



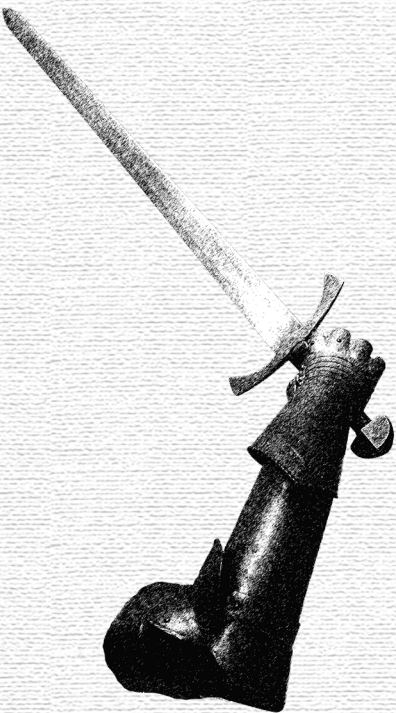
THE LAST RITE

ADVENTURE OVERVIEW

ADVENTURE BY: ELI FOWLER

This adventure is meant to be played by four players (one Game Master and three Players) during one or two sessions using fifth edition tabletop roleplaying rules, but can be adapted to fit any system. It follows three pre-made player characters (but feel free to create your own) who search for their mentor and role model Balian, who has gone missing.

This journey takes them to the remote town of Greybluffs, and further to the Flooded Chapel, a church to Scythia, the Goddess of Cycles, to whom the PCs are devoted, and as was Balian up until the events of this adventure.



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This guide is meant to be read in full by the Game Master, who will run the players through the adventure within.

THE FACES OF DEATH

SOYTHA, THE FATESPINNER

She is the goddess of death, but also of nature; of life and rebirth.

She abhors the undead and necromancers alike. Worshipers of Scythia cherish the finality of life: the fact that we all ultimately share the same inevitable fate and that the end of one cycle makes space for the next. Because death is the fate of all living things, bringing souls back from beyond the grave disrupts that fate and is considered a vile, profane act. Her followers share her fervent hatred of the undead and enact her justice upon all who would tamper with those at rest. They do not hasten their own deaths — though perhaps a fanatical sect does, a subject for another time — but wholeheartedly accept death's inevitability.

These devotees of Scythia, including the player characters, reside in an isolated, well-fortified mountainside castle, where they worship, study scripture, and plan campaigns of both war and charity: war against sorcerers and undead abominations, and charity for refugees, the sick, and the needy. Because of the breadth of her domain, her followers range from proud warriors to wise druids to adept healers.



ENSIS, THE ETERNAL WATCHER

Ensis is a god of eternity, knowledge and the undead.

Ensis seeks to build his Undead Legion from the bodies of slain creatures and assimilate the memories of all living beings into his own mind, linking every member of the Legion together. His followers include decrepit necromancers, wizards driven mad by their desire for knowledge, and, of course, the Legion itself.

Ensis and Scythia have been at odds since their creation, as their very essences contradict one another. As a result, their followers waged war for many years. One hundred years ago, the last followers of Ensis suffered a major defeat at the hands of the Order of Scythia. Ensis has slumbered ever since, hidden within the Sword of the Grave Shepherd.

During that fateful battle, the last Grave Shepherd — a title given to Scythia's greatest champion — fell. Ensis preserved what remained of himself within the blade of his worthy foe: the very sword Balian sought to retrieve.

At the end of the adventure, the party will travel to the site of this battle and confront Balian there.

THE FACES OF DEATH



BALIAN, THE KNIGHT OF ROSES

Balian is a highly decorated knight of the Order of Scythia. He has witnessed the horrors of war and come to abhor the suffering inherent in life. He is a young human man with short, curly hair framing a kind face and a stout jaw. He has helped many souls and fought in countless battles. Each player character shares a connection with him and looks up to him.

Two months ago, the Order granted Balian the great honor of retrieving the Sword of the Grave Shepherd. Upon recovering it, he would assume the title of Grave Shepherd—the first to do so in one hundred years. Both the sword and the title had been lost for generations. In ages past, the Grave Shepherd was Scythia's fiercest warrior and a serene executioner, guiding souls to rest whether or not they knew they were ready.

He spent two weeks tracking it down and another two weeks in the town of Greybluffs narrowing his search. There, he met and befriended Shane and Martin (see Greybluffs section), who aided him in his quest, and finally traveled to an ancient ruined chapel to Scythia, simply called the Flooded Chapel by the townsfolk. This chapel was the seat of a fierce battle that took the life of the last Grave Shepherd centuries ago. There, he found and claimed the sword, oblivious to its corruption. The second he touched it, Ensis slid into his mind and took root there.

Martin, who had guided Balian to the Flooded Chapel, was with him when he claimed the sword. Balian slew him on the spot and resurrected him as the first member of Ensis's new Undead Legion. Balian continues calling back the souls of the dead in the crypts beneath the chapel, raising them as tiny undead spirits that drift into town and kill townsfolk in the night. Martin helps direct these spirits.

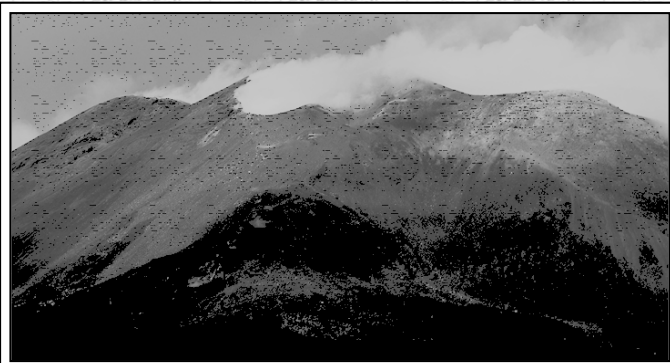
Ensis has found the perfect champion in Balian: one who rages against the injustice of the world and longs for salvation from pain. Despite his proud demeanor, Balian had grown weary of the suffering inherent in life, having witnessed it constantly throughout his travels. Ensis had little difficulty cracking Balian's stoic mask and influencing his tired soul.

Under Ensis's influence, Balian truly believes that what he is doing is just. He believes he can deliver every soul from the pain of death through Ensis's power and that the loss of individuality is a small price to pay for immortality.

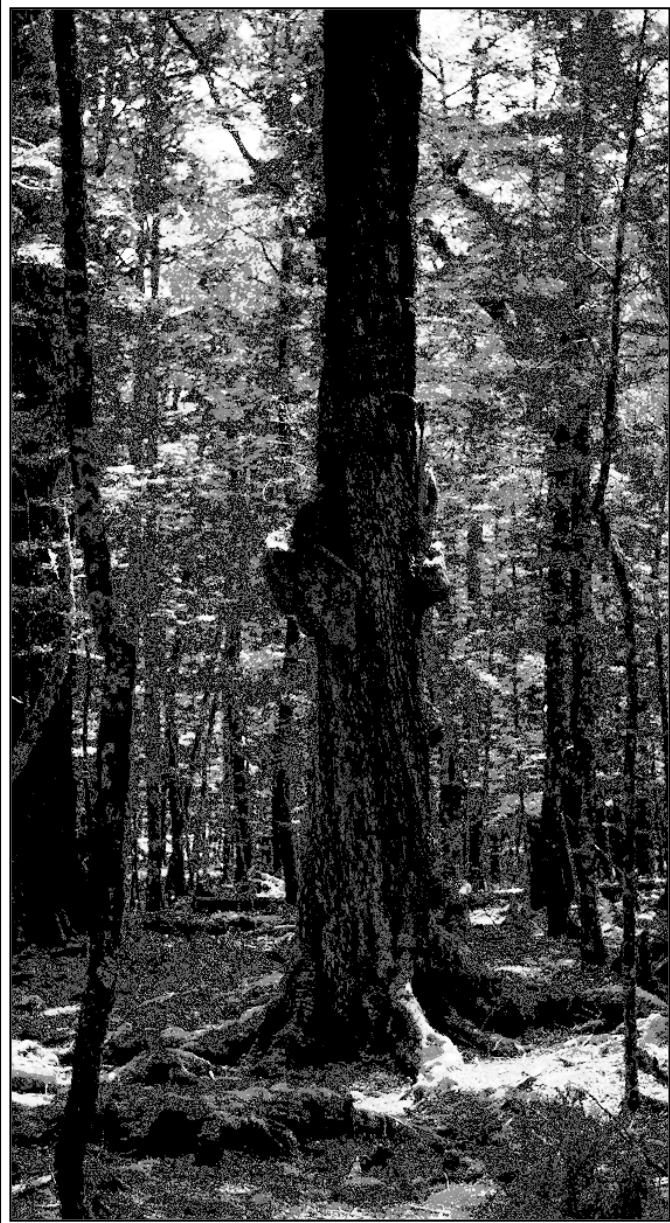
One month ago, Balian ceased sending in reports, which prompts your party's arrival at the outskirts of Greybluffs.



GREYBLUFFS



Tightly nestled in a misty mountain range lies the sleepy town of Greybluffs. It acts as a waypoint on the seldom-traveled lone path through the mountains that surround it. It is full of honest, hardworking people who mostly keep to themselves; steppe farmers, trappers, and wayward scholars make their homes here. They have become even more tight-lipped since Balian's arrival a month ago and will generally be standoffish toward the party.



GREYBLUFFS OUTSKIRTS — START

The wilderness just outside town is home to a thick, overgrown forest dotted with small clearings where travelers and merchants can make camp. Our party begins their adventure in one such clearing, from which they can just make out the town gate down the road. They are camped in this clearing because Greybluffs has begun barring travelers from staying the night in town since Balian's disappearance. A few traveling merchants are camped in similar clearings around the party and will have no qualms about sharing their disdain at being turned away from a bed in town.

Early in the morning, the party will be approached by Meyer, Shane's messenger boy, who carries a note asking the party to come meet with her at the library. The town is abuzz with bottled excitement over the party's arrival, and word of it has traveled quickly to Shane, who is eager to meet them. Presenting the letter to the guard at the town gate will allow the party to enter relatively unaccosted, although said guard will mention that they need to vacate the town by nightfall.

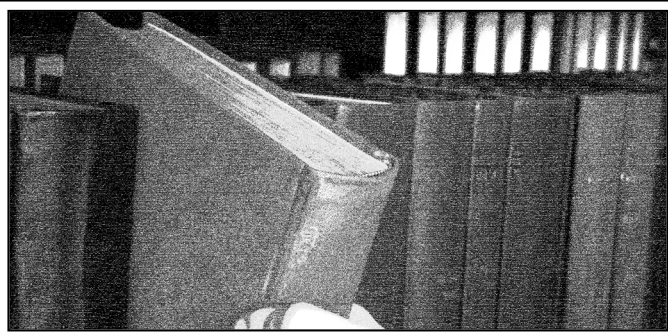


MARKET SQUARE

Past the town gate, the main road leads to a small market square, an opening within a sea of closely packed, overhanging roofs. It is eerily barren, but a few shops and stalls are still open—namely, Gregor the Blacksmith's and the butcher Sen's. Gregor is a wiry older man with a bald head and olive skin. Sen is a hearty, stout woman with a full head of pulled-back brown curls. From the two of them, the party can learn more about the town, the sudden appearance of fireflies at night, and the location of the library. On successful checks, they can also learn about the recent disappearances, that Balian is not to be trusted, and that most people are glad he is gone.

LIBRARY

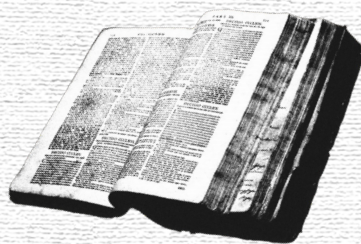
A short walk from the town square will take the party to the library. The library's exterior is old but well cared for. The ornate carvings in the doorway are well maintained and clean. Its interior is mostly cluttered and musty, but the shelves themselves are tidy and organized. The rays of light filtering through the windows illuminate the dust in the air. Despite the eerie emptiness of the streets outside, there are a few loyal patrons poring over tomes when the party arrives. There, the party meets Shane, who is relieved to see them.

**SHANE**

Shane is a mousy yet energetic human with long, straight black hair. She has worked at the library for several years, recently taking over as head librarian. During many a long night, she had been helping Balian conduct his research into the whereabouts of the Sword of the Grave Shepherd, and he, in turn, had offered her solace and comfort regarding the passing of her mentor. During this time, she had grown quite fond of him. She will remark that, toward the end of their time together, he had become somber, reserved, and irritable in the days leading up to

his sudden disappearance. The players will recognize this as concerning from the time they spent with him. To them, Balian was the staunchest believer in Scyth's doctrine, making such erratic behavior wildly unusual.

She will show them the book Balian had taken an interest in just before going missing: a book on obscure, long-lost deities. A page containing very brief information about Ensis will be dog-eared. Shane will share the little additional information she has on Ensis if asked, specifically the portion about the supposed "immortality" Ensis offers his followers.



When questioned about where the party might find Balian, she will share that Balian was also spending ample time with Martin, a younger dwarven man, trapper, and fur trader who was leading him on expeditions into the wilderness in search of Balian's charge. When pressed further (DC 15 Persuasion or Intimidation check), she will share her thoughts on Martin: she views him as a younger cousin, as they grew up near one another in the small town of Greybluffs. She will also mention that Martin began acting sullen and reserved around the time of Balian's disappearance. On one expedition to the Flooded Chapel, Martin and Balian collected the Amulet of Cycles and left it with Shane. She will produce this holy symbol of Scyth for the party if they ask for it. It emanates a 10-foot aura that causes undead within its radius to make attack rolls with disadvantage.

Shane will say that she last saw Balian just before he left on an expedition with Martin. Martin has since returned, but he refuses to tell her what happened on the trip.

Martin stays in a room at the Hallowed Hearth, the establishment owned by his mother, Hama. Shane can point them in its direction.



THE HALLOWED HEARTH

Cozily nestled between two taller buildings off the beaten path lies the Hallowed Hearth, a small but comfortable pub and inn. The first floor contains a drinking hall and kitchen, with a beer-stained bar, tables, and chairs. The upper level, which consists of a balcony overlooking the main floor, contains rooms for travelers, all currently empty. A few wayward patrons are drinking away their sorrows or sleeping at tables when the party enters.



HAMA & MARTIN

No one but Hama, the Hearth's proprietor, acknowledges the party's entrance to the inn, and she will offer them a pint as they enter. She is a middle-aged, grandmotherly dwarven woman with weathered, cracked skin and snow-white hair that falls in two braids over her shoulders. She will greet the party warmly and ask about their business in town. She is Martin's mother. She is immensely worried about Martin but will only open up once the party reveals their connection to Balian.

If she is not upset by the players, she will remark in a whisper that she believes Martin has been leaving every night since Balian's disappearance. She does not know where he goes and has not had the courage to ask him.

Martin can be found mindlessly cleaning the establishment's kitchen. His mother believes him to be dejected because Balian has gone missing, but the party can discern what is actually wrong with him through Divine Sense or a successful DC 15 Arcana check: he is now undead. They cannot tell anything beyond that, however. Before assimilation, Martin was ambitious, bratty, and agitated. He made a living selling furs and game meat from animals trapped in the surrounding wilds, a landscape he knew like the back of his hand. Bored with Greybluffs, he

yearned to leave but found no opportunity to do so.

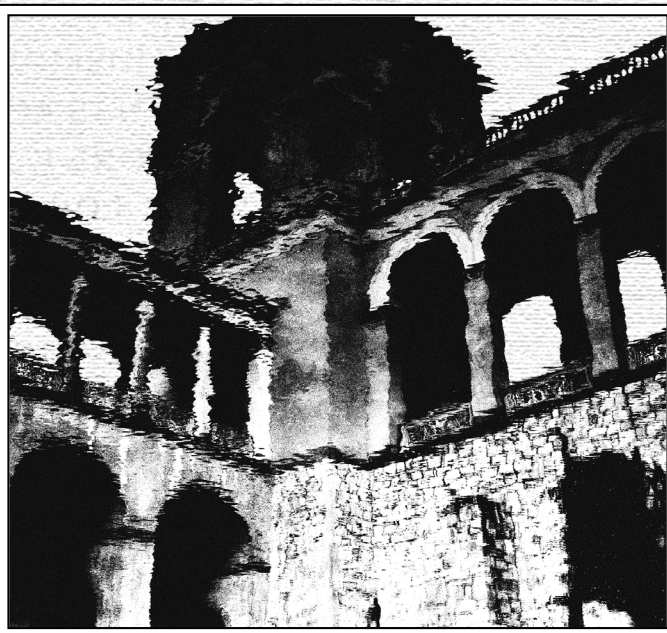
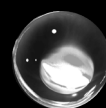
Balian's arrival was the most exciting thing to happen in town in a long while, and Martin stuck to Balian's side as often as he could, leading him on many expeditions into the surrounding wilderness in search of the Sword of the Grave Shepherd. Now corrupted by Ensisi's undeath, he helps the wisps slowly turn other townspeople and leads them back to the Flooded Chapel each night, where they congregate to fuel Balian's resurrection ritual.

Martin will offer very little in terms of conversation, but if provoked, Ensisi may speak through him in a hushed tone, offering words of warning against meddling in his affairs.

After speaking with Martin, Hama may offer the party lodging despite the curfew and the town's order. From here, the party can stealthily follow him on his nightly pilgrimage to the Flooded Chapel.

"Come join us at the Chapel."

"No new recruits this night, we're happy to have you join us."

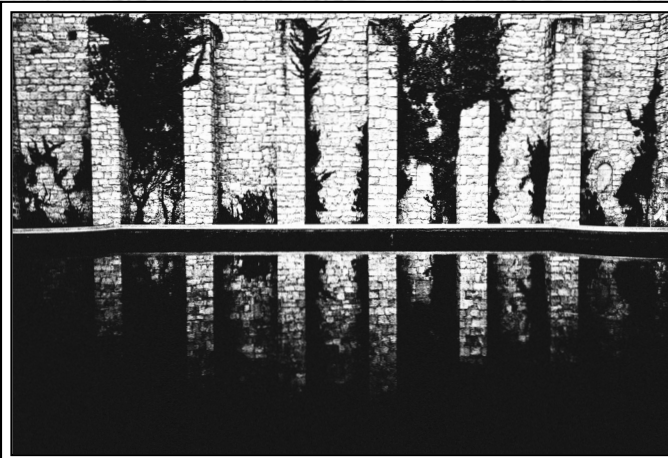


TOWARDS THE FLOODED CHAPEL

Martin makes his way to the Flooded Chapel. If the party is discovered to be following him, he will turn and smile at them, then continue unimpeded. If interacted with, Ensisi offers words of encouragement through him.

THE FLOODED CHAPEL

A shallow pool rests in a tranquil glade among the mountains, reflecting the moonlight through a break in the surrounding forest. Within this glade stands the ruined entrance to an ancient chapel to Scythia: a proud edifice, now overgrown with moss and vines and bearing decades of neglect and exposure to the elements upon its face. Centuries ago, it was the site of a battle between the forces of Scythia and Ensis, where Ensis was thought to have been destroyed. Upon arriving after following Martin, the party finds a haze of wisps drifting through the glade.



WISPS

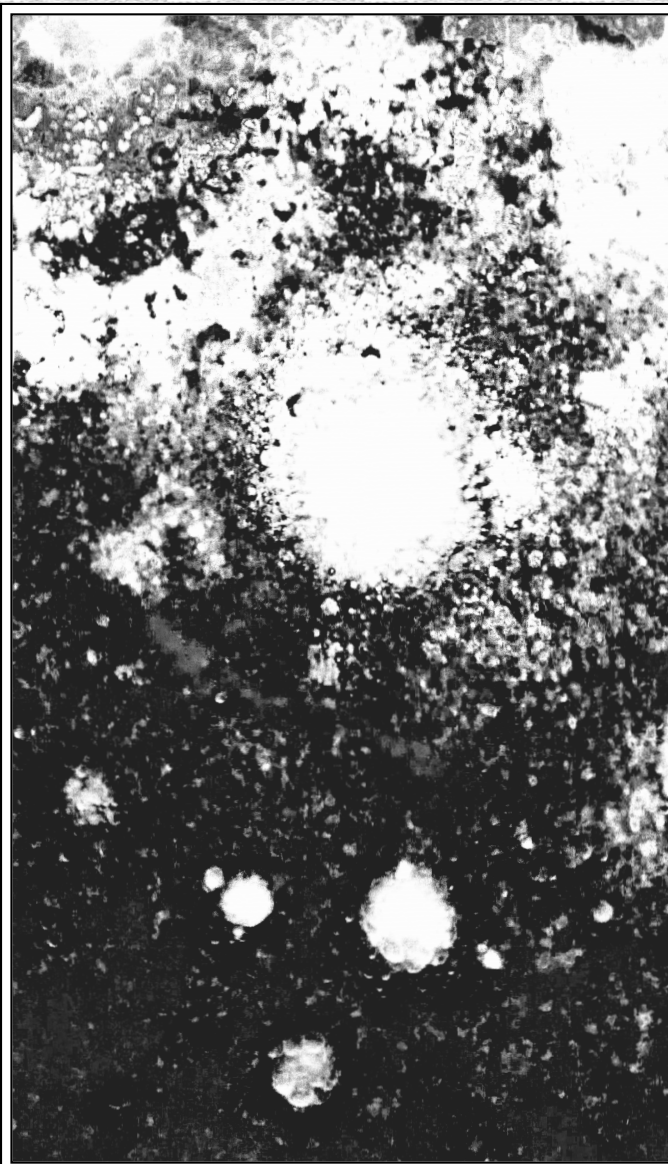
These tiny green undead spirits (mistaken for fireflies by the townsfolk) resemble eyeball-sized motes of light that drift on the wind. They illuminate the night with their sickly green light. In life, they were mortals who died violent deaths, and Balian has enticed their souls back to the mortal realm in the form of wisps.

The wisps have been slowly drifting down into town, where they kill townsfolk and reanimate their bodies as corporeal members of the Undead Legion. These risen townsfolk retain their human forms but are linked together through Ensis's hive mind. Martin then guides the newly risen Legion members back to the Chapel, where their presence helps fuel Balian's ritual and allows him to summon more dead souls as wisps.

The party will have to deduce what the spirits are, likely after being harmed by them, and then make their way inside. Have your party roll initiative for this encounter outside the chapel.

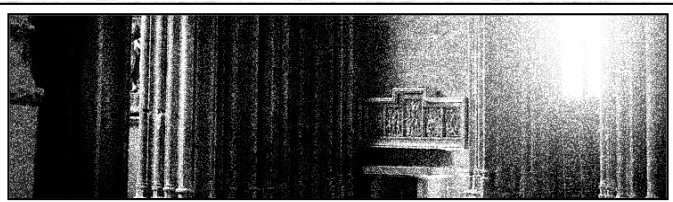
The cloud of wisps and the shallow water combine to create difficult terrain in a 45-foot radius around the chapel's entrance. When a creature ends its turn within this area, it must make a DC 15 Constitution saving throw, taking 1d6 cold damage on a failed save, or half as much damage on a successful one, as the wisps settle on it and sap its life force.

- Difficult Terrain
- CON Save or Cold Damage



ANTECHAMBER / SANCTUARY

Through the entrance lies a dilapidated antechamber connecting to the temple's larger sanctuary. Water from the pool outside has seeped through cracks in the walls and covers the stone floor, reflecting the little moonlight that dares to enter the space.



This area is shrouded in nonmagical darkness. However, even without a light source, creatures can see up to 5 feet in front of them due to the faint moonlight filtering through the windows.

The sanctuary's wooden pews have mostly rotted away and now lie in ruin. At the head of the chamber sits an altar, atop which rests a shattered glass case containing an empty stand meant to hold a large sword.

Martin and the turned townsfolk, who now make up the Undead Legion, can be found in the sanctuary, muttering prayers to Ensis in otherworldly unison and lending their energy to the ritual below. Shadowy tendrils slowly seep from the townsfolk and pass through the floor beneath them.

Ensis speaks through the townsfolk and attempts to dissuade the party from descending below. The party can ignore them, as they will not engage unless attacked, or destroy them in a short combat encounter.

- Martin is accompanied by 8 other townsfolk. They all use the commoner stat block from the fifth-edition Monster Manual, with the addition of the Undead Fortitude feature.

CRYPTS

Below the antechamber, down a spiral stone staircase, lies the temple's crypt—the stage for the final confrontation. Streams of water trickle through the ceiling from the chapel above, making the crypt moldy and damp. Ornate coffins line the walls, their

occupants awaiting Balian's meddling. Long ago, the crypt served as a hallowed resting place where devotees of Scythia could end their cycle. It now acts as a tainted bastion of necromantic energy, where Balian has begun calling souls back from beyond as wisps.

When the party enters the chamber, they see Balian kneeling with his back to them in front of an altar made from broken and crumbling sarcophagi. He is extracting a wisp from the corpse lying upon it. He is surrounded by 20 wisps, which form a 5-foot aura around him that functions like the difficult terrain outside the chapel's entrance. Leaning against the altar is the tainted Sword of the Grave Shepherd (the sword acts as a +1 Greatsword and grants the "Profane Smite", "Absorb Life" & "Aura of Undeath" abilities, listed in Balian's statblock), from which the party sees a black tendril of shadow wrapping around Balian's torso and up his arm, coaxing the wisp from the corpse. Balian wields this sword in combat with focused ferocity.



Balian turns his head toward the party and regards them, genuinely happy to see his friends. He asks how they have fared over the past few months and wonders why they are there.

Once confronted, he begins to explain himself. Balian offers the party the chance to join Ensis in undeath and cannot be convinced that he is wrong. If the party remains firm in its conviction, Balian attempts to slay them and assimilate them into the Undead Legion.

"You don't know the horrors I've seen; what war does to people, the agonizing slowness in which famine and disease take a life. Ensis has saved me from them, I am finally prepared to face this world in all its injustice. I have beaten death, beaten pain. You cannot stop me from showing this salvation to the world. Prepare yourselves young ones.. I will save you with your blessing... or without it."

Roll initiative.



CONCLUSION

SHOULD THE PARTY FALL AGAINST BALIAN...

The three of you each feel the pain of death, but only briefly. Your wounds close, and your blood stops spilling. One by one, as your eyes reopen, you each see Balian smiling down at you. He helps each of you to your feet, and as you stand, you feel the cold caress of a new presence in your mind. An icy voice says in the back of your head, "That wasn't so hard, now was it?" You are finally home. You are Legion.

With the help of your powers, Ensis has no difficulty assimilating the entirety of Greybluffs. Each new undead, yourselves included, feeds their memories into his mind, and he grows wiser, more cunning, and more HUNGRY with each new addition to his Legion.

Greybluffs soon acts as a base for Ensis's operations, from which he slowly expands across the land. With your new memories — the memories of a stronghold dedicated to Scytha — he is equipped to deal with those who would end him and is ever careful in his expansion. You were some of the first victims of Ensis's new Legion, but you will be far from its last. Slowly but surely, all will become Legion.

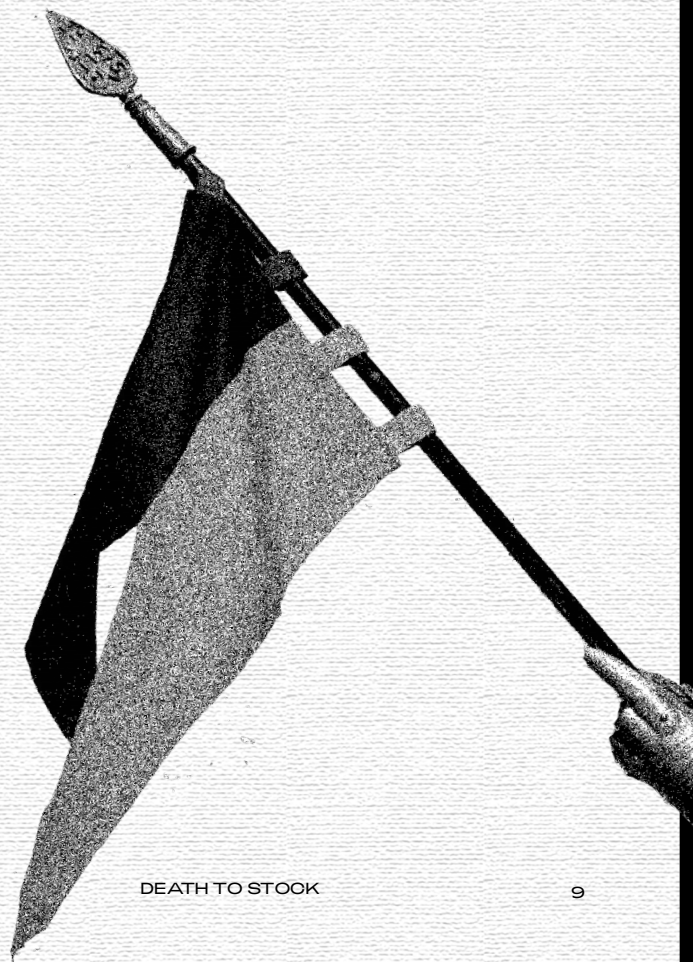
When, with your help, all have joined with Ensis, nothing new will be born, nothing will change, and nothing will ever die. Without death, there can be no renewal, and without variance, no desire, no compassion, without conflict there is no space for choice. By denying life's natural cycle, Ensis will indeed preserve the world, but hold it motionless, until his promised immortality reveals itself for what it always was: an eternity of emptiness, raging against the silence it created.

SHOULD THE PARTY PREVAIL, AND DEFEAT BALIAN...

Balian falls, and he does so with no great ceremony. As he falls, a great shadowy presence leaks from his wounds, screaming as it dissipates into nothingness. Ensis is no more. The memories of those he held in the Legion return to their souls, and, in turn, those souls return to rest. The Sword of the Grave Shepherd, too, loses its marred, mangled, and hideous appearance, ready to be taken back to your home and awarded to the next Grave Shepherd. Perhaps one of you three?

You lay Balian and Martin to rest in the Chapel Crypts alongside the rest of the tainted townsfolk. The crypt once again serves its holy duty as a place of rest for the dead.

You have stopped a great evil here today and saved your dear friend and mentor's soul from an eternity of manipulation and vile deeds. You return home somber yet proud, eager for your next quest and ready to preserve the cycle of life and protect the sanctity of death — that which is our shared destination: to die and make space for new life, and for that life to enjoy a world made better by our time spent in it.



STR**18**
(+4)**DEX****14**
(+2)**CON****16**
(+3)**INT****8**
(-1)**WIS****10**
(0)**CHA****16**
(+3)**ABILITIES****SPELLOCASTING ABILITY:**

Charisma

SPELL SAVE:

DC 13

ATTACK BONUS:

+5

GREATSWORD:

+6 to hit, (2d6) +4

FIGHTING STYLE:

Defense: +1 to AC

SPELLS**1ST LEVEL**Bless · Command
· Cure Wounds ·
Bane · Hunter's Mark

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR) +6
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)+5
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS) +2
- PERFORMANCE (CHA)
- PERSUASION (CHA) +5
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

**CHARLOTTE****CLASS**

PALADIN

SUBCLASS

OATH OF VENGEANCE

HP 35

AC 16

SPEED 30

MOODS

Ambitious · Trustworthy · Rigid

MOTIVATION

Charlotte's motivation is simple - the Order of Scythia has assigned her the task of finding and retrieving Balian, so she will do so at any cost. Her honor aside, she learned the sword under Balian's tutelage, and is honor-bound to see her mentor found safe and returned home. She wields a massive sword in combat, fueled with the divine magic of Scythia to smite her foes.

INVENTORY

Backpack	Rations	Bedroll
Candles	Waterskin	Greatsword
Tinderbox	50 ft. of rope	Scale Mail: 14+2 AC

DIVINE SMITE: ON A MELEE HIT, YOU CAN EXPEND A SPELL SLOT TO DEAL AN EXTRA 2D8 RADIANT DAMAGE.

DIVINE SENSE: AS AN ACTION, YOU CAN SENSE THE PRESENCE OF POWERFUL GOOD OR EVIL WITHIN 60 FEET OF YOU. UNTIL THE END OF YOUR NEXT TURN, YOU KNOW THE LOCATION AND TYPE OF ANY CELESTIAL, FIEND, OR UNDEAD WITHIN RANGE.

CHANNEL DIVINITY: YOU HAVE 3 CHARGES OF THIS ABILITY. YOU CAN USE IT TO EITHER:

ABJURE ENEMY - AS AN ACTION, YOU FORCE ONE CREATURE WITHIN 60 FEET OF YOU TO MAKE A WISDOM SAVING THROW. ON A FAILED SAVE, IT BECOMES FRIGHTENED OF YOU.

VOW OF ENMITY - YOU GAIN ADVANTAGE ON ATTACK ROLLS AGAINST ONE CREATURE WITHIN 10 FEET OF YOU UNTIL IT DROPS TO 0 HIT POINTS.

LAY ON HANDS: YOU HAVE A POOL OF 20 HP THAT YOU CAN FUNNEL INTO OTHER CREATURES. AS AN ACTION, YOU CAN SPEND ANY NUMBER OF POINTS FROM THE POOL TO RESTORE AN EQUAL NUMBER OF HIT POINTS TO A CREATURE YOU TOUCH.

STR

8
(-1)

DEX

16
(+3)

CON

14
(+2)

INT

20
(+5)

WIS

10
(0)

CHA

14
(+2)

ABILITIES

SPELLOCASTING ABILITY:

Intelligence

SPELL SAVE:

DC 15

ATTACK BONUS:

+7

SPELLS

Cantrips: At Will
Mage Hand
Dancing Lights
Gust
Fire Bolt

1ST LEVEL

Cause Fear
Mage Armor
Magic Missile



2ND LEVEL

Augury (Ritual)
Hold Person



- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT) +7
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT) +7
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT) +7
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX) +5
- SURVIVAL (WIS)



ANJA

CLASS
WIZARD
SUBCLASS
SCHOOL OF DIVINITY

HP 24

AC 12

SPEED 30

MOODS

Somber · Pensive · Distant

MOTIVATION

Anja has seen the Grave Shepherd. Her vision of its vague location is what sent Balian on this quest in the first place, and she feels responsible for his well being now that he is missing. Balian rescued her from a warzone as child and brought her to the Order. She wields magic in battle and outside it.

A seer, one of the roles within the order that garners the highest praise and admiration.

She has foreseen certain happenings, and twice a day can alter the fate of things left to chance with her Portent ability.

PORTENT: YOU HAVE

GLIMPSED THREADS OF THE FUTURE. AT THE START OF EACH DAY, ROLL TWO D20S AND RECORD THE RESULTS. YOU MAY REPLACE ANY D20 ROLL MADE BY YOU OR A CREATURE YOU CAN SEE WITH ONE OF THESE RESULTS, EXPENDING IT. YOU MUST CHOOSE TO DO SO BEFORE THE ROLL IS MADE.

ARCANE RECOVERY:

ONCE PER DAY, WHEN YOU FINISH A SHORT REST, YOU CAN RECOVER EXPENDED SPELL SLOTS WITH A COMBINED LEVEL EQUAL TO 2: ONE 2ND-LEVEL SPELL SLOT OR TWO 1ST-LEVEL SPELL SLOTS.

INVENTORY

Quarterstaff
Robes, Cloak and Hood
Bedroll
Backpack
Censer
Incense
Tinderbox
Rations
Waterskin
Glass Orb (Arcane Focus)
Book of Spells

STR

14

(+2)

DEX

10

(0)

CON

14

(+2)

INT

8

(-1)

WIS

20

(+5)

CHA

16

(+3)

ABILITIES

SPELLOCASTING ABILITY:

Wisdom

SPELL SAVE:

DC 15

ATTACK BONUS:

+7

SPELLS

Cantrips: At Will
Guidance
Druidcraft
Frostbite

1ST LEVEL

Cure Wounds
Faerie Fire
Ice Knife



2ND LEVEL

Moonbeam
Enlarge/Reduce



- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS) +7
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS) +7
- NATURE (INT)
- PERCEPTION (WIS) +7
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS) +7



CLASS
DRUID
SUBCLASS
CIRCLE OF THE MOON

HP 29

AC 16

SPEED 30

MOODS

Magnetic · Rambunctious · Outgoing

MOTIVATION

Rolf's is devastated that Balian has gone missing. He knows his idol and mentor to be nothing short of impeccable in the field. Rolf has fought alongside Balian many times, even acting as his steed in horse form; they are very close.

He has a horrible gut feeling about this quest, knowing in his bones that only something truly sinister could have strayed Balian from his tasks.

COMBAT WILD SHAPE:

YOU CAN USE A BONUS ACTION TO MAGICALLY ASSUME THE SHAPE OF A BEAST YOU HAVE SEEN BEFORE. YOU CAN USE THIS FEATURE TWICE PER SHORT OR LONG REST. WHILE TRANSFORMED, YOU CAN EXPEND A SPELL SLOT TO REGAIN 1D8 HIT POINTS PER LEVEL OF THE SLOT.

YOU ASSUME THE HIT POINTS, STATISTICS, AND ABILITIES OF THE NEW FORM, BUT RETAIN YOUR INTELLIGENCE, WISDOM, AND CHARISMA SCORES. THE SHAPES YOU KNOW ARE LISTED ON YOUR CHARACTER SHEET, AND THEIR STATISTICS CAN BE FOUND IN THE PLAYER'S HANDBOOK. YOU CANNOT CAST SPELLS WHILE IN WILD SHAPE.

SHAPES KNOWN

Draft Horse
Warhorse
Direwolf
Giant Snake

INVENTORY

Shortsword
Wooden Shield
Robes, Cloak and Hood
Bedroll
Backpack
Pen & Ink
Rolls of Parchment
Tinderbox
Rations
Waterskin

STR

20
(+5)

DEX

14
(+2)

CON

16
(+3)

INT

12
(+1)

WIS

12
(+1)

CHA

18
(+4)

ABILITIES

SPELLOCASTING ABILITY:

Charisma

SPELL SAVE:

DC 15

ATTACK BONUS:

+8

SPELLS

1ST LEVEL

Command
Cure Wounds
Armor of Agathys
Searing Smite



2ND LEVEL

Branding Smite
Lesser Restoration



- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR +8)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS) +4
- INTIMIDATION (CHA) +7
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA) +7
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)



BALIAN

THE KNIGHT OF ROSES

HP 60

AC 16

SPEED 30

MOODS

Melancholic · Zealous · Defiant

MOTIVATION

Balian wants to end the suffering he once believed his service could only lessen. Years of witnessing war and loss have left him desperate for a lasting answer, and under Ensif's influence, he believes he has found one: an immortal world where death can never take anyone again. He sees the souls he raises as people he has saved, even as he strips away their freedom and individuality. His bond with the party makes their acceptance especially important to him; he longs for them to understand his purpose and willingly join him. Their refusal threatens the conviction holding him together: that everything he has done has been an act of mercy.

SWORD OF THE GRAVE

SHEPHERD: +8 TO HIT, 2D6 + 6 DAMAGE. BALIAN MAKES TWO ATTACKS WITH THE SWORD WHEN HE TAKES THE ATTACK ACTION.

PROFANE SMITE: ON A MELEE HIT, BALIAN CAN EXPEND A SPELL SLOT TO DEAL AN EXTRA 2D8 NECROTIC DAMAGE.

ABSORB LIFE FORCE: AS A BONUS ACTION, BALIAN CAN ABSORB A SURROUNDING WISP INTO HIS SWORD. HE HEALS 1D4 HP AND DEALS 1D4 EXTRA NECROTIC DAMAGE ON HIS NEXT HIT.

AURA OF UNDEATH: THE WISPS THAT COALESCE AROUND BALIAN CREATE A 10 FT. AURA CENTERED ON HIM. THAT AURA IS DIFFICULT TERRAIN FOR HIS ENEMIES AND IF A CREATURE ENDS ITS TURN IN THAT SPACE, THEY MUST MAKE A CONSTITUTION SAVING THROW OR TAKE 1D4 COLD DAMAGE.