

As an action, you can detect good and evil. Until the end of your next turn, you can know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

1 Cassandra

Searing Smite

The next time you hit a creature with a melee weapon attack, your weapon flares with white-hot intensity, and deals an extra **1d6 fire damage** to the target and the target bursts into flames.

At the start of each of its turns until the spell ends, roll 1d6. On a 1-3 the spell ends. On a 4-6 the target takes another **1d6 fire damage**.

1 Cassandra

Protection from Evil

For the next 10 minutes, you or one ally you touch is protected against aberrations, fiends, and undead.

The protection grants several benefits. Creatures of those types have **disadvantage** on attack rolls against the target.

The target also can't be charmed, frightened or possessed by them.

1 Cassandra

Shield of Faith

A shimmering field appears and surrounds you or an ally within 60 feet, granting it a **+2 bonus to AC** for the next 10 minutes.

Cerysse (LTP)

CHARACTER NAME

Cleric 3

CLASS & LEVEL

PLAYER NAME

Big Dog

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+3

17

INTELLIGENCE

-1

9

WISDOM

+4

18

CHARISMA

+2

14

- ☐ +2 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☒ +6 Wisdom
- ☒ +4 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +4 Animal Handling WIS
- ☐ -1 Arcana INT
- ☐ +2 Athletics STR
- ☐ +2 Deception CHA
- ☐ -1 History INT
- ☒ +6 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ -1 Investigation INT
- ☒ +6 Medicine WIS
- ☐ -1 Nature INT
- ☐ +4 Perception WIS
- ☐ +2 Performance CHA
- ☒ +4 Persuasion CHA
- ☒ +1 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☐ +4 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

18

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

27

--

HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===

Abyssal, Celestial, Common, Draconic, Primordial

PROFICIENCIES & LANGUAGES

=== SPECIAL ===

Channel Divinity • 1 / Rest

You can choose to either Turn Undead or Preserve Life.

Turn Undead:

As an action, you can present your holy symbol to force all undead within 30 ft make a Wis save against your spell DC. If they fail they MUST use their action to move away from you until they take damage.

Preserve Life:

As an action, you can present your holy symbol to restore up to 15 HP divided among any creatures within 30 ft. up to half a creature's HP max

===SPELL CASTING===

Your Spell DC is 14

You have +6 to hit with spell attacks

You may cast CANTRIP (C) Spells any amount of times

You may cast LEVEL ONE (1) Spells a total of four (4) times

You may cast level two (2) Spells a total of two (2) times

You regain your spells after a rest of eight or more hours.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

16

PASSIVE WISDOM (INSIGHT)

9

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Mace

+4

1d6+2 Bludgeoning

Simple

Unarmed Strike

+4

3 Bludgeoning

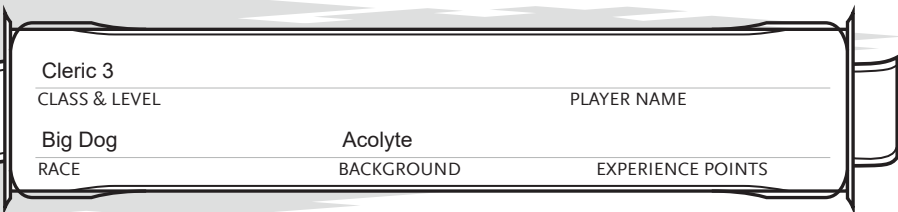
Bite

+4

1d4+2 Piercing

Roll twice to damage, use best roll

WEAPON ATTACKS & CANTRIPS



EXPERIENCE POINTS

C Cerysse

Guidance

You touch one willing creature. For the next minute, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

C Cerysse

Sacred Flame

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**.

C Cerysse

Prayer of Healing

You perform a 10 minute ritual, then up to six creatures of your choosing each regain hit points equal to **2d8+ your spellcasting modifier**.

C Cerysse

Toll the Dead

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take **1d8 necrotic damage**. If the target is missing any of its hit points, it instead takes **1d12 necrotic damage**.

1 Cerysse

Bless

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

1 Cerysse

Guiding Bolt

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 against this target before the end of your next turn has **advantage**, thanks to the mystical dim light glittering on the target until then.

1 Cerysse

Cure Wounds

A creature you touch regains hit points equal to **1d8 + your spellcasting ability modifier**.

Cornelius LTP

CHARACTER NAME

Wizard 3

CLASS & LEVEL

PLAYER NAME

Big Dog

RACE

Sage

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+2

15

CONSTITUTION

+2

15

INTELLIGENCE

+3

17

WISDOM

+2

15

CHARISMA

+2

15

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

Saving Throw Modifiers

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☒ +5 Arcana INT
- ☐ +0 Athletics STR
- ☐ +2 Deception CHA
- ☐ +3 History INT
- ☐ +2 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +5 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +3 Nature INT
- ☐ +2 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☒ +5 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +2 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

12

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

20

--

HIT POINTS

Total

3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===

Abyssal, Celestial, Common, Draconic, Primordial

PROFICIENCIES & LANGUAGES

=== REACTIONS ===

Faithful Friend

You are able to aid those around you just by your presence. Once per short rest, as your reaction, when an ally you can see within 30 feet fails a saving throw, ability check, or attack roll, use your reaction to allow them to attempt the roll again. You can also use this reaction to force an opponent to re-roll a successful attack against an ally you can see within 30 feet.

=== SPELL CASTING ===

Your Spell DC is 13

Your spell attack bonus is +5

You may cast CANTRIP (C) spells any number of times

You may cast LEVEL ONE (1) spells four (4) times

You may cast LEVEL TWO (2) spells two (2) times

Arcane Recovery •

Once per day when you finish a one hour rest, you can choose two expended spells to recharge. Otherwise your spells fully recharge after eight hours' rest

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Quarterstaff

+2

1d6 Bludgeoning

Simple, Versatile

Fire Bolt

+5

1d10 Fire

V/S

Unarmed Strike

+2

1 Bludgeoning

Bite

+2

1d4 Piercing

Roll damage twice, use best roll

WEAPON ATTACKS & CANTRIPS

Cornelius

CHARACTER NAME

Wizard 3

CLASS & LEVEL

PLAYER NAME

Big Dog

RACE

Sage

BACKGROUND

EXPERIENCE POINTS

=== BIG DOG RACIAL TRAITS ===

* Keen Senses •

Dogs have advantage on Perception checks based on smell or hearing and disadvantage on Perception checks depending upon colour recognition.

* Best Friend •

Dogs may cast the Charm Person spell using Charisma as the spellcasting ability once per long rest. No spell components are necessary. The DC for this ability is 8 + your Charisma modifier.

* Worse than the Bark •

You have a natural bite attack. You are proficient with this attack and it counts as both a weapon attack and an unarmed attack. This attack does 1d4 + your Strength modifier damage. This increases to 1d6 + your Strength modifier at level 5 and 1d8 + your Strength modifier at level 10.

Digger •

You just have to dig! You have advantage on ability checks for digging. In combat, if you are in an environment which can be dug into by your paws, you may take an action to go prone and gain half cover.

Faithful Friend •

You are able to aid those around you just by your presence. Once per short rest, as your reaction, when an ally you can see within 30 feet fails a saving throw, ability check, or attack roll, use your reaction to allow them to attempt the roll again. You can also use this reaction to force an opponent to re-roll a successful attack against an ally you can see within 30 feet.

===NOTES===

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0	Quarterstaff	1	4 lb.			
SP 0	Book	1	5 lb.			
EP 0	Ink (1 ounce bottle)	2	--			
GP 50	Ink Pen	1	--			
PP 0	Parchment (one sheet)	10	--			
	Backpack	1	5 lb.			
	Spellbook	1	3 lb.			
	Little Bag of Sand	1	--			
	Small Knife	1	--			
	Arcane Focus	1	--			
WEIGHT CARRIED				ATTUNED MAGIC ITEMS	QTY	WEIGHT
17 lb.						
ENCUMBERED						
165 lb.						
PUSH/DRAW/LIFT						
330 lb.						

EQUIPMENT

C Cornelius

Fire Bolt

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes **1d10 fire damage**.

A flammable object hit by this spell ignites if it isn't being worn or carried.

C Cornelius

Message

You point your finger toward a creature within 120 feet and whisper a message.

The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier.

C Cornelius

Mage Hand

A spectral, floating hand appears at a point you choose within range. The hand vanishes if it is ever more than 30 feet away from you. 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.

1 Cornelius

Magic Missile

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.

1 Cornelius

Burning Hands

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.

1 Cornelius

Shield

If you are hit by an attack or targeted by the magic missile spell, you may cast this instantly as a reaction.

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.

2 Cornelius

Dragon's Breath

You touch one willing creature and imbue it with the power to spew magical energy from its mouth. Choose acid, cold, fire, lightning, or poison. For a minute, the creature can use an action to breathe in a 15-foot cone. Each creature in that area must make a **Dexterity saving throw**, taking **3d6 damage** of the chosen type on a failed save, or half as much damage on a successful one.

2 Cornelius

Scorching Ray

You create three rays of fire and hurl them at targets within 120 feet. You can choose one target or several. Make a ranged spell attack for each ray.

On a hit the target takes **2d6 Fire damage**.

D&D BEYOND

Hartley LTP

CHARACTER NAME

Fighter 3

CLASS & LEVEL

PLAYER NAME

Lap Dog

RACE

Soldier

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+0

10

CHARISMA

-1

9

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

Saving Throw Modifiers

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ -1 Deception CHA
- ☐ +0 History INT
- ☒ +2 Insight WIS
- ☒ +1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +0 Medicine WIS
- ☒ +2 Nature INT
- ☐ +0 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +0 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

17

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

25

--

HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===
Common, Giant, Orc

PROFICIENCIES & LANGUAGES

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 3 HP.

=== REACTIONS ===

Dogged Persistence • 1 / Short Rest
You possess boundless energy and determination. When you take damage, you can use your reaction to gain resistance to all of the triggering damage. After you use this ability, you can't use it again until you complete a short or long rest.

=== SPECIAL ===

Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Improved Critical
You land a critical hit on a natural 19 or 20

ACTIONS

10

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Shortsword

+5

1d6+5 Piercing

Martial, Finesse, Light

Unarmed Strike

+5

4 Bludgeoning

Bite

+5

1d4+3 Piercing

WEAPON ATTACKS & CANTRIPS

Hartley

CHARACTER NAME

Fighter 3

CLASS & LEVEL

PLAYER NAME

Lap Dog

RACE

Soldier

BACKGROUND

EXPERIENCE POINTS

=== LAP DOG RACIAL TRAITS ===

* Keen Senses •

Dogs have advantage on Perception checks based on smell or hearing and disadvantage on Perception checks depending upon colour recognition.

* Best Friend •

Dogs may cast the Charm Person spell using Charisma as the spellcasting ability once per long rest. No spell components are necessary. The DC for this ability is 8 + your Charisma modifier.

* Worse than the Bark •

You have a natural bite attack. You are proficient with this attack and it counts as both a weapon attack and an unarmed attack. This attack does 1d4 + your Strength modifier damage. This increases to 1d6 + your Strength modifier at level 5 and 1d8 + your Strength modifier at level 10.

Dogged Persistence •

You possess boundless energy and determination. When you take damage, you can use your reaction to gain resistance to all of the triggering damage. After you use this ability, you can't use it again until you complete a short or long rest.

Slippery •

If your attack is a critical hit, you may dodge as a free action after resolving the attack.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0					
	Splint	1	60 lb.			
SP	0					
	Shortsword	1	2 lb.			
	Backpack	1	5 lb.			
EP	0					
	Bedroll	1	7 lb.			
	Mess Kit	1	1 lb.			
	Rations (1 day)	10	20 lb.			
GP	60					
	Rope, Hempen (50 feet)	1	10 lb.			
PP	0					
	Tinderbox	1	1 lb.			
	Torch	10	10 lb.			
	Waterskin	1	5 lb.			
WEIGHT CARRIED		121 lb.		ATTUNED MAGIC ITEMS		
ENCUMBERED		240 lb.				
PUSH/DRAG/LIFT		480 lb.				

EQUIPMENT

D&D BEYOND

Monty LTP

CHARACTER NAME

Bard 3

CLASS & LEVEL

PLAYER NAME

Regular Dog

RACE

Entertainer

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+0

11

CHARISMA

+3

17

- ☐ +2 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☒ +1 Animal Handling WIS
- ☒ +2 Arcana INT
- ☒ +3 Athletics STR
- ☒ +4 Deception CHA
- ☐ +0 History INT
- ☒ +2 Insight WIS
- ☒ +4 Intimidation CHA
- ☒ +2 Investigation INT
- ☒ +1 Medicine WIS
- ☒ +1 Nature INT
- ☒ +2 Perception WIS
- ☒ +7 Performance CHA
- ☒ +7 Persuasion CHA
- ☒ +1 Religion INT
- ☒ +4 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☒ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+4

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

24

--

HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===
Common, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

=== SPECIAL ACTIONS ===

Bardic Inspiration • 3 / Long Rest
As a bonus action, a creature within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.
Cutting Words
As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll.

===SPELL CASTING===

Your Spell DC is 13

Your spell attack bonus is +5

You may cast CANTRIP (C) spells any number of times
You may cast LEVEL ONE (1) spells four (4) times
You may cast LEVEL TWO (2) spells two (2) times

SONG OF SOOTHING

Once a day you may magically sing for five minutes. After, any creature who heard the song regains 5HP

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword

+4

1d8+2 Slashing

Martial, Versatile

Unarmed Strike

+4

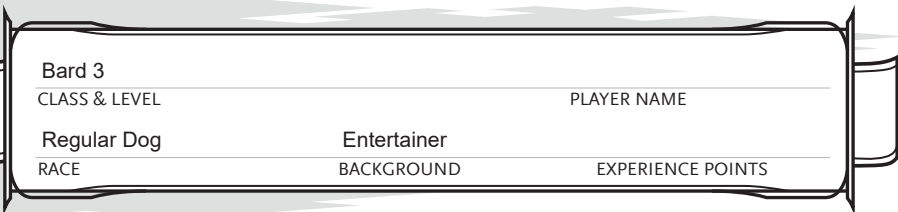
3 Bludgeoning

Bite

+4

1d4+2 Piercing

WEAPON ATTACKS & CANTRIPS



===NOTES===

You have advantage on Charisma rolls against non hostile targets

C Monty

Friends

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you.

When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you

C Monty

Message

You point your finger toward a creature within 120 feet and whisper a message.

The target (and only the target) hears the message and can reply in a whisper that only you can hear.

1 Monty

Healing Word

A creature of your choice that you can see within range regains hit points equal to **1d4 + your spellcasting ability modifier**.

1 Monty

Heroism

A willing creature you touch is imbued with bravery.

For the next minute, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns.

1 Monty

Sleep

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. Affected creatures fall asleep for 1 minute unless damaged or otherwise awoken.

2 Monty

Warding Wind

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

The wind has the following effects:

Missile attacks have disadvantage

The area halves the move of everyone but you

Fires are put out

Gas, fog etc. is forced out of the area

2 Monty

Lesser Restoration

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

Tedric LTP

CHARACTER NAME

Rogue 3

CLASS & LEVEL

PLAYER NAME

Lap Dog

RACE

Charlatan

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

-1

9

INTELLIGENCE

+2

14

WISDOM

+0

11

CHARISMA

+2

15

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

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☐ +2 Arcana INT
- ☒ +3 Athletics STR
- ☒ +4 Deception CHA
- ☐ +2 History INT
- ☐ +0 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ +2 Investigation INT
- ☐ +0 Medicine WIS
- ☐ +2 Nature INT
- ☒ +2 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +2 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☐ +0 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

15

--

HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== LANGUAGES ===

Common, Gnomish, Goblin

PROFICIENCIES & LANGUAGES

Frenzied Fighting • 1 / Long Rest

You are adept at the frantic combination of barking, scratching, biting and general chaos that typifies some dogs when they are enraged. Once per long rest, you may cause each creature in a 15-foot cube originating from you to make a Constitution saving throw. On a failed save, a creature takes 2d8 damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 2d6 damage to a target that doesn't know you are there or who is engaged by an ally.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Shortsword

+5

1d6+3 Piercing

Martial, Finesse, Light

Shortsword

+5

1d6+3 Piercing

Martial, Finesse, Light

Unarmed Strike

+3

2 Bludgeoning

Bite

+3

1d4+1 Piercing

WEAPON ATTACKS & CANTRIPS

