

THE NUTCRACKER & THE MOUSE KING

A LEVEL 5 5E CHRISTMAS ADVENTURE FOR 5-7 PLAYERS

The Nutcracker is a classic Christmas tale of magic and mystery. I have re-written this 1816 German story by E.T.A Hoffman for a D&D adventure.

At the Royal Christmas Eve party the Queen is kidnapped by the evil Mouse King and our adventurers are sent to rescue her.

Into the mouse-hole they go, where it leads no-one knows.

This adventure is best
played with a group of
5-7 characters of level 5.



WRITTEN BY **ANJULI CLAYDEN**

THIS ADVENTURE CONTAINS DANGEROUS MICE, DANCING DOLLS, AND MUCH CHRISTMAS CHEER. THE AUTHOR IS NOT RESPONSIBLE FOR AN INCREASED LOVE OF CHEESE, SUGAR PLUMS OR SHRUNKEN ADVENTURING GEAR.





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AN INTRODUCTION

*THE SPELL YOU BROKE ON YOUR HEAD FALLS,
YOU SHALL CRACK NUTS, PRINCE OF THE DOLLS.*

— The Mouse Queen

This adventure concerns a kidnapped Queen, a mysterious Artificer, a cursed Nutcracker and a mad Mouse King.

ABOUT THIS ADVENTURE

This adventure is a retelling of a classic Christmas tale and world famous ballet. Every year I try and make a Christmas themed one-shot for my 7 players for the last game of the year, something that sounds both familiar and strange, and this is what I have tried to accomplish here. This story is suitable to use with the 5e rules and although I have at times had to change some monster stats around I hope that it is still recognizable to more seasoned DMs and players.

RUNNING THE ADVENTURE

This adventure contains everything you need to get right in and play the game. You'll find all the details of the story, the monsters and the player character sheets. All you and your players will need is an understanding of how to play the game. The adventure can be played with less characters and I have highlighted the optional ones in the **hooks** section.

It is possible to play the adventure without the warlock and the Cleric, who are part of the Queen's entourage. If you have only 5 players then you need not bother to include them in the story at all.

ADVENTURE SYNOPSIS

At the palace party on Christmas Eve the Queen Marie Stahlbaum is gifted with a carved nutcracker which she is instantly enamored with. Halfway through the evening's festivities the Nutcracker breaks and the Queen is devastated, leaving the party early. A scream echoes through the palace, and the Queen is no longer in her rooms when checked. Rat Swarms attack the guests and staff, and the adventurers are urged to find the missing Queen by entering the realm of the Mouse King through the newly opened mouse hole.

ADVENTURE HOOKS

EACH CHARACTER IN THE STORY HAS A SPECIFIC REASON TO BE AT THE PARTY TONIGHT. GIVE EACH CHARACTER THE FOLLOWING ADVENTURE HOOK TO LET THEM KNOW WHY THEY HAVE COME ALONG. THEY CAN FLESH THESE OUT AS MUCH AS THEY LIKE BEFORE THE GAME, OR ALTERNATIVELY THERE SHOULD BE ENOUGH HERE TO SIMPLY HAND THEM OVER TO THEM ON THE NIGHT.

THE BARD

Hired by the Queen as an entertainer for the night's festivities, you watch the goings on of the noble guests while you play your instruments and sing your songs. You are accompanied by your companion, the wizard, who wows guests with magic tricks.

THE WIZARD

Hired by the Queen to entertain her noble guests, you and the bard have worked many shows like this before and expect a lot of tips for a good night's show.

THE ROGUE

Not technically a guest, you procured an invitation to the event through means that are your own secret. Here to admire the shiny baubles of the locked room more than the Queen's new frock, and maybe gain one or two extra loot items.

THE CLERIC (OPTIONAL)

Nurse to the Queen since she was young, you stay by her side as friend and confidant. You understand that sometimes when the Queen throws a tantrum she just needs a little space to calm down. It's stressful being queen so you don't judge her.

THE Warlock (OPTIONAL)

As the Queen's advisor you are often found just a few steps behind her. You take your role seriously and are devoted to her reign as it keeps you well fed and clothed.

THE FIGHTER

Captain of the Guard, you are here to keep the peace should the guests get a little rowdy, and are sworn to protect the Queen with your life.

THE MONK

You have offered your services under the guise of waiting on the guests of the Royal party. You are in fact the bodyguard of Drosselmeier, the Artificer, undercover. He has hired you to protect him and follow his orders.



A ROYAL PARTY

Christmas long ago was the memory of a dream that seemed never to end. But somewhere in the middle of that dream, I always did wake up, just in time to attend the Christmas party.

- Marie Stahlbaum

PRESENTS FIT FOR A QUEEN

Our adventure begins on Christmas Eve, at a party, in the Palace of Queen Marie Stahlbaum. Queen Marie is a young Halfling female who rules this land alone. She feels a great amount of pressure from the nobles around her to marry and secure the throne, but has of yet not found anyone she deems suitable to share her crown, or bed. She holds this party every year and invites are highly sought after amongst the nobles of the land. People bring the Queen lavish gifts, each one trying to out-do their neighbour and earn the Queens favour. Presents are arranged under the tree, near the throne in the ballroom. This is also where the night's music, entertainment and food are presented.

When the adventurers are ready read:

The party is in full swing, music and singing can be heard across the town. There is a party happening at the grand Palace of Queen Marie and you're all invited! The ballroom is a buzz with festive cheer, and all of the city's wealthy are out to play, drink and dance. The staff are running to and from the kitchen area with trays and plates of finger food and sparkling wine. The night's entertainment amuses the guests with their Christmas carols and magic tricks.

The ballroom is the main area of play at the moment. Players can check other locations, but will need to be in the ballroom when the Queen comes down from her rooms. The stairs to the upstairs are well guarded by **soldiers** who take their job incredibly seriously. While the players wait for the Queen to arrive they can introduce themselves, investigate the other guests, the rooms of the palace, and the ballroom they are currently in.

The adventurers are all here for different reasons at the moment, and so may wish to spend some time getting to know their surroundings and talking to guests rather than each other. It should be noted that the Cleric and the warlock will not be present at this

time as they are upstairs with the Queen. You may wish to include them in this beginning part of the story, by giving them a reason to not be at her side.

Investigating. The room is lavishly decorated and guards are posted around the room to watch guests and their sticky fingers. A successful DC10 Dexterity (Sleight of Hand) would allow a guest to acquire a nice new candlestick holder or a shiny new bauble from the tree, a DC20 Dexterity (Sleight of Hand) would allow the nimblest of adventurers to lift a trinket or two from a wealthy guest.

General Features

The following features about the environment are true unless otherwise stated in a specific area description

Doors. The doors are wooden

Light. The palace is well lit with candles and sconces lit in every room

LOCATIONS IN THE PALACE

THE BALLROOM. 1

This massive room is full of the city's finest. No expense has been spared with the spread, and the guests chat within their social circles. A large bay window is half covered in a Christmas tree, and an empty throne is perched close by, surrounded in elaborately ribboned gifts, each one trying to out-do the last.

The entertainment is placed near the roaring fire, where stockings are hung from the mantle. Guards walk around the room watching guests, while their Captain stands at the entrance to the room watching for the Queen to arrive.

The ballroom also has a very special guest present, **Mr. Drosselmeier**, a talented Artificer and toymaker. He is well known in the area, and a quick DC10 Intelligence (Investigation) check will alert the adventurers to his presence. He is happy to chat with anyone about his craft and is very charming. He has in his hands a Nutcracker toy tied in a ribbon, which with a DC10 Wisdom (Insight) the party can tell is a gift for the Queen.

If the party wishes to find out more about The Nutcracker itself they find Drosselmeier to be

quite secretive about it, refusing to show it off to them. A successful DC15 Charisma (Persuasion) check will convince Drosselmeier to show the party a quick glimpse of a ½ Orc styled Nutcracker in armor, holding a sword and shield, with one eye missing.

Roleplaying Drosselmeier:

Mr. Drosselmeier is a charming and amenable character, though quite modest of his work. He appears a little nervous with all the attention he gets from the nobles around him and is often distracted mid-sentence by someone or another in the background pointing or talking about him.

THE KITCHEN . 2

The kitchen is chaos. The staff are working over-time to create a feast for tonight's festivities and the air is hot from all the pots and pans on the hobs and oven doors opening and closing. Everywhere you look there is someone running about with a hot plate or a sharp knife.

This kitchen is exactly how you might imagine a busy kitchen to be on the most important night of the year. The chef is very stressed, and is in a foul mood. A successful DC15 Charisma (Persuasion) will get him to calm down long enough to talk to the adventurers about the Queen and the party and what is on the menu tonight. Talking to the other staff will incur the wrath of the chef and the adventurers will swiftly be ushered out of the kitchen area.

THE LIBRARY . 3

This room is nice and quiet. The walls are covered in books floor to ceiling and it has that amazing old book smell. There are a few elderly guests sitting on the large leather chairs talking quietly to each other.

The elderly guests will pay the adventurers no mind as they explore the room.

Secret Door. A successful DC10 Intelligence (Investigation) check of the bookcases will reveal a secret book latch that opens into a small hidden room.

Treasure. Inside the room the adventurers find a shield leaning up against the wall and a small pouch containing 23sp and 4gp.

THE STORE CUPBOARD . 4

This tiny room is used to store the palace brooms and cleaning equipment. As you open the door you catch a couple of nobles in an embrace. Embarrassed, they stumble pass you and back into the party.

A successful DC15 Intelligence (History) check will tell the adventurers that the couple are married, but not to each other. Lord Westerly and Lord Hamal are from rival families, though that does not seem to have stopped them enjoying themselves here this evening.

THE STAIRCASE . 5

The long grand staircase up to the Queen's private chambers is heavily guarded. As you approach, the soldier's hands go to their swords at their sides. They stand over the entrance to the staircase and block your path.

The Queen's private chambers are strictly out of bounds (for the moment) and the **guards** will not leave their post for anything save a command from the Queen herself, even the Captain cannot make them move from their post. A successful DC20 Charisma (Persuasion) check would convince one of the guards to go and check on the commotion in the kitchen, providing the party have already visiting that area.



THE QUEEN'S ENTRANCE

After the adventurers have found each other, explored a bit and had their fill of trying to get the guards to move from their posts, they hear a loud knocking of something heavy against the marble floor in ballroom. Guests that are not in the ballroom start to make their way hurriedly to the ballroom; the staff begin to shuffle guests that are being slow into the room. The Queen, her nurse and her warlock enter the ballroom from the grand staircase the soldiers had been guarding.

Queen Marie Stahlbaum enters the ballroom dressed in her finest attire. A Halfling woman of around 30, she is slightly taller than most of her race, but still short compared to her guests, staff and guard. She wears an elaborately tall hairstyle to give her a bit of extra height. Her dress is red and green with white fur trim, she smiles and waves politely at the guests, looking more embarrassed than regal. She hurries over to the throne, near the Christmas tree in the window and her guests flock around her, each eager to give her their gift and gain favour. She catches Drosselmeier's eye and beckons him forwards. He hands her the Nutcracker and she gives a small squeal of delight, and immediately begins to examine it, all other gifts forgotten.

The Queen is enchanted by this $\frac{1}{2}$ Orc Nutcracker and instructs her nurse to get her some nuts at once so that she might use it. The guests begin to slowly move away as they realise that the Queen is no longer interested in their gifts. They stay wrapped under the tree. If the adventurers wish to approach the queen they will first need to succeed a DC20 Charisma (Persuasion) check to convince her to tear her eyes away from the Nutcracker. Those in the party that know the Queen well gain advantage on this.

Drosselmeier has resumed his place near the fireplace and a curious adventurer may get some more information out of him in regards to the Nutcracker now that he is less nervous. A successful DC10 Charisma (Persuasion) check will reveal the following information:



The Nutcracker: What Drosselmeier knows.

Drosselmeier tells a tale of a brave $\frac{1}{2}$ Orc barbarian who was injured whilst trying to defeat a mad King.

The $\frac{1}{2}$ Orc, who was in love with a Queen, was asked to kill the Mad King after he had killed their children in a fit of rage. In return she would marry him and make him her King.

Whilst trying to kill the Mad King he was injured and lost the use of one of his eyes, disfiguring his face.

During the fight the Mad King's warlock tried to hex the barbarian, but the hex failed and rebounded off the $\frac{1}{2}$ Orc's magical armor turning the Mad King into a mouse, killing his beloved Queen and freezing the Barbarian into a wooden soldier, not unlike the Nutcracker presented to the Queen today.

After Drosselmeier tells his tale (or not if the check failed) the queen gives a scream and a yelp and runs from the room in quite a state.

The Queen lets out a terrible wail and in an instant is gone from the room, telling her nurse and sorcerer to leave her alone; she bats guards out of her way, and exits the ballroom. You can all hear her running up the staircase outside to her private chambers.

The guests are left in silence at the outburst, some titter amongst themselves, some pick up their gifts and make to leave. A successful DC10 Intelligence (Investigation) of the throne area will allow an adventurer to find the sword of the Nutcracker lying on the floor amongst broken nut shells and glitter. A successful DC15 Wisdom (Insight) check on Drosselmeier will show adventurers that he is contemplating something.

At once the guests start screaming and running. You hear the smashing of glasses as trays are dropped to the marble floor. You notice a huge black mass of fur, and teeth, and tails, moving closer towards you.

As the adventurers look to see what is the matter x7 **Swarms of Mice** begin piling into the room, one over one another, heading straight for the party.

After the rats are disposed of the adventurers and Drosselmeier are the only ones left in the palace. Drosselmeier runs out of the room and up the staircase, tripping over bodies that were not so fortunate as to escape the rat swarms. The adventurers follow him up the stairs to the Queen's bedroom. A successful DC10 Intellegence (Investigation) will alert the adventurers to a mouse hole in the corner of the room, and a success of DC15 for the same check will also show a torn piece of red cloth, on the side of the hole, like it was caught when something was pulled through.

It is at this point that Drosselmeier begs the adventurers to follow the Queen and save her. A successful DC10 Charisma (Persuasion or Intimidation) or a DC15 Wisdom (Insight) will gain the adventurers some more information about the $\frac{1}{2}$ Orc's tale, and the possible fate of the Queen.

The Nutcracker: What Drosselmeier knows.

Drosselmeier tells the party that the Nutcracker is not of his making and that he believes it to be the actual $\frac{1}{2}$ Orc cursed into the Nutcracker body.

He had brought it to the Queen in the hope she could somehow break the spell over him, and fulfill the promise made to him by another Queen many years before.

He had not counted on the Mad King still being alive and believes that the King has kidnapped Queen Marie and taken her to his dungeon palace to be his bride.

If the Queen is not rescued the land will be in jeopardy, the Nutcracker can protect her from the King but he will need his sword back.

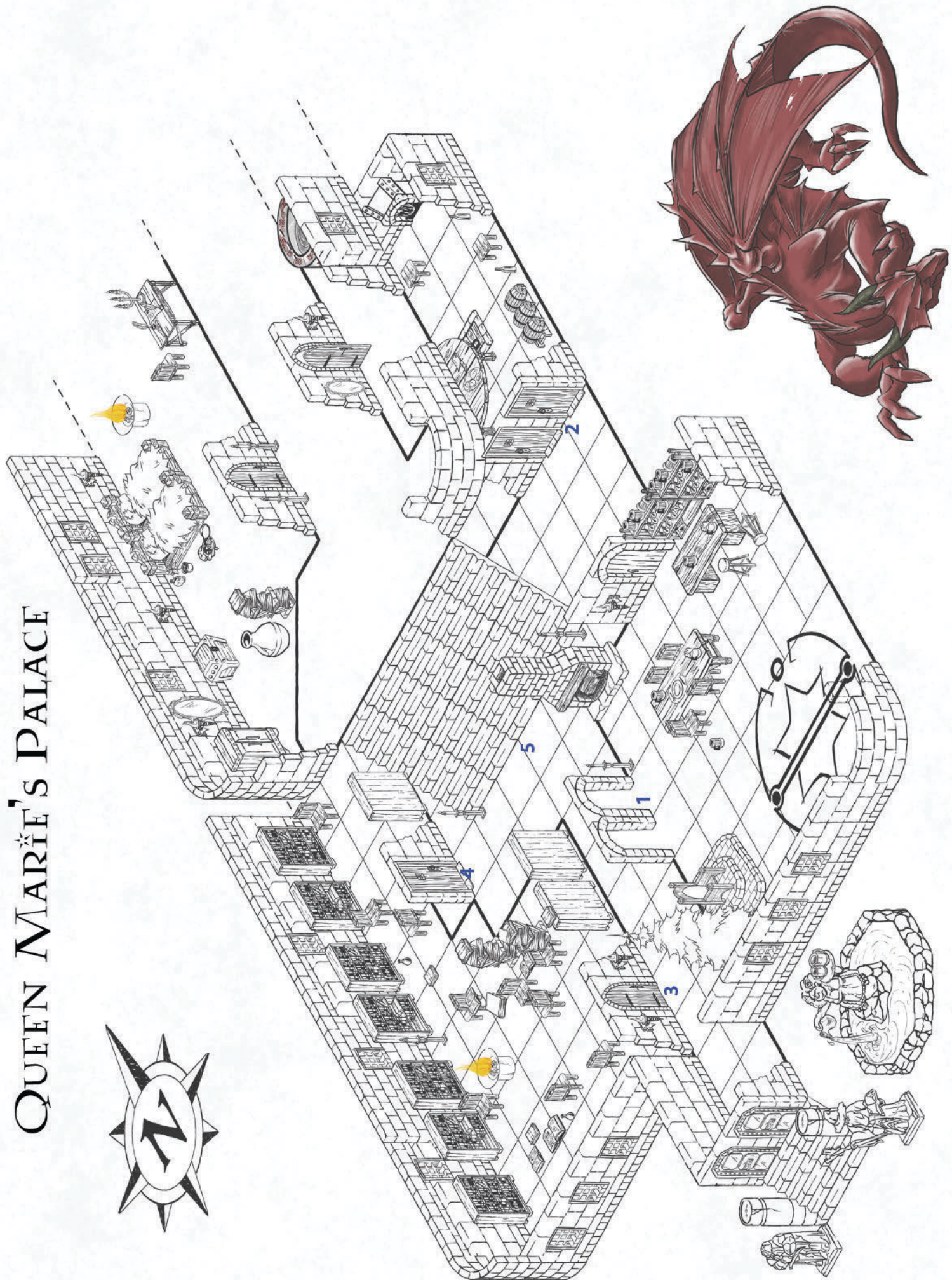
Drosselmeier hands the party the Nutcracker's sword (unless they picked it up themselves) and ushers them over to the mouse hole. He will not accompany them through the Mad King's domain.

As they draw closer to it they notice that it appears to be bigger, but when they look back at Drosselmeier they realise it is them that are getting smaller. Some magic is afoot here. They enter the mouse hole.

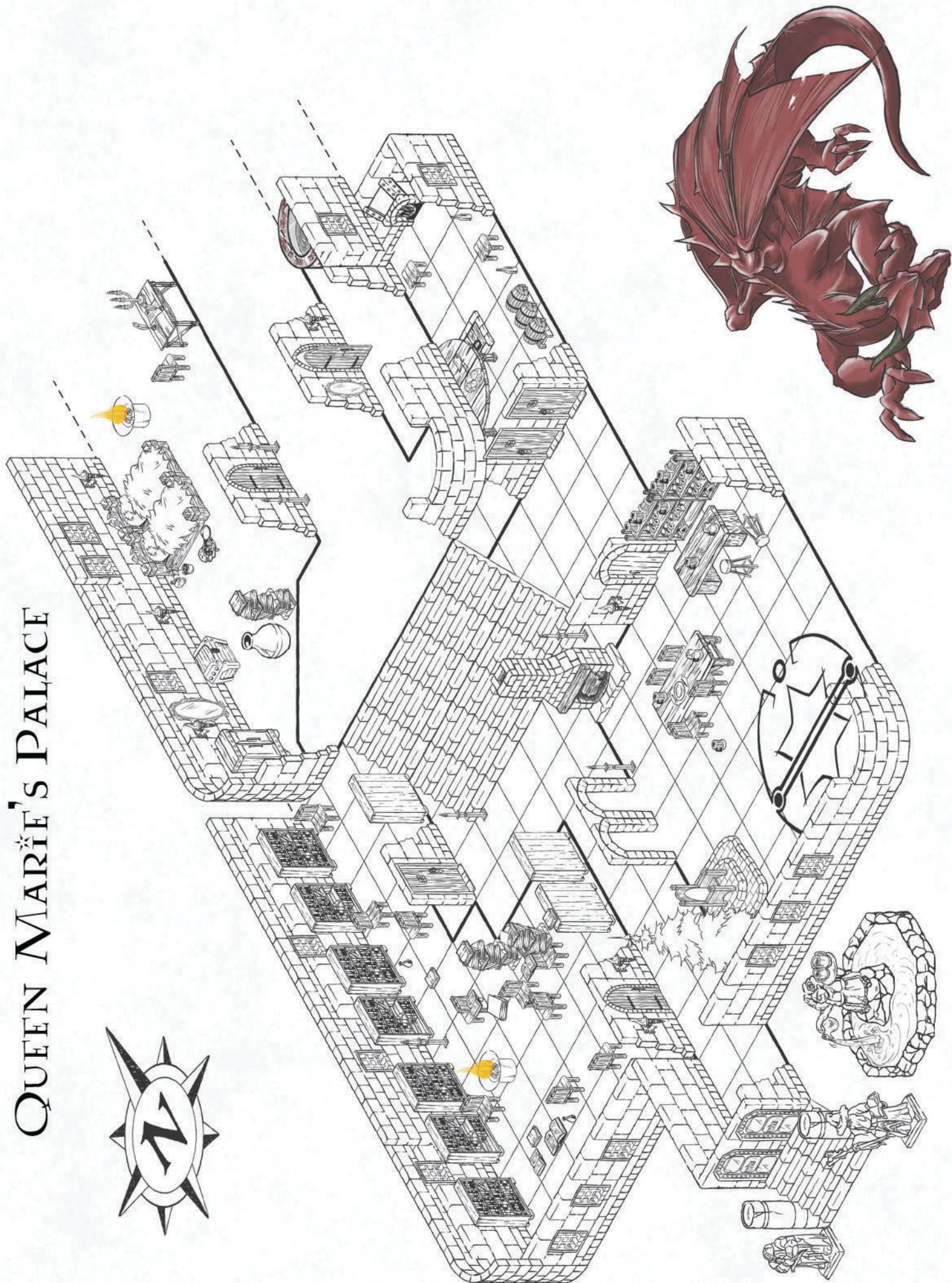
End of Part 1



QUEEN MARIE'S PALACE



QUEEN MARIE'S PALACE



THE MOUSE KING'S DOMAIN

*Today King of Mice, tonight King of Dolls,
tomorrow King of Everything!*

- The Mouse King

ENTERING A MOUSE HOLE

The party are now entering a more traditional dungeon crawl and the adventure can truly begin. The hole they are standing in appears to have been dug out of the wall itself and a path leads away from the hole and further into the dungeon.

General Features

The following features about the environment are true unless otherwise stated in a specific area description

Doors. The doors are wooden

Light. The way forward is not lit; adventurers will need darkvision of 60ft+ or torches to see their way forward.

Size. As the party have now shrunk down to the size of a mouse, encounters with creatures such as cockroaches and mice will be adjusted thus in the **Monster section** of the story.

Throughout this part of the adventure, if the party become restless, or take too long making decisions then roll a d12 on the **Random Encounter Table** below for a fun little surprise!

d12	Encounter
1-4	3d6 mice soldiers preparing an ambush
5-7	A lost traveling mouse merchant selling very expensive cheese appears
8-9	A party of tired looking wooden soldiers are found, looking for a way out
10-12	1d4 cockroaches appear on the path



LOCATIONS IN THE DUNGEON

The following locations are identified on Map 2.

ENTRANCE CORRIDOR. 1.

The mouse hole path before you appears as if dug by hand or claw. The ceiling curves over your head, not much taller than you stand and there is no light along the hall in front of you, and soon the path descends into darkness.

The path itself is well dug out and does not, for the moment count as difficult terrain. The path ahead leads to many doors and areas worth investigating.

Investigating. A successful DC10 Wisdom (Survival) check reveals mouse claw footprints and drag marks leading further into the dungeon. A DC15+ also reveals that the mouse claw marks are bipedal.

Creatures. Drawn by any noise the adventurers may be making are 2 **cockroaches** that lurk in the shadows and rubble of **area 3**. They try and hide if they become aware of the adventurers and they ambush the first character that arrives at the area without being quiet about it.

LAKE ROOM. 2.

The room is dark and you hear the drip, drip, drip of water droplets landing on a larger body of water. The air is cool and the ground beneath you is slippery and wet.

Diseased Pool. A large area of water 5 ft deep, takes up majority of this room, and is tainted with disease. Anyone who drinks the water or wades into it is exposed and must make a successful DC15 Constitution Saving Throw to avoid infection. Symptoms manifest 30 mins after exposure and include high fever, muscle spasms, and eventual paralysis.

An infected creature suffers one level of exhaustion when it finishes a short rest after being exposed. Whenever it finishes a rest

there it must make a DC10 Constitution saving throw. On a failed save, the creature suffers another level of exhaustion. On a successful save, its exhaustion level is reduced by one. If its exhaustion level reaches 5, the infected creature becomes paralyzed until the disease is cured, or the effect is removed with a *lesser restoration* spell or similar magic. If a successful saving throw reduces the infected creature's exhaustion level to 0, the creature recovers from the disease.

This area is difficult terrain as it is very wet and slippery. In the middle of a lake is a small patch of dry land. A successful DC10 Intelligence (Investigation) check (with disadvantage if the adventurer checking has no darkvision) reveals a small chest sitting on the island.

Treasure. The chest is unlocked, and contains 1d10 sp, and 1d10 gp, as well as a *potion of invisibility*. A successful DC10 Intelligence (Investigation) check will show a small hidden compartment that contains one +1 arrow.

AMBUSH CORRIDOR. 3.

Here waiting for the party are 2 **cockroaches**, hiding in the shadows. A stealthy party will be able to surprise the monsters, however if the party has been particularly loud then the cockroaches will get a surprise round on them.

Lurking in the shadows as you come up to the hallway are 3 giant cockroaches. They are massive, about the size of an adult Owlbear! They make a hissing and clicking noise as they move in for the attack.

The cockroaches themselves don't hold any loot, and their massive corpses will take up a considerable amount of space in the entrance of area 3. If the party wishes to venture forth along this corridor they will eventually reach a dead end.

Secret Door. A successful DC20 Wisdom (perception) check will show a trapped secret door, leading to **area 7**. The door opens by way of a masonry block that also serves as a lever, which can be pushed on the left side, or pulled out from the right.

Needle Trap. If the lever is pulled out, that movement sets off a needle trap. The needle extends 3 inches out of the opening, dealing 1 point of piercing damage to whoever pulled the lever. Someone who carefully and slowly pulls the lever open can easily see the needle before it strikes. Disabling the needle requires thieves' tools and a successful DC15 Dexterity check. If the check fails by 5 or

more, the trap goes off, stabbing the character unless the character succeeds on a DC 15 Dexterity saving throw.

CORRIDOR. 4.

This long dark corridor leads to a room in **area 5** and a secret room in **area 6** which can be found by solving the riddle engraved on the statue that blocks the way.

The air is stale in this thirty-foot-long corridor, which leads to a small room on the right, and a large stone statue.

Arrow Trap. Each time any weight is placed on any part of the center 10-foot-square section of the corridor, a mechanical pressure plate is activated, triggering a trap. An arrow fires from above the doorway for area 5 at the creature who triggered the trap: +5 to hit, 5 (1d10) piercing damage.

With a successful DC15 Intelligence (Investigation) check a character can deduce the presence of the pressure plate from variations in the mortar and stone around it, compared to the surrounding floor. Wedging an iron spike or something similarly sized and sturdy object under the pressure plate prevents it from activating.

STORE ROOM. 5.

A dark and dusty chamber appears to be used for hiding broken equipment that the soldiers don't wish to throw out. Piles of arrow heads, broken poles, crates and cheap rusted weapons fill up the small space of this room.

This small room contains broken weapons, crates and other junk that could be used to obstruct a door, or jam up a trap by an inventive adventurer.

SANTA'S RIDDLE. 6.

Dust fills the corridor the further down it you move, it looks like a layer of grey snow. As the corridor comes to an end, standing before you is a 10-foot-tall stone statue of a heavily robed smiling dwarf, carrying a large sack over his shoulder.

Santa Sculpture. If a creature moves within 5 feet of the statue, a *magic mouth* spell causes Santa to utter a riddle in Common as follows:

*I beam, shine and sparkle white,
I brighten the day with a single light.
I charm and enchant one and all,
I can counter even the darkest pall.
What am I?*

(Answer: A smile)

Secret Door. A secret door behind the statue leads to **area 8**. The adventurers can notice the statue is actually a secret door with a successful DC20 Wisdom (Perception) check. Under the scrutiny of *detect magic* the statue radiates a faint aura of abjuration magic. The door comes open, the statue turning on its base, only after someone speaks the riddle correctly.

Once the door is opened, it closes on its own 1 minute later, although any obstruction placed in the doorway prevents it from doing so.

SECRET CORRIDOR. 7.

Beyond the door is a small damp corridor that looks to have been dug out by large beasts. The ceiling is low and there are claw marks along the muddy walls, the ground squelches beneath your feet. The smell in this corridor is indescribable.

At the end of the corridor is a wooden hatch in the ceiling above you.

This area can be reached by finding the secret door in area 3, or the trapdoor in area 9.

Investigating. A successful DC10 Wisdom (Perception) check lets the adventurers hear voices coming from above in area 9.

Above you can hear two high pitched voices arguing. They seem to be in two minds about what to do with the prisoner they are guarding.

The wooden hatch is closed and locked. It can be opened by a character that succeeds on a DC15 Dexterity check using thieves' tools. This hatch leads to area 9, and a character that succeeds a DC10 Dexterity (Stealth) check may carefully open the hatch and peer into the room above.

SOLDIER BUNK ROOM. 8.

A large chamber, the principal bunk room for the Mouse Soldiers houses up to ten of them at any one time, none are in the room at the moment, and so it is assumed they are out on duty at the moment.

This chamber is filled with rough-hewn bunks, tables and chairs, and the floors are strewn with hay and torn paper. There is a faint glow from a few wall sconces that have been lit in here. At a first glance it appears that a dozen or so mouse soldiers might use this area at any one time.

The adventurers can enter this room either via the secret door from area 6, or from the main door off of **area 1**. Another door to the east leads down a corridor to an elaborately decorated locked door at **area 8**.

THE CELLS. 9.

Dozens of blunted and broken arrows lie around the floor. Three crudely sewn targets are hung along the wall. Sconces hang on the wall lighting the room with a dim glow. A permanent camp of sorts lies north of the wall, complete with a fire ring and several small iron cook pots.

Squalor reigns in the low-ceilinged room. A small iron cage is set father back in the room and several corroded manacles are connected to the walls, and some still bind a few crumbling cockroach exoskeletons.

Creatures. There are four **Mouse Soldiers** assigned to watch the room. They seem to be spending their time shooting at the hair-and-fur-filled burlap dummies that look vaguely like the Nutcracker and the Queen.

A battered $\frac{1}{2}$ Orc with one eye lies in the cage, which is almost too small for him. Freeing the caged $\frac{1}{2}$ Orc requires either a successful DC15 Strength check to bend the bars or a successful DC15 Dexterity check using thieves' tools to open the cage lock. Upon freeing the $\frac{1}{2}$ Orc the party will quickly realise he is the Nutcracker come alive. He is wearing his soldiers' uniform just like in the painted toy the adventurers saw earlier in the night.

Development. If the characters give the Nutcracker back his sword he charges off out of the room regardless of whether or not the mouse soldiers have been defeated, muttering about saving the Queen and redeeming himself. If the adventurers do not give him back his sword he stays with the party, but cannot fight in any upcoming battles until he gets it back.

Roleplaying The Nutcracker

The ½ Orc has spent a long time as an inanimate toy and finds it hard to communicate with others. His words are clipped and his jaw moves slowly and stiffly. He is a military man and very focused.

If pressed he will tell the adventurers a small amount of his story including:

1. He blames himself for the death of his queen
2. He regrets being unable to defeat the Mad King last time he faced him
3. He has watched the world go by, trapped in the toys body
4. He means to make amends by killing the King and freeing Queen Marie

CHAMBER OF THE SUGAR PLUM FAERIE DRAGON. 10.

The adventurers can enter this area in two ways. Either by following the corridor from the cells in area 9, or from the east exit of area 8.

If the party didn't find the cells and rescue The Nutcracker themselves they will find him here calling out the Sugar Plum Faerie Dragon, weaponless.

You walk through into a large chamber with man-made marble floors and ceiling. Bits of smashed furniture and other debris are scattered about the floor. In the center of the room stands the ½ Orc Nutcracker with his sword in hand.

A loud growl fills the room and out of the shadow steps a huge violet dragon with dragon-fly-like wings.

Creature. The violet sugar plum faerie dragon is initially out of view, resting in the shadows to the north-east of the room. She is there to guard the entrance to the Mad Mouse Kings throne room. She is hostile to those who enter the chamber and is currently focused on the ½ Orc Nutcracker, who stands in front of her, screaming.

Treasure. The faerie dragon has scoured the room and gathered all items of worth into a nest she has made in the north east corner. The valuables include a dragon-shaped jade figurine (worth 20gp), a crystal goblet (5gp), and twenty-four pieces of fine silverware (1gp each). Two items of considerable value can be

unearthed by separate successful DC15 Wisdom (Perception) checks: a fine agate statue of the elven deity Corellon Larethian (worth 45gp) and a medium chain mail shirt.

THE MAD MOUSE KING

After the Sugar Plum Faerie Dragon has been defeated The Nutcracker rushes off up the staircase towards the throne room of the Mad Mouse King.

Up the tall marble staircase is a forty-foot-diameter domed chamber. Dim violet light shines down from the broken skylight above a large golden throne. Upon the throne sits the Mad Mouse King, looking down through each of his seven-heads at The Nutcracker and all of you.

Off to the side of the throne Queen Marie is chained to a smaller throne. Her mouth is gaged, her face is bloodied and bruised, and she appears unconscious.

"Well, well, well, look who's back. I've waited a long time for you Nutcracker" the King says as he gets up off his throne and starts to walk down slowly towards you all.

Creature. The Mad Mouse King is a seven-headed mouse and he is in every sense of the word, mad. Each of his seven heads has its own personality and opinions, with the Kings head in the middle wearing a large crown. Before fighting he will engage the adventurers in conversation where they will get a chance to, if they wish, find out a little more of his story.

The personalities of his additional heads are as follows:

1. **White.** God-fearing, prone to non-understandable rants
2. **Black.** Calculated evil, prone to laughing manically to itself at inopportune moments.
3. **Green.** Proud, prone to jealousy if it feels it is not getting enough attention
4. **Blue.** Power-hungry, prone to butting in to conversations the other heads are having
5. **Red.** Angry, prone to violent outbursts
6. **Violet.** Gloom, prone to fits of frustration



Facts about the Mad Mouse King:

1. *The rebounded curse not only turned the King into a very large mouse, but also merged his advisors into his body, giving him 7 heads instead of one.*
 2. *The six additional heads often bicker with each other and rarely share the same option. This can make for interesting roleplay during battle.*
 3. *Driven mad with remorse for the death of his queen the King cannot be reasoned with.*
 4. *He believes that Queen Marie is his dead wife and wants her on the throne with him forever.*
 5. *He blames the Nutcracker for his curse, because the ½ Orc fell in love with his wife.*
-

FACING THE MAD MOUSE KING

When the King has finished having his say the characters will take on the most important goal of finishing off the Mad Mouse King and saving Queen Marie. As the King makes his way down to the battle ground the characters will understand that this is no mere monster they face. It should be clear from the stats that the King is a hard boss to battle.

When the Kings hit points are reduced to half, 3 of the six additional heads fall silent and are no longer in action. Roll 3d6 to determine which ones these are:

1. White
2. Black
3. Green
4. Blue
5. Red
6. Violet

During this fight you can opt whether or not to use The Nutcracker, his stats are provided in the monster stats page. If your party is struggling to defeat the king he can come in and give a few swipes, however, if the party are doing well on their own then have him become knocked prone or unconscious for the majority of the fight, coming back into the swing of it when the King is low on hit points.

Treasure. Characters who survive the Mad Mouse King battle can claim any loot they can carry. Inside the chests by his throne are these items:

- Ninety-seven small gems worth 10gp each
- Three huge gems - a 10,000gp peridot, a 50,00 gp emerald, and a 100,000 gp black opal
- Four magic weapons - a defender, a sword of vengeance, a berserker axe, and a spear of backbiting
- Twelve potions
- Six spell scrolls, each of a wizard spell of 5th level or lower
- One magic ring, one magic rod, one magic staff, and three wondrous items.

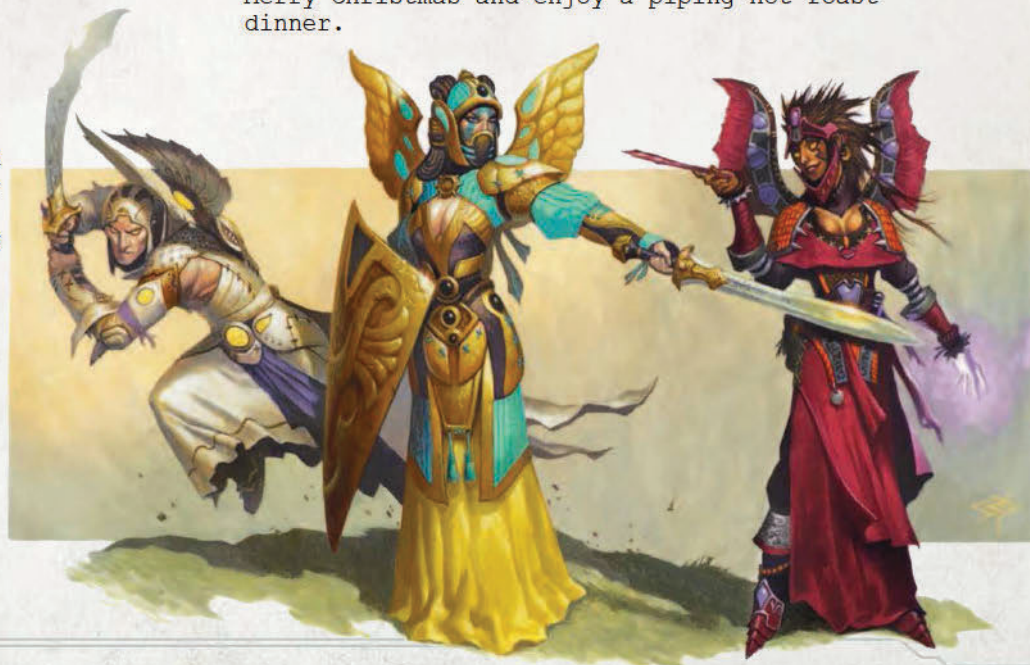
THE KING IS DEAD

After what is sure to be an epic battle the Mad Mouse King is defeated. The Nutcracker scrambles over the Queen Marie and undoes her chains. She is still unconscious at 0 hit points and will need healing in order to wake her.

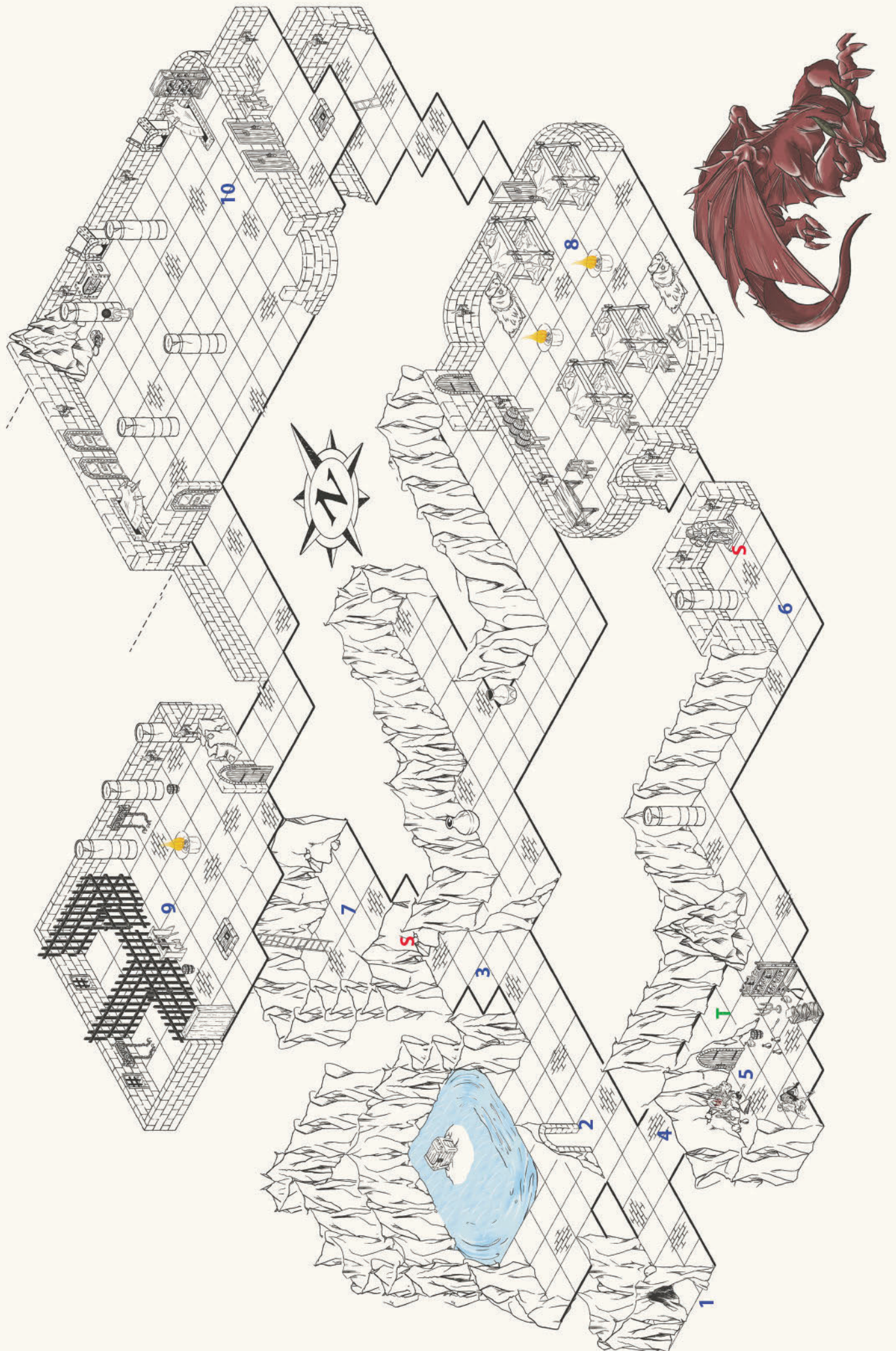
The Nutcracker offers to carry the Queen back through the dungeon to the safety of her own palace and urges the party to come as well. Upon arrival back through the mouse hole the adventuring party are transformed back to their full size and are standing in the Queens chambers. The Nutcracker stands before you in his ½ Orc form, still carrying the Queen, who he places in her bed.

The ½ Orc follows the adventurers downstairs and begins to clean the bodies that are still on the floor from the rat attack. Drosselmeier is nowhere to be seen.

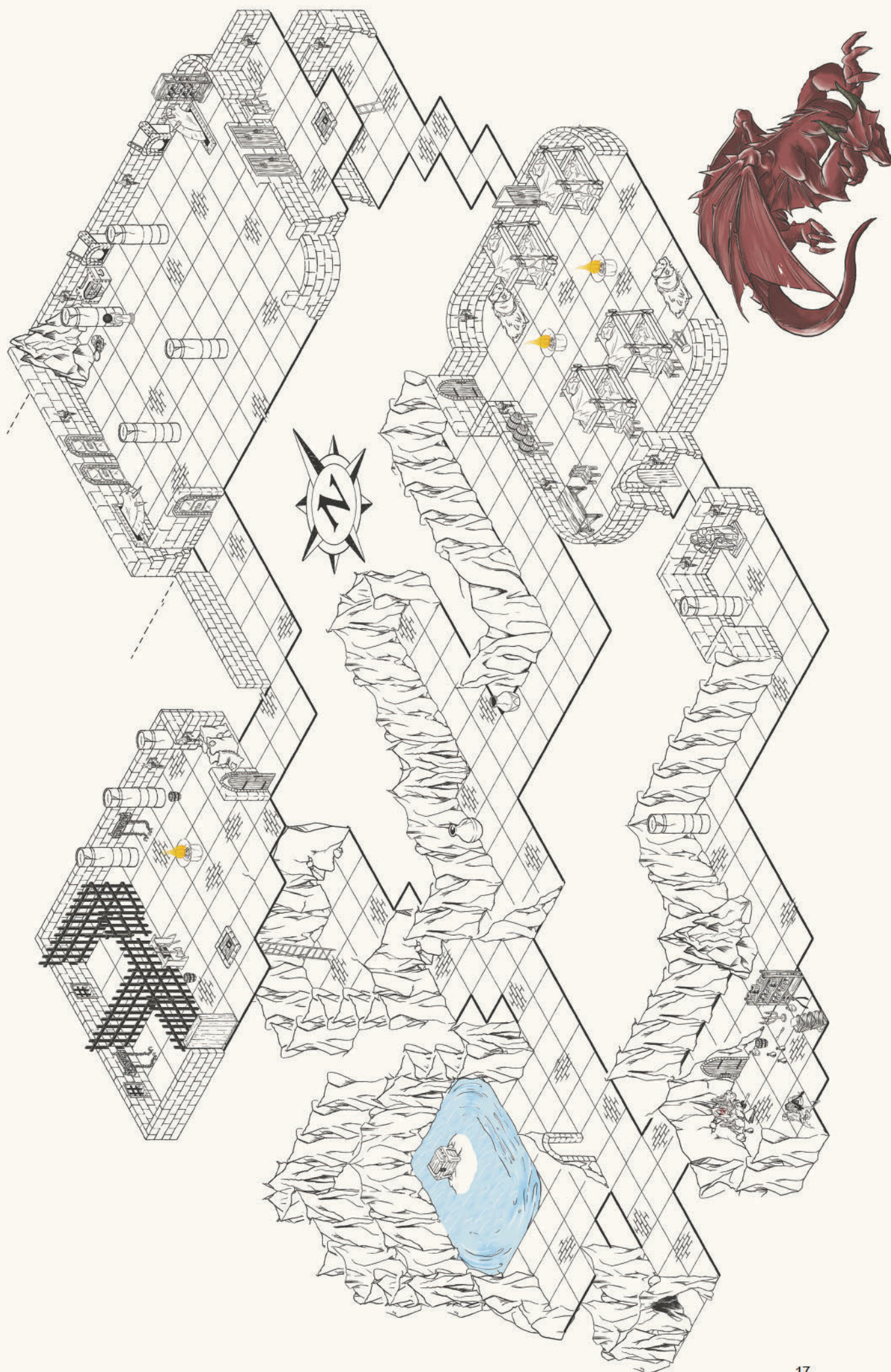
The adventurers leave the palace, with the loot they collected along the way, and head to the nearest inn where they wish each other a Merry Christmas and enjoy a piping hot roast dinner.



THE DUNGEONS OF THE MOUSE KING



THE DUNGEONS OF THE MOUSE KING



THE PALACE OF THE MAD MOUSE KING



D&D BEYOND

Glass O' Wine

CHARACTER NAME

Bard 5

CLASS & LEVEL

Tabaxi

RACE

Entertainer

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+0

10

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+3

16

☐ -1 Strength
 ☐ +5 Dexterity
 ☐ +0 Constitution
 ☐ +1 Intelligence
 ☐ +2 Wisdom
 ☐ +6 Charisma

Saving Throw Modifiers

SAVING THROWS

☒ +5 Acrobatics DEX
 ☒ +3 Animal Handling WIS
 ☒ +2 Arcana INT
 ☒ +0 Athletics STR
 ☒ +6 Deception CHA
 ☒ +2 History INT
 ☒ +5 Insight WIS
 ☒ +4 Intimidation CHA
 ☒ +2 Investigation INT
 ☒ +3 Medicine WIS
 ☒ +2 Nature INT
 ☒ +5 Perception WIS
 ☒ +9 Performance CHA
 ☒ +9 Persuasion CHA
 ☒ +2 Religion INT
 ☒ +3 Sleight of Hand DEX
 ☒ +5 Stealth DEX
 ☒ +3 Survival WIS

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 20 ft. (Climbing)

SPEED

Max HP

Current HP

Temp HP

28

--

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATHS/SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Disguise Kit, Flute, Horn, Lute, Pan Flute

=== LANGUAGES ===

Common, Goblin

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Bardic Inspiration • 3 / Short Rest

As a bonus action, a creature within 60 ft. that can hear you gains an inspiration die (scale value - No level scale data available). 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.

ACTIONS

=== SPECIAL ===

Feline Agility • 1 / Other

When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

15

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

12

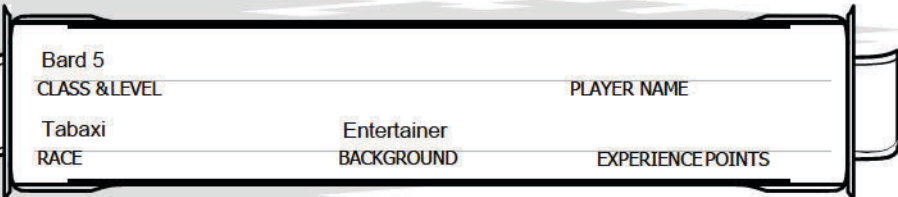
PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+5	1d8+2 Piercing	Martial, Finesse
Unarmed Strike	+2	0 Bludgeoning	
Claws	+2	1d4-1 Slashing	

WEAPON ATTACKS & CANTRIPS



Glass O' Wine

CHARACTER NAME

		Medium	5'6"	
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good		Furry	Yellow	Ginger
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I change my mood or my mind as quickly as I change key in a song. I get bitter if I'm not the center of attention.

PERSONALITY TRAITS

Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we

IDEALS

I want to be famous, whatever it takes.

BONDS

I'm a sucker for a pretty face.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Bard

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

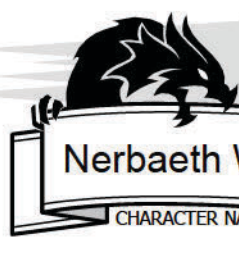
SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
☐ Message	Bard	--	1A	120 ft.	V,S,M	1 Round	PHB 259	D: 1Rnd, V/S/M
☐ Friends <C>	Bard	--	1A	Self	S,M	1 Minute	PHB 244	D: 1m, S/M
☐ Vicious Mockery	Bard	WIS 14	1A	60 ft.	V	Instantaneous	PHB 285	V
=== 1st LEVEL ===								
4 Slots OOOO								
☐ Charm Person	Bard	WIS 14	1A	30 ft.	V,S	1 Hour	PHB 221	D: 1h, V/S
☐ Disguise Self	Bard	--	1A	Self	V,S	1 Hour	PHB 233	D: 1h, V/S
☐ Heroism <C>	Bard	--	1A	Touch	V,S	1 Minute	PHB 250	D: 1m, V/S
☐ Tasha's Hideous Laughter <C>	Bard	WIS 14	1A	30 ft.	V,S,M	1 Minute	PHB 280	D: 1m, V/S/M
=== 2nd LEVEL ===								
3 Slots OOO								
☐ Suggestion <C>	Bard	WIS 14	1A	30 ft.	V,M	8 Hours	PHB 279	D: 8h, V/M
☐ See Invisibility	Bard	--	1A	Self	V,S,M	1 Hour	PHB 274	D: 1h, V/S/M
☐ Lesser Restoration	Bard	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
=== 3rd LEVEL ===								
2 Slots OO								
☐ Catnap	Bard	--	1A	30 ft.	S,M	10 Minutes	XGtE 151	D: 10m, S/M

SPELLS



D&D BEYOND

Nerbaeth Wraithbane

CHARACTER NAME

Cleric 5
CLASS & LEVEL

Hill Dwarf
RACE

Noble
BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+3

16

INTELLIGENCE

+1

13

WISDOM

+3

16

CHARISMA

+0

10

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

Saving Throw Modifiers

Advantage Against
Poison

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +3 Animal Handling WIS
- ☒ +4 Arcana INT
- ☐ -1 Athletics STR
- ☐ +0 Deception CHA
- ☒ +4 History INT
- ☐ +3 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +1 Investigation INT
- ☒ +6 Medicine WIS
- ☐ +1 Nature INT
- ☐ +3 Perception WIS
- ☐ +0 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +4 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☐ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

17

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

48

HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATHSAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Battleaxe, Simple Weapons, Warhammer

=== TOOLS ===

Brewer's Supplies, Playing Card Set

=== LANGUAGES ===

Common, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Channel Divinity • 1 / Short Rest

You can channel divine energy to fuel magical effects a number of times per short rest based on your level: [2nd] 1, [6th] 2, [18th] 3

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+4

1d8+1 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)

Warhammer

+2

1d8-1 Bludgeoning

Martial, Versatile, Green-Flame Blade: 1d8 Fire, 1d8+3 Fire

Shocking Grasp

+6

2d8 Lightning

V/S

Unarmed Strike

+2

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

BEYOND

Nerbaeth Wraithbane

CHARACTER NAME

Cleric 5		PLAYER NAME
CLASS & LEVEL		
Hill Dwarf	Noble	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

- * Hit Points • PHB 57
- * Proficiencies • PHB 57
- * Spellcasting • PHB 58

You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 14, Spell Attack +6) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.
- * Divine Domain • PHB 58

You choose a divine domain that grants you additional spells and other features related to your deity.

| Arcana Domain
- * Arcane Initiate • SCAG

You gain proficiency in the Arcana skill and two cantrips of your choice from the wizard spell list.
- * Channel Divinity • PHB 58

You can channel divine energy to fuel magical effects a number of times per short rest based on your level: [2nd] 1, [6th] 2, [18th] 3

| 1 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action
- * Channel Divinity: Arcane Abjuration • SCAG

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend that can see and hear you and is within 30 ft. must make a WIS saving throw (DC 14). If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns moving away from you, can't take reactions, and can only Dash or Dodge if it can't move. Creatures that fail can instead be banished based on your cleric level:

[5th] CR 1/2 or lower, [8th] CR 1 or lower, [11th] CR 2 or lower, [14th] CR 3 or lower, [17th] CR 4 or lower

| 1 Action

- * Ability Score Improvement • PHB 59
- * Destroy Undead • PHB 59

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

=== FEATS ===

- * War Caster • PHB 170

You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

=== HILL DWARF RACIAL TRAITS ===

- * Darkvision • PHB 20

You can see in darkness (shades of gray) up to 60 ft.
- * Dwarven Resilience • PHB 20

You have advantage on saves against poison and resistance against poison damage.
- * Dwarven Combat Training • PHB 20

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- * Tool Proficiency • PHB 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.
- * Stonecunning • PHB 20

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.
- * Dwarven Toughness • PHB 20

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Scale Mail	1	45 lb.	Amulet	1	1 lb.
SP	0	Shield	1	6 lb.	Clothes, Fine	1	6 lb.
EP	0	Warhammer	1	2 lb.	Signet Ring	1	—
GP	25	Crossbow, Light	1	5 lb.			
PP	0	Crossbow Bolts	20	1.5 lb.			
		Backpack	1	5 lb.			
		Blanket	1	3 lb.			
		Candle	10	—			
		Tinderbox	1	1 lb.			
		Alms Box	1	—			
		Block of Incense	2	—			
		Censer	1	—			
		Vestments	1	—			
		Rations (1 day)	2	4 lb.			
		Waterskin	1	5 lb.			

WEIGHT CARRIED

84.5 lb.

ENCUMBERED

0 lb.

PUSH/DRAW/LIFT

0 lb.

EQUIPMENT

Nerbaeth Wraithbane

CHARACTER NAME

	210	Medium	4'2"	
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Torn	Tanned	Brown	Grey
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Despite my noble birth, I do not place myself above other folk. We all have the same blood.
My eloquent flattery makes everyone

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

IDEALS

The common folk must see me as a hero of the people.

BONDS

In fact, the world does revolve around me.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)						
O Guidance <C>	Cleric	— 1A	Touch	V,S	1 Minute	PHB 248	D: 1m, V/S
O Spare the Dying	Cleric	— 1A	Touch	V,S	Instantaneous	PHB 277	V/S
O Toll the Dead	Cleric	WIS 14 1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O Sacred Flame	Cleric	DEX 14 1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O Green-Flame Blade	Cleric	+6 1A	5 ft.	V,M	Instantaneous	SCAG	V/M
O Shocking Grasp	Cleric	+6 1A	Touch	V,S	Instantaneous	PHB 275	V/S
=== 1st LEVEL ===	4 Slots OOOO						
O Bane <C>	Cleric	CHA 14 1A	30 ft.	V,S,M	1 Minute	PHB 216	D: 1m, V/S/M
O Bless <C>	Cleric	— 1A	30 ft.	V,S,M	1 Minute	PHB 219	D: 1m, V/S/M
O Ceremony [R]	Cleric	— 1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O Command	Cleric	WIS 14 1A	60 ft.	V	1 Round	PHB 223	D: 1Rnd, V
O Create or Destroy Water	Cleric	— 1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O Cure Wounds	Cleric	— 1A	Touch	V,S	Instantaneous	PHB 230	V/S
O Detect Evil and Good <C>	Cleric	— 1A	Self/30 ft. Sphere	V,S	10 Minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
P Detect Magic [R]<C>	Cleric (Always Prepared)	— 1A	Self/30 ft. Sphere	V,S	10 Minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R]<C>	Cleric	— 1A	Self/30 ft. Sphere	V,S,M	10 Minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O Guiding Bolt	Cleric	+6 1A	120 ft.	V,S	1 Round	PHB 248	D: 1Rnd, V/S
O Healing Word	Cleric	— 1BA	60 ft.	V	Instantaneous	PHB 250	V
O Inflict Wounds	Cleric	+6 1A	Touch	V,S	Instantaneous	PHB 253	V/S
P Magic Missile	Cleric (Always Prepared)	— 1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O Protection from Evil and Good <C>	Cleric	— 1A	Touch	V,S,M	10 Minutes	PHB 270	D: 10m, V/S/M
O Purify Food and Drink [R]	Cleric	— 1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O Sanctuary	Cleric	WIS 14 1BA	30 ft.	V,S,M	1 Minute	PHB 272	D: 1m, V/S/M
O Shield of Faith <C>	Cleric	— 1BA	60 ft.	V,S,M	10 Minutes	PHB 275	D: 10m, V/S/M
=== 2nd LEVEL ===	3 Slots OOO						
O Aid	Cleric	— 1A	30 ft.	V,S,M	8 Hours	PHB 211	D: 8h, V/S/M
P Arcanist's Magic Aura	Cleric (Always Prepared)	— 1A	Touch	V,S,M	24 Hours	PHB	D: 24h, V/S/M
O Augury [R]	Cleric	— 11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O Blindness/Deafness	Cleric	CON 14 1A	30 ft.	V	1 Minute	PHB 219	D: 1m, V
O Calm Emotions <C>	Cleric	CHA 14 1A	60 ft./20 ft. Sphere	V,S	1 Minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O Continual Flame	Cleric	— 1A	Touch	V,S,M	Until Dispelled	PHB 227	D: Until Dispelled, V/S/M
O Enhance Ability <C>	Cleric	— 1A	Touch	V,S,M	1 Hour	PHB 237	D: 1h, V/S/M
O Find Traps	Cleric	— 1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O Gentle Repose [R]	Cleric	— 1A + 10m	Touch	V,S,M	10 Days	PHB 245	D: 10d, V/S/M
O Hold Person <C>	Cleric	WIS 14 1A	60 ft.	V,S,M	1 Minute	PHB 251	D: 1m, V/S/M
O Lesser Restoration	Cleric	— 1A	Touch	V,S	Instantaneous	PHB 255	V/S
O Locate Object <C>	Cleric	— 1A	Self	V,S,M	10 Minutes	PHB 256	D: 10m, V/S/M
P Magic Weapon <C>	Cleric (Always Prepared)	— 1BA	Touch	V,S	1 Hour	PHB 257	D: 1h, V/S
O Prayer of Healing	Cleric	— 10m	30 ft.	V	Instantaneous	PHB 267	V
O Protection from Poison	Cleric	— 1A	Touch	V,S	1 Hour	PHB 270	D: 1h, V/S
O Silence [R]<C>	Cleric	— 1A + 10m	120 ft./20 ft. Sphere	V,S	10 Minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O Spiritual Weapon	Cleric	+6 1BA	60 ft.	V,S	1 Minute	PHB 278	D: 1m, V/S
O Warding Bond	Cleric	— 1A	Touch	V,S,M	1 Hour	PHB 287	D: 1h, V/S/M
O Zone of Truth	Cleric	CHA 14 1A	60 ft./15 ft. Sphere	V,S	10 Minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
=== 3rd LEVEL ===	2 Slots OO						
O Animate Dead	Cleric	— 1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M

SPELLS

Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O Beacon of Hope <C>	Cleric	-- 1A	30 ft.	V,S	1 Minute	PHB 217	D: 1m, V/S
O Bestow Curse <C>	Cleric	WIS 14 1A	Touch	V,S	1 Minute	PHB 218	D: 1m, V/S
O Clairvoyance <C>	Cleric	-- 10m	1 miles	V,S,M	10 Minutes	PHB 222	D: 10m, V/S/M
O Create Food and Water	Cleric	-- 1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O Daylight	Cleric	-- 1A	60 ft./80 ft. Sphere	V,S	1 Hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
P Dispel Magic	Cleric (Always Prepared)	-- 1A	120 ft.	V,S	Instantaneous	PHB 234	V/S
O Feign Death [R]	Cleric	-- 1A + 10m	Touch	V,S,M	1 Hour	PHB 240	D: 1h, V/S/M
O Glyph of Warding	Cleric	DEX 14 1h	Touch	V,S,M	Until Dispelled or Triggered	PHB 245	D: Until Dispelled or Triggered, V/S/M
O Life Transference	Cleric	-- 1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
P Magic Circle	Cleric (Always Prepared)	CHA 14 1m	10 ft./10 ft. Cylinder	V,S,M	1 Hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O Mass Healing Word	Cleric	-- 1BA	60 ft.	V	Instantaneous	PHB 258	V
O Meld into Stone [R]	Cleric	-- 1A + 10m	Touch	V,S	8 Hours	PHB 259	D: 8h, V/S
O Protection from Energy <C>	Cleric	-- 1A	Touch	V,S	1 Hour	PHB 270	D: 1h, V/S
O Remove Curse	Cleric	-- 1A	Touch	V,S	Instantaneous	PHB 271	V/S
O Revivify	Cleric	-- 1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O Sending	Cleric	-- 1A	Self	V,S,M	1 Round	PHB 274	D: 1Rnd, V/S/M
O Speak with Dead	Cleric	-- 1A	10 ft.	V,S,M	10 Minutes	PHB 277	D: 10m, V/S/M
O Spirit Guardians <C>	Cleric	WIS 14 1A	Self	V,S,M	10 Minutes	PHB 278	D: 10m, V/S/M
O Tongues	Cleric	-- 1A	Touch	V,M	1 Hour	PHB 283	D: 1h, V/M
O Water Walk [R]	Cleric	-- 1A + 10m	30 ft.	V,S,M	1 Hour	PHB 287	D: 1h, V/S/M

BEYOND

Sulendri

CHARACTER NAME

Fighter 5

CLASS & LEVEL

Dragonborn

RACE

Knight

BACKGROUND

(Milestone)

EXPERIENCE POINTS

PLAYER NAME

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

+0

11

+6 Strength

+2 Dexterity

+4 Constitution

-1 Intelligence

+1 Wisdom

+0 Charisma

Saving Throw Modifiers

SAVING THROWS

+2

INITIATIVE

ARMOR

13

CLASS

Resistances - Cold

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

+2 Acrobatics DEX

+1 Animal Handling WIS

+2 Arcana INT

+6 Athletics STR

+0 Deception CHA

+2 History INT

+1 Insight WIS

+0 Intimidation CHA

-1 Investigation INT

+1 Medicine WIS

-1 Nature INT

+1 Perception WIS

+0 Performance CHA

+3 Persuasion CHA

-1 Religion INT

+2 Sleight of Hand DEX

+2 Stealth DEX

+4 Survival WIS

SKILLS

Max HP

Current HP

Temp HP

39

HIT POINTS

Total 5d10

HIT DICE

SUCCESSSES

FAILURES

DEATHS/SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Playing Card Set

=== LANGUAGES ===

Common, Draconic, Gnomish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Breath Weapon (White) • 1 / Short Rest

As an action once per short rest, exhale in a 15 ft. cone (CON DC 12, half damage on success) for 2d6 Cold Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

=== BONUS ACTIONS ===

Second Wind • 1 / Short Rest

Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

=== SPECIAL ===

Action Surge • 1 / Short Rest

Once per short rest, you can take one additional action on your turn. [17th] Twice per short rest

Arcane Shot • 2 / Short Rest

Twice per short rest and once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one Arcane Shot option of your choice to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll.

Enfeebling Arrow

A creature hit by the arrow takes an extra 2d6

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

9

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Flail	+6	1d8+3 Bludgeoning	Martial
Glaive	+6	1d10+3 Slashing	Martial, Heavy, Reach, Two-Handed
Handaxe	+6	1d6+3 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe	+6	1d6+3 Slashing	Simple, Light, Thrown, Range (20/60)
Longbow	+7	1d8+2 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Unarmed Strike	+6	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Sulendri

CHARACTER NAME

		Medium	6'4"	
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Silvanus	White	Violet	
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world. I take great pains to always look my

PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

IDEALS

My house's alliance with another noble family must be sustained at all costs.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME

=== CANTRIPS ===

SOURCE

(At Will)

SAVE/ATK TIME

RANGE

COMP

DURATION

PAGE REF

NOTES

☐ Prestidigitation

Fighter

—

1A

10 ft.

V,S

1 Hour

PHB 267

D: 1h, V/S

SPELLS

D&D BEYOND

Bo

CHARACTER NAME

Monk 5

CLASS & LEVEL

Turtle

RACE

Pirate

BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+0

10

+6 Strength

+5 Dexterity

+2 Constitution

-1 Intelligence

+1 Wisdom

+0 Charisma

Saving Throw Modifiers

Advantage on STR while withdrawn into your shell

Advantage on CON while withdrawn into your shell

Disadvantage on DEX while withdrawn into your shell

SAVING THROWS

+5 Acrobatics DEX

+1 Animal Handling WIS

-1 Arcana INT

+6 Athletics STR

+0 Deception CHA

-1 History INT

+1 Insight WIS

+0 Intimidation CHA

-1 Investigation INT

+1 Medicine WIS

-1 Nature INT

+4 Perception WIS

+3 Performance CHA

+0 Persuasion CHA

-1 Religion INT

+2 Sleight of Hand DEX

+5 Stealth DEX

+4 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

17

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

38

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATHSAVES

=== WEAPONS ===

Shortsword, Simple Weapons

=== TOOLS ===

Brewer's Supplies, Cartographer's Tools, Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===

Aquan, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Flurry of Blows

After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

ACTIONS

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Tavern Brawler Grapple

When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Unarmed Strike

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

14

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

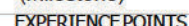
9

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dart	+6	1d4+3 Piercing	Simple, Finesse, Thrown, Range (20/60)
Quarterstaff	+6	1d6+3 Bludgeoning	Simple, Versatile
Unarmed Strike	+6	1d6+3 Bludgeoning	
Claws	+6	1d6+3 Slashing	
Flurry of Blows	+6	1d6+3 Bludgeoning	
Deflect Missiles Attack	+5	1d6+2	

WEAPON ATTACKS & CANTRIPS





Monk 5		DMAnjuli
CLASS & LEVEL		PLAYER NAME
Turtle	Pirate	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

| 1 Action

* Survival Instinct • TTP
You gain proficiency in the Survival skill.

=== FEATS ===

* Tavern Brawler • PHB 170
Increase your STR or CON score by 1. You are proficient with improvised weapons. Your unarmed strike uses a d4 for damage. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

| Tavern Brawler Strike: 1 Action

| Tavern Brawler Grapple: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT

Bo

CHARACTER NAME

	102	Medium		250
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Selûne		Blue	
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

To me, a tavern brawl is a nice way to get to know a new city. I never pass up a friendly wager.

PERSONALITY TRAITS

Fairness. We all do the work, so we all share in the rewards. (Lawful)

IDEALS

I was cheated out of my fair share of the profits, and I want to get my due.

BONDS

I'll say anything to avoid having to do extra work.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

BEYOND

Ascal Joren

CHARACTER NAME

Rogue 5
CLASS & LEVEL

Eladrin
RACE

Criminal / Spy
BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

+2

15

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

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

☐ +3 Acrobatics DEX
☐ +1 Animal Handling WIS
☐ +0 Arcana INT
☐ -1 Athletics STR
☒ +5 Deception CHA
☐ +0 History INT
☒ +4 Insight WIS
☐ +2 Intimidation CHA
☒ +3 Investigation INT
☐ +1 Medicine WIS
☐ +0 Nature INT
☒ +4 Perception WIS
☒ +5 Performance CHA
☐ +2 Persuasion CHA
☐ +0 Religion INT
☒ +9 Sleight of Hand DEX
☒ +6 Stealth DEX
☐ +1 Survival WIS
☐ _____
☐ _____
☐ _____

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

33

--

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATHS/SAVES

=== ARMOR ===

Light Armor

=== WEAPONS ===

Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===

Alchemist's Supplies, Dice Set, Disguise Kit, Forgery Kit, Playing Card Set, Thieves' Tools

=== LANGUAGES ===

Common, Draconic, Elvish, Orc

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

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

Fey Step • 1 / Short Rest

Once per short rest as a bonus action, you can magically teleport up to 30 ft. to an unoccupied space you can see. [3rd] Your Fey Step gains an additional

effect based on your current season (DC 13 if the effect requires a saving throw).

Master of Tactics

You can use the Help action as a bonus action, and when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of you if it can see and hear you.

=== REACTIONS ===

Uncanny Dodge

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

=== SPECIAL ===

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

14

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier	+6	1d8+3 Piercing	Martial, Finesse
Shortbow	+6	1d6+3 Piercing	Simple, Ammunition, Range, Two-Handed, Range (80/320)
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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BEYOND

Ascal Joren

CHARACTER NAME

Rogue 5		PLAYER NAME
CLASS & LEVEL		
Eladrin	Criminal / Spy	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== ROGUE FEATURES ===

- * Hit Points • PHB 95
- * Proficiencies • PHB 95
- * Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.
- * Sneak Attack • PHB 96
Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- | Special
- * Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.
- * Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.
- | 1 Bonus Action
- * Roguish Archetype • PHB 96
- | Mastermind
- * Master of Intrigue • SCAG 46
You gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice, and you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute.
- * Master of Tactics • SCAG 46
You can use the Help action as a bonus action, and when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of you if it can see and hear you.
- | 1 Bonus Action
- * Ability Score Improvement • PHB 96
- * Uncanny Dodge • PHB 96
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.
- | 1 Reaction

=== ELADRIN RACIAL TRAITS ===

- * Darkvision • PHB 23
You can see in darkness (shades of gray) up to 60 ft.
- * Keen Senses • PHB 23
You have proficiency in the Perception skill.
- * Fey Ancestry • PHB 23
You have advantage on saves against being charmed, and magic can't put you to sleep.
- * Trance • PHB 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

=== FEATS ===

- * Alert • PHB 165
You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Leather	1	10 lb.	Oil (flask)	2	2 lb.
SP	0	Rapier	1	2 lb.	Rations (1 day)	5	10 lb.
EP	0	Shortbow	1	2 lb.	Tinderbox	1	1 lb.
GP	15	Dagger	1	1 lb.	Waterskin	1	5 lb.
PP	0	Dagger	1	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
		Arrows	20	1 lb.	Thieves' Tools	1	1 lb.
		Backpack	1	5 lb.	Clothes, Common	1	3 lb.
		Ball Bearings (bag of 1,000)	1,000	2 lb.			
		String	10	—			
		Bell	1	—			
		Candle	1	—			
		Crowbar	2	10 lb.			
		Hammer	1	3 lb.			
		Piton	10	2.5 lb.			
		Lantern, Hooded	1	2 lb.			

WEIGHT CARRIED

73.5 lb.

ENCUMBERED

0 lb.

PUSH/DRAW/LIFT

0 lb.

EQUIPMENT

ATTUNED MAGIC ITEMS	QTY	WEIGHT

Ascal Joren

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Tymora		Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEALS

My ill-gotten gains go to support my family.

BONDS

I have a "tell" that reveals when I'm lying.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

D&D BEYOND

Sqraiw

CHARACTER NAME

Warlock 5

CLASS & LEVEL

Kenku

RACE

Haunted One

BACKGROUND

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

-1

8

WISDOM

+3

16

CHARISMA

+1

12

+2 Strength

+1 Dexterity

+1 Constitution

-1 Intelligence

+6 Wisdom

+4 Charisma

Saving Throw Modifiers

SAVING THROWS

+1 Acrobatics DEX

+3 Animal Handling WIS

+2 Arcana INT

+2 Athletics STR

+4 Deception CHA

-1 History INT

+3 Insight WIS

+1 Intimidation CHA

+2 Investigation INT

+3 Medicine WIS

-1 Nature INT

+3 Perception WIS

+1 Performance CHA

+1 Persuasion CHA

-1 Religion INT

+1 Sleight of Hand DEX

+1 Stealth DEX

+6 Survival WIS

SKILLS

+1

INITIATIVE

ARMOR

12

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

33

HIT POINTS

Total

5d8

HIT DICE

SUCCESSSES

FAILURES

DEATHS/SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Auran, Celestial, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Hexblade's Curse • 1 / Short Rest

Once per short rest, as a bonus action, choose one creature you can see within 30 ft. to curse it for 1 minute (or until the target dies, you die, or you are incapacitated). Against the cursed target, you gain a 3 bonus to damage rolls, score a critical hit on a roll of 19 or 20, and you regain +6 HP if it dies.

=== SPECIAL ===

Hex Warrior

You gain proficiency with medium armor, shields, and martial weapons. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property (or any of your pact weapons). With that weapon, you can use your CHA modifier for the attack and damage rolls until you finish your next long rest.

ACTIONS

Maddening Hex

As a bonus action, you can deal +1 psychic damage to the target cursed by your hex spell (or other cursing warlock feature) that you can see if it is within 30 ft, and also to creatures of your choice within 5 ft. of the cursed target.

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+1 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Green-Flame Blade: 1d8 Fire, 1d8+1 Fire
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Green-Flame Blade: 1d8 Fire, 1d8+1 Fire
Sling	+4	1d4+1 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Eldritch Blast	+4	1d10 Force	Count: 2, V/S
Unarmed Strike	+5	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

D&D BEYOND

Sqraiw

CHARACTER NAME

Warlock 5		PLAYER NAME
CLASS & LEVEL		
Kenku	Haunted One	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== WARLOCK FEATURES ===

- * Hit Points • PHB 106
- * Proficiencies • PHB 107
- * Otherworldly Patron • PHB 107

You have struck a bargain with an otherworldly being.

| The Hexblade
- * Pact Magic • PHB 107

You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 12, Spell Attack +4). You can use an arcane focus as a spellcasting focus.
- * Expanded Spell List • XGtE 55

Additional spells are added to the warlock spell list for you.
- * Hexblade's Curse • XGtE 55

Once per short rest, as a bonus action, choose one creature you can see within 30 ft. to curse it for 1 minute (or until the target dies, you die, or you are incapacitated). Against the cursed target, you gain a 3 bonus to damage rolls, score a critical hit on a roll of 19 or 20, and you regain +6 HP if it dies.

| 1 / Short Rest • 1 Bonus Action
- * Hex Warrior • XGtE 55

You gain proficiency with medium armor, shields, and martial weapons. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property (or any of your pact weapons). With that weapon, you can use your CHA modifier for the attack and damage rolls until you finish your next long rest.

| Special

- * Eldritch Invocations • PHB 107

You learn fragments of forbidden knowledge that imbue you with an abiding magical ability.

| Eldritch Spear • PHB 111

When you cast eldritch blast, its range is 300 ft.

| Maddening Hex • XGtE 57

As a bonus action, you can deal +1 psychic damage to the target cursed by your hex spell (or other cursing warlock feature) that you can see if it is within 30 ft, and also to creatures of your choice within 5 ft. of the cursed target.

| 1 Bonus Action

| Sign of Ill Omen • PHB 111

Once per long rest, you can cast bestow curse using a warlock spell slot.

- * Pact Boon • PHB 107

Your otherworldly patron bestows a gift upon you for your loyal service.

| Pact of the Blade • PHB

As an action, you can create a pact weapon in your hand (you choose the form, you're proficient with it, and it counts as magical). You can also transform a magic weapon into your pact weapon by performing a special ritual.

| Create Pact Weapon: 1 Action

- * Ability Score Improvement • PHB 108

=== KENKU RACIAL TRAITS ===

- * Ability Score Increase • VGtM
- * Age • VGtM

- * Alignment • VGtM
- * Size • VGtM
- * Speed • VGtM
- * Expert Forgery • VGtM

You have advantage on all checks made to produce forgeries or duplicates of existing objects.
- * Kenku Training • VGtM

You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.
- * Mimicry • VGtM

You can mimic sounds you have heard. A creature can tell these sounds are imitations with an Insight check opposed by your Deception check.
- * Languages • VGtM

=== FEATS ===

- * Spell Sniper (Bard, warlock, Warlock) • PHB 170

When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

CP

0

SP

0

EP

0

GP

0

PP

0

WEIGHT CARRIED

125.5 lb.

ENCUMBERED

210 lb.

PUSH/DRAG/LIFT

420 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Leather	1	10 lb.	Rope, Hempen (50 feet)	1	10 lb.
Crossbow, Light	1	5 lb.	Chest	1	25 lb.
Sling	1	--	Stake (Wooden)	9	--
Dagger	1	1 lb.	Holy Symbol	1	--
Dagger	1	1 lb.	Holy Water (flask)	1	1 lb.
Crossbow Bolts	20	1.5 lb.	Manacles	1	6 lb.
Arcane Focus	1	--	Mirror, Steel	1	0.5 lb.
Backpack	1	5 lb.	Oil (flask)	1	1 lb.
Crowbar	2	10 lb.			
Hammer	2	6 lb.			
Piton	10	2.5 lb.			
Torch	13	13 lb.			
Tinderbox	2	2 lb.			
Rations (1 day)	10	20 lb.			
Waterskin	1	5 lb.			

ATTUNED MAGIC ITEMS

QTY WEIGHT

EQUIPMENT

Sqraiw

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Loviatar	Black feathers	Black	
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don't run from evil. Evil runs from me.
I like to read and memorize poetry. It keeps me calm and brings me

PERSONALITY TRAITS

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

IDEALS

I would sacrifice my life and my soul to protect the innocent.

BONDS

I am a purveyor of doom and gloom who lives in a world without hope.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Warlock

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===							
☐ Green-Flame Blade	Warlock	+4	1A	5 ft.	V,M	Instantaneous	SCAG V/M
☐ Blade Ward	Warlock	—	1A	Self	V,S	1 Round	PHB 218 D: 1Rnd, V/S
☐ True Strike <C>	Warlock	—	1A	30 ft.	S	1 Round	PHB 284 D: 1Rnd, S
☐ Eldritch Blast	Spell Sniper (Bard, Sorcerer, Warlock)	+4	1A	300 ft.	V,S	Instantaneous	PHB 237 V/S
=== 1st LEVEL ===							
☐ Hex <C>	Warlock	—	1BA	90 ft.	V,S,M	1 Hour	PHB 251 D: 1h, V/S/M
☐ Shield	Warlock	—	1R	Self	V,S	1 Round	PHB 275 D: 1Rnd, V/S
☐ Witch Bolt <C>	Warlock	+4	1A	30 ft.	V,S,M	1 Minute	PHB 289 D: 1m, V/S/M
=== 2nd LEVEL ===							
☐ Blur <C>	Warlock	—	1A	Self	V	1 Minute	PHB 219 D: 1m, V
☐ Misty Step	Warlock	—	1BA	Self	V	Instantaneous	PHB 260 V
=== 3rd LEVEL ===							
2 Pact OO							
☐ Hunger of Hadar <C>	Warlock	DEX 12	1A	150 ft./20 ft. Sphere	V,S,M	1 Minute	PHB 251 D: 1m, 20 ft. Sphere, V/S/M
☐ Bestow Curse <C>	Warlock	WIS 12	1A	Touch	V,S	1 Minute	PHB 218 1/LR, D: 1m, V/S

SPELLS

BEYOND

Allowin Wanderfoot

CHARACTER NAME

Wizard 5
 CLASS & LEVEL

Ghostwise Halfling
 RACE

Sage
 BACKGROUND

PLAYER NAME
 (Milestone)
 EXPERIENCE POINTS

STRENGTH
 -1
 8

DEXTERITY
 +2
 15

CONSTITUTION
 +0
 10

INTELLIGENCE
 +3
 16

WISDOM
 +2
 15

CHARISMA
 +1
 12

☐ -1 Strength
☐ +2 Dexterity
☐ +0 Constitution
☒ +6 Intelligence
☒ +5 Wisdom
☐ +1 Charisma

Saving Throw Modifiers

Advantage against being frightened

SAVING THROWS

☐ +2 Acrobatics DEX
☐ +2 Animal Handling WIS
☒ +6 Arcana INT
☐ -1 Athletics STR
☐ +1 Deception CHA
☒ +6 History INT
☒ +5 Insight WIS
☐ +1 Intimidation CHA
☒ +6 Investigation INT
☐ +2 Medicine WIS
☐ +3 Nature INT
☐ +2 Perception WIS
☐ +1 Performance CHA
☐ +1 Persuasion CHA
☐ +3 Religion INT
☐ +2 Sleight of Hand DEX
☐ +2 Stealth DEX
☐ +2 Survival WIS

☐ _____
☐ _____
☐ _____

SKILLS

+2

INITIATIVE

ARMOR

12

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

22

HIT POINTS

Total

5d6

HIT DICE

SUCCESSSES

FAILURES

DEATHS

SAVES

=== WEAPONS ===

Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===

Common, Dwarvish, Goblin, Halfling, Telepathy

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

Arcane Ward • 1 / Long Rest

Once per long rest, when you cast an abjuration

ACTIONS

spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has +13 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

17

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

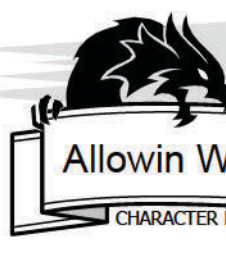
21

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+2	1d6-1 Bludgeoning	Simple, Versatile
Chill Touch	+6	2d8 Necrotic	D: 1Rnd, V/S
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



Allowin Wanderfoot

CHARACTER NAME

Wizard 5		PLAYER NAME
CLASS & LEVEL		
Ghostwise Halfling	Sage	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 14, Spell Attack +6) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

Arcane Tradition • PHB 115

School of Abjuration

Abjuration Savant • PHB 115

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

Arcane Ward • PHB 115

Once per long rest, when you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has +13 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

| 1 / Long Rest • Special

Ability Score Improvement • PHB 115

=== GHOSTWISE HALFLING RACIAL TRAITS ===

* Lucky • PHB 28

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

* Brave • PHB 28

You have advantage on saving throws against being frightened.

* Halfling Nimbleness • PHB 28

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

* Silent Speech • SCAG

You can speak telepathically to any one creature you share a language with within 30 ft.

=== FEATS ===

* Observant • PHB 168

Increase your INT or WIS score by 1. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

FEATURES & TRAITS

CP

0

SP

0

EP

0

GP

10

DP

0

WEIGHT CARRIED

22 lb.

ENCUMBERED

0 lb.

PUSH/DRAW/LIFT

0 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Quarterstaff	1	4 lb.			
Component Pouch	1	2 lb.			
Backpack	1	5 lb.			
Book	1	5 lb.			
Ink (1 ounce bottle)	1	--			
Ink Pen	1	--			
Parchment (one sheet)	10	--			
Little Bag of Sand	1	--			
Small Knife	1	--			
Spellbook	1	3 lb.			
Clothes, Common	1	3 lb.			

ATTUNED MAGIC ITEMS

QTY

WEIGHT

EQUIPMENT

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Allowin Wanderfoot

CHARACTER NAME

Small

GENDER

AGE

SIZE

HEIGHT

WEIGHT

Lawful Neutral

Green

Black

ALIGNMENT

FAITH

SKIN

EYES

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I use polysyllabic words that convey the impression of great erudition.
There's nothing I like more than a

PERSONALITY TRAITS

Logic. Emotions must not cloud our logical thinking. (Lawful)

IDEALS

I've been searching my whole life for the answer to a certain question.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Wizard

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
☐ Acid Splash	Wizard	DEX 14	1A	60 ft.	V,S	Instantaneous	PHB 211	V/S
☐ Chill Touch	Wizard	+6	1A	120 ft.	V,S	1 Round	PHB 221	D: 1Rnd, V/S
☐ Light	Wizard	DEX 14	1A	Touch/20 ft. Sphere	V,M	1 Hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
☐ Mage Hand	Wizard	--	1A	30 ft.	V,S	1 Minute	PHB 256	D: 1m, V/S
=== 1st LEVEL ===	4 Slots OOOO							
☐ Cause Fear <C>	Wizard	WIS 14	1A	60 ft.	V	1 Minute	XGtE 151	D: 1m, V
☐ Find Familiar [R]	Wizard	--	1h	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
☐ Mage Armor	Wizard	--	1A	Touch	V,S,M	8 Hours	PHB 256	D: 8h, V/S/M
☐ Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
=== 2nd LEVEL ===	3 Slots OOO							
☐ Cloud of Daggers <C>	Wizard	--	1A	60 ft./5 ft. Cube	V,S,M	1 Minute	PHB 222	D: 1m, 5 ft. Cube, V/S/M
☐ Darkvision	Wizard	--	1A	Touch	V,S,M	8 Hours	PHB 230	D: 8h, V/S/M
☐ Invisibility <C>	Wizard	--	1A	Touch	V,S,M	1 Hour	PHB 254	D: 1h, V/S/M
=== 3rd LEVEL ===	2 Slots OO							
☐ Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	S

SPELLS

MONSTERS

SWARM OF MICE

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darksight 30 ft., passive perception 10.

Languages -

Challenge ¼ (50 XP)

Keen Smell. 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 mouse. 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, one target in the swarms space. Hit: 7 (2d6) piercing damage, 3 (1d6) piercing damage if the swarm has half its hit points or fewer.

COCKROACH

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws. Dex +4, Wis +4

Damage Resistances. cold, fire, lightning

Damage Immunities. poisoned

Condition Immunities. poison

Senses darksight 60 ft., passive perception 15.

Languages Abyssal

Challenge 5 (1,800 XP)

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

Spider Climb. The cockroach can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The cockroach makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, Hit: 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage

SUGAR PLUM FAERIE DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 40 ft, fly 80ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving throws. Dex +3, Con +7, Wis +4, Cha +6

Condition Immunities lightning

Senses darksight 120 ft., blindsight 30 ft. Passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Innate Spellcasting. The dragons innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components.

Violet 1/day: Dancing Lights, Mirror Image, Hallucinatory Terrain, Polymorph

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target, Hit: 16 (2d10 + 5) piercing damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Euphoria Breath (recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 ft of it. The target must succeed a DC12 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behaviour during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC12 Wisdom saving throw, ending the effect on itself on a success.

MOUSE SOLDIER

Medium humanoid, any alignment

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills. Athletics +5, Perception +2

Senses. passive perception 12.

Languages Common

Challenge. 3 (700 XP)

ACTIONS

Multiattack. The mouse soldier makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., on target. Hit 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

GUARD

Medium humanoid, any alignment

Armor Class 16 (breastplate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills. Deception + 5, Insight +4, Persuasion +5

Senses. passive perception 12.

Language. Common

Challenge. 1/8 (25 XP)

ACTIONS

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

REACTIONS

Parry. The guard adds 2 to its AC against one melee attack that would hit it. To do so, the wooden soldier must see the attacker and be wielding a melee weapon.

WOODEN SOLDIER

Medium humanoid, any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills. Deception + 5, Insight +4, Persuasion +5

Senses. passive perception 12.

Languages Common, Abyssal

Challenge. 1/8 (25 XP)

ACTIONS

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

THE NUTCRACKER

Medium ½ Orc, Lawful Good

Armor Class 17 (Studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving throws. Str +7, Dex +5, Con +6

Skills. Athletics +10, Intimidation +5

Senses. passive perception 11

Languages Common

Challenge. 5 (1,800 XP)

Brave. The Nutcracker has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Nutcracker hits with it (included in the attack)

ACTIONS

Multiattack. The Nutcracker makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield bash. *Melee Weapon Attack:* +7 to hit, reach 5ft., on target. Hit 69 (2d4 + 4) bludgeoning damage. If the target is a medium or smaller creature, it must succeed on a DC15 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage is used with two hands to make a melee attack.

REACTIONS

Parry. The Nutcracker adds 3 to its AC against one melee attack that would hit it. To do so, the Nutcracker must see the attacker and be wielding a melee weapon.



THE MAD MOUSE KING

Large seven-headed monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 40 ft, fly 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills. Perception + 6, Stealth + 7

Saving throws. Dex +3, Con +7, Wis +4, Cha +6

Senses darksight 90 ft., blindsight 30 ft. Passive Perception 16

Languages Common, Abyssal

Challenge 11 (7,200 XP)

Innate Spellcasting (3/Day). The king can innately cast Divine Word (spell save DC 13). His spellcasting ability is Wisdom.

Legendary Resistance (3/Day). If the King fails a saving throw he can choose to succeed instead.

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

Multiple Heads. The King can take two reactions per round, and has advantage on saving throws against being knocked unconscious. If he fails a saving throw that would normally stun a creature, one of his legendary actions is spent instead.

ACTIONS

Multiattack. The King makes three attacks. One with his bite, one with his claws, and one with his tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target, Hit: 22 (3d10 + 6) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail: *Melee Weapon Attack:* + 10 to hit, reach 15 ft., one target. Hit 6 (1d6 + 3) bludgeoning damage.

LEGENDARY ACTIONS

The King can take 3 legendary actions per day, choosing from the options below. Only one legendary option can be used as a time, and only at the end of another creatures turn.

Bite (costs 1 action). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target, Hit: 22 (3d10 + 6) piercing damage plus 7 (2d6) cold damage (white mouse head), acid damage (black mouse head), poison damage (green mouse head), lightning damage (blue mouse head), fire (red mouse head), or psychic damage (purple mouse head).

White mouse head. Cold breath (Costs 2 actions). The King breathes an icy blast in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Black mouse head. Acid breath (Costs 2 actions). The King breathes a black smoky blast in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Green mouse head. Cold breath (Costs 2 actions). The King breathes an green fog cloud blast in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Blue mouse head. Cold breath (Costs 2 actions). The King breathes an electric blast in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Red mouse head. Cold breath (Costs 2 actions). The King breathes a fiery blast in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Violet mouse head. Cold breath (Costs 2 actions). The King breathes a mighty scream in a 30-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.



THE NUTCRACKER & THE MOUSE KING

THANK YOU!

I would like to thank Knight vs. Dragon (@KvDRPG on Twitter) for helping me by checking the many versions of this adventure, which I produced before this was ultimately born.

The amazing maps in this story were created in Dungeon Builder, which I helped Kickstart last year. The software is created by HobByte and you can find it [here](#).

This adventure is best played with friends, old and new.

WRITTEN BY **ANJULI CLAYDEN**
@GeekGirlBookWrm on Twitter
(AND ALSO E.T.A HOFFMANN)



MERRY CHRISTMAS, AND A HAPPY NEW YEAR!

If you want to add some festive cheer. Try adding @KvDRPG's Festive Cantrips to the game. You can find them here:

<http://homebrewery.naturalcrit.com/share/HkZ9RqxNlf>

I really hope you enjoyed playing this game. It is the first adventure I have created myself, from scratch and I really appreciate your support. If you see any mistakes please do let me know and I will do my best to fix them in a timely manner. Thank you for downloading and playing!

Artwork is from the DMS Guild Creator Resources downloads

