

CHARACTER NAME **Midda Dvagabur**

CLASS & LEVEL **Paladin 2** BACKGROUND **Former Slave** HEROIC PATH **Ironborn**

RACE **Dornish Human** ALIGNMENT **Chaotic Good** EXPERIENCE POINTS



STR
16
+3

DEX
12
+1

CON
15
+2

INT
10
+0

WIS
10
+0

CHA
12
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

ARMOR CLASS **14** INITIATIVE **+1** SPEED **30**

CURRENT HIT POINTS

Hit Point Maximum **24**

TEMPORARY HIT POINTS

HIT DICE **2d10** DEATH SAVES

Successes

Failures

ATTACKS & SPELLCASTING

Name	Atk Bonus	Damage/Type
Unarmed Strike	+5	1d4+3 Bludgeoning

10 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Weapons: Simple weapons, martial weapons

Armor: All armor, shields

Tools: Carpenter's tools

Languages: Erenlander, Norther, Shadow Tongue

EQUIPMENT

- Deer-hide jerkin and pants (hide armor)
- Heavy winter clothing and traveling cloak
- 20 feet of hempen rope
- Satchel
- Iron cooking pot
- Silver headband (from mother)
- A piece of parchment with your brother's name, torn from a slaver's ledger (counts as material component for *shield of faith*).
- 2 days worth of dried squirrel and hard bread

PERSONALITY TRAITS

Although I am captured, I will never break. Turn your back on me at your peril!

IDEALS

Freedom: No one should be oppressed and enslaved—not by the Shadow and not by anyone else.

BONDS

A relative or friend of mine was also forced to labor for the Shadow, and they were taken away from me. I won't rest until I find and free them.

FLAWS

I wake up every night with terrible nightmares of the horrible things I saw during my captivity.

CHARACTER NAME

Midda Dvagabur

AGE

19

HEIGHT

6' 1"

WEIGHT

175 lbs

EYES

Blue-gray

SKIN

Pale

HAIR

Red

MIDNIGHT
LEGACY OF DARKNESS

ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

Divine Sense (3 times per long rest): Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands: You have a pool of 10 hit points that replenishes when you take a long rest. As an action, you can touch a creature and restore hit points to that creature up to the max amount remaining in your pool.

Fighting Style: While you are wearing armor, you gain a +1 bonus to AC (included in profile).

Brawler (Feat): Your unarmed attacks deal 1d4 damage; if you attack a grappled target, they deal 1d8 damage instead. When you hit a creature with an unarmed strike on your turn, you can use a bonus action to do one of the following: make a second attack with your unarmed strike, attempt to grapple the target, or knock the target prone if it is your size or smaller.

Divine Smite: When you hit a creature with a melee weapon attack, you can expend a spell slot to do an additional 2d8 radiant damage.

Spell Slots

2 1st level spell slots

Spells Known

Shield of Faith: 1 bonus action; range (60 feet); components (v,s,m [a small bit of parchment with a bit of holy text written on it]); concentration, up to 10 minutes. A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cure Wounds: 1 action; range (touch); components (v,s); duration (instantaneous). A creature you touch regains a number of hit points equal to 1d8+1. This spell has no effect on undead or constructs.

HEROIC PATH FEATS

Hard to Kill

When you make a death saving throw, you succeed on a roll of 6 or higher. If you roll a 16 or higher, you regain 1 hit point.



FAVOURS OWED AND GIVEN

You owe Karghri for guiding you through the dangerous and rough mountains along the Sea of Pelluria's eastern coast.

In turn, Karghri owes you her life for slaying the rotting, shambling corpse that attacked her in her sleep.

When you arrived at Karez, the gnome Ren Gale gave you two days of provisions. In exchange, you promised you would fix his roof.

MAGICAL ITEMS

CHARACTER BACKSTORY

You were born in a small Dornish village of Covish outside of the city of Chandering. Your father died when you were very young, and you and your younger brother Brydn were raised by your mother, Dvaga.

When you were still a child, slavers employed by the evil lord Gregor Chander came to Covish and enslaved you. Forced to work in Chandering's dockyards, you managed to survive and even grow strong under the constant labor. However, you never forgot your family.

After six years, you found an opportunity to escape alongside several of your enslaved fellows and took it. Though your comrades fled towards the Kaladrin Mountains, there was never any doubt in your heart that you would head home to your family.

However, when you reached Covish, you discovered your mother had died of hunger two years previously. In her absence Kellers, the greedy mayor of Covish, sold your brother into slavery as well.

When you confronted him, Kellers told you Brydn had been sent to the south-eastern shore of the Sea of Pelluria. In that moment, rage flooded through you and you struck Keller with a thunderous blow of light and sound that left him a broken corpse. You tore Brydn's name from the mayor's ledger and set out to find him.

After months of travel you made it around the Sea of Pelluria with the help of the orc deserter Karghri, with whom you made common cause. You had stopped in Karez for supplies when the Shadow descended upon it. Now you find yourself enslaved again.

CHARACTER NAME **Reza Sebari**

CLASS & LEVEL **Rogue 2** BACKGROUND **Veteran Soldier** HEROIC PATH **Preserver**

RACE **Sardosan Human** ALIGNMENT **Neutral Good** EXPERIENCE POINTS

MIDNIGHT

LEGACY OF DARKNESS



STR
14
+2

DEX
15
+2

CON
10
+0

INT
14
+2

WIS
14
+2

CHA
9
-1

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

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

SKILLS

- +2 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +2 Arcana (Int)
- +4 Athletics (Str)
- 1 Deception (Cha)
- +2 History (Int)
- +6 Insight (Wis)
- 1 Intimidation (Cha)
- +4 Investigation (Int)
- +6 Medicine (Wis)
- +2 Nature (Int)
- +4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +2 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)

ARMOR CLASS 14

INITIATIVE +2

SPEED 30

CURRENT HIT POINTS

Hit Point Maximum **16**

TEMPORARY HIT POINTS

HIT DICE

Total **2d8**

DEATH SAVES

Successes

Failures

ATTACKS & SPELLCASTING

Name	Atk Bonus	Damage/Type
Cedeku	+4	1d6+2 Slashing
Dagger (off-hand)	+4	1d4 Piercing
Dagger (thrown)	+4	1d4+2 Piercing
Unarmed Strike	+4	3 Bludgeoning

14 **PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

Weapons: Simple weapons, cedeku, hand crossbows, longswords, rapiers, shortwords

Armor: Light armor

Tools: Thieves' tools

Languages: Erenlander, Colonial, Trader's Tongue

EQUIPMENT

Cedeku (finesse, light)

Dagger (finesse, light, thrown [range 20/60])

Battered studded leather armor

Healer's kit (10 uses)

Traveling robes

Rucksack

4 days worth of flatbread, dried turnips, and smoked venison

Bedroll

Hidden lockpicks

PERSONALITY TRAITS

I don't take any joy in fighting, and I'd rather avoid it if possible.

IDEALS

Peace: All I really want is for the war to end, and all of us to live our lives in peace.

BONDS

The survival of those I serve alongside with is my highest priority. I won't risk their lives for anything, or anyone.

FLAWS

I hide my emotions behind a gruff and sometimes rude demeanor lest others get too close.

CHARACTER NAME

Reza Sebari

AGE

43

HEIGHT

5' 9"

WEIGHT

150 lbs

EYES

Brown

SKIN

Deeply Tanned

HAIR

Black and Gray

MIDNIGHT
LEGACY OF DARKNESS

ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

Expertise: Your proficiency bonus is doubled for any ability check you make that uses your Insight or Medicine skills (already included in the bonus).

Sneak Attack: Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon (like a dagger or shortsword). You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action: You can take a bonus action on each of your turns during combat. This action can be used only to take the Dash, Disengage, or Hide action.

Battlefield Healer (Feat): When you use a healer's kit to stabilize a creature with 0 hit points, you can make a DC 15 Intelligence (Medicine) check. If you fail, you expend one use of the kit to stabilize the creature. If you succeed, instead of stabilizing the creature, you restore 3 hit points to the creature. Also, after completing a long rest, you and your allies recover one more spent Hit Die than normal (to a max of your normal hit die max).

HEROIC PATH FEATS

Folk Medicine

As an action, you can spend uses of your healer's kit to tend a living creature, as long as neither you nor your target are engaged by any enemies. You spend up to 2 uses, healing 2 plus 1d6 hit points per use.



FAVOURS OWED AND GIVEN

Andry definitely doesn't owe you anything for helping her community of halflings, no matter what she says.

MAGICAL ITEMS

CHARACTER BACKSTORY

You were born in the city of Sharuun in southern Eredane. When you were old enough to hold a weapon, you were drafted into the army of the false sussar Vahid Talaran. The false sussars are the nobles of Sarcosa, allied with the Shadow in order to hold on to what little wealth and power they still possess.

Your military career lasted nearly two decades, a mixture of inconclusive skirmishes against Sarcosan freeriders, mostly fruitless pursuits of local bandits, and a few battles against the armies of other sussars during violent power struggles. You may have ended up one more casualty in Eredane's endless war, but you had an unusual aptitude for healing and medicine. Quickly, you ended up as one of the apothecaries for Talaran's army.

After 19 years of war, you had enough of senseless bloodshed. You carefully stole and hoarded enough valuables and trade goods to bribe your commander to release you from service.

With no interest in taking further part in the wars of Sarcosa, you traveled north. Lost on the grasslands of central Erenland, you came across a hidden community of halflings. You ended up staying with them for years, using your healing skills to help your neighbors and asking for nothing in return.

When the community needed to trade with the nearby village of Karez, you volunteered to go. You had been there for a week when the forces of the Shadow arrived.

CHARACTER NAME **Ren Gale**

CLASS & LEVEL **Sorcerer 2** BACKGROUND **Freedom Fighter** HEROIC PATH **Channeler**

RACE **Gnome** ALIGNMENT **Chaotic Neutral** EXPERIENCE POINTS

STR
8
-1

DEX
12
+1

CON
14
+2

INT
15
+2

WIS
10
+0

CHA
16
+3

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

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

SKILLS

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

ARMOR CLASS 14 **INITIATIVE** +1 **SPEED** 25

CURRENT HIT POINTS

Hit Point Maximum **18**

TEMPORARY HIT POINTS

HIT DICE **DEATH SAVES**

Total **2d6** Successes

Failures

ATTACKS & SPELLCASTING

Name	Atk Bonus	Damage/Type
Unarmed Strike	-1	0



10 **PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Armor: None

Tools: None

Languages: Erenlander, Norther, Shadow Tongue

EQUIPMENT

- Traveling clothes
- Belt with pouches
- Disguise kit
- Hidden pouch with a few spell components (including phosphorescent moss, fleece, and a small twist of copper wire)
- A week's worth of bread, cheese, and dried fish
- Simple assortment of woodcarving and leatherworking tools

PERSONALITY TRAITS

I'm impatient and tired of skulking about. When will we strike a true blow for freedom?

IDEALS

Freedom: When the Shadow is broken, we can build a new world where everyone is free and no person is forced to bow before another.

BONDS

One day I hope to join the dwarves or the elves and fight in their ranks against the Shadow.

FLAWS

If you're not with us, you're against us. Anyone who doesn't fight against the Shadow is a collaborator.

CHARACTER NAME

Ren Gale

AGE 22

HEIGHT 3' 5"

WEIGHT 33 lbs

EYES Green

SKIN Ruddy

HAIR Black



ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnomish Cunning: You have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Fighting Style: While you are wearing armor, you gain a +1 bonus to AC (included in profile).

Spellcasting Ability: Charisma is your spellcasting ability. Your spell save DC is 13, and your spell attack modifier is 5.

Sorcery Points: You have 2 sorcery points, and you can spend both to gain an additional 1st level spell slot as a bonus action. You replenish your spent sorcery points after a long rest.

Draconic Bloodline: Your hit point maximum increased by 1 at 1st level and an additional 1 whenever you gain a sorcerer level. When not wearing armor, your AC is 13+ your Dexterity modifier. Both are included in your profile.

Size: You are Small.

Spell Slots

3(+1 for Channeled Magic) 1st level spell slots

Spells Known

Burning Hands: 1 action; range (self, 15 foot cone); components (v,s); duration (instantaneous). A thin sheet of flame shoots from your hands. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much on a successful one.

Charm Person: 1 action; range (30 feet); components (v,s); duration (1 hour). A humanoid within range that you can see must make a DC 13 Wisdom saving throw (with advantage if you or your companions are fighting it. If it fails, it is charmed by you until the spell ends or you do something harmful to it. It regards you as a friendly acquaintance, but when the spell ends, it knows it was charmed by you.

Shield: 1 reaction, when hit by an attack or *magic missile* spell; range (self); components (v,s); duration (1 round). An invisible barrier protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and take no damage from *magic missile*.

HEROIC PATH FEATS

Channeled Magic

You gain one additional spell slot for the highest level of spells you can cast. You recover this spell slot after you complete a short rest.



FAVOURS OWED AND GIVEN

You gave Midda two days of provisions in exchange for her fixing the roof of the cottage you bought.

CANTRIPS KNOWN

Fire Bolt: 1 action; range (120 feet); components (v,s); duration (instantaneous). Make a ranged spell attack against a creature or object. On a hit, the target takes 1d10 fire damage.

Light: 1 action; range (touch); components (v, m [a bit of phosphorescent moss]); duration (1 hour) You touch an object. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. You can end the spell as an action.

Message: 1 action; range (120 feet); components (v,s,m [a small bit of copper wire]); duration (1 round). You point toward a creature within range and whisper a message. Only the target can hear the message, and can reply in a whisper that only you can hear.

Minor Illusion: 1 action; range (30 feet); components (s,m [a small bit fleece]); duration (1 minute). You create a sound or image of an object within range. The sound can be quiet or loud, and the object must be no larger than a 5-foot cube. It is insubstantial.

CHARACTER BACKSTORY

You grew up on the Eren River, one of the many gnomes of the Gale Family. Your kin transported goods and soldiers for the Shadow from the Sea of Pelluria down to the coastal plains along the Kasmael Sea. Outwardly, they played the part of helpful collaborators. Secretly, however, they were deeply linked to various resistance groups, and used their status to smuggle supplies, weapons, and escapees.

You assumed that covert resistance work would be your lot in life as well. However, from a young age, you began to manifest the ability to conjure arcane magic, at first involuntarily, but then with greater and greater control.

Your family was horrified. They had all heard the tales that there was some dragon blood mixed

into the Gale Family, originating from the ancient days when dragons soared through the skies and befriended the ancestors of gnomes, elves, and dwarves. But the cause did not matter. Magic is outlawed by the Shadow, and its use can bring the attention of the witch takers.

As soon as you were old enough, you joined one of the resistance bands actively fighting the Shadow. You fought in several skirmishes before you were ordered to meet an emissary from the elves, Immeral Liadon. The two of you met in the most out-of-the-way town you could find, the village of Karez.

You arrived a week ago, and finally met Immeral the day before the Shadow came.

CHARACTER NAME **Andry**

CLASS & LEVEL **Ranger 2**

BACKGROUND **Wildlander**

HEROIC PATH **Wildblooded**

RACE **Halfling Nomad**

ALIGNMENT **True Neutral**

EXPERIENCE POINTS



STR **10**
+0

DEX **17**
+3

CON **12**
+1

INT **12**
+1

WIS **14**
+2

CHA **11**
+0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

ARMOR CLASS **15**

INITIATIVE **+3**

SPEED **25**

CURRENT HIT POINTS

Hit Point Maximum **22**

TEMPORARY HIT POINTS

HIT DICE

Total **2d10**

DEATH SAVES

Successes **○○○○**

Failures **○○○○**

ATTACKS & SPELLCASTING

Name	Atk Bonus	Damage/Type
Shortsword	+5	1d6+3 Slashing
Shortbow	+5	1d6+3 Piercing
Unarmed Strike	+2	1 Bludgeoning



14 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Weapons: Simple weapons, martial weapons

Armor: Light armor, medium armor, shields

Tools: None

Languages: Halfling (which you can also read and write), Erenlander, Trader's Tongue, Orcish

EQUIPMENT

- Shortsword (finesse, light)
- Shortbow (two-handed, ammunition, range 80/320) and 15 arrows
- Well-crafted studded leather armor
- Woolen clothes and sturdy boots
- Backpack
- Snare
- 2 weeks worth of dried fruit, nuts, meat and travelers' hardbread

PERSONALITY TRAITS

Although most people don't trust animals because of the Shadow's minions, I love all beasts and show them affection I don't show people.

IDEALS

Nature: The gods may have abandoned Aryth, but in the wilds paces I manage to find a kind of divinity.

BONDS

I seek to leave my isolated sojourn behind and build a family and community in a world free of the Shadow.

FLAWS

I am uncomfortably blunt and forthright, even when my opinions may bring danger.

CHARACTER NAME

Andry

AGE

40

HEIGHT

3' 2"

WEIGHT

40 lbs

EYES

Blue-green

SKIN

Tanned

HAIR

Blond

ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

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

Halfling Magic: You know the *mending* and *prestidigitation* cantrips.

Halfling Nimbleness: You are Small. You can move through the space of any creature that is of a size larger than yours.

Animal Bond: You have advantage on any checks you make to persuade, control, or communicate with animals.

Favored Enemy (Orcs and Humans): You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as Intelligence checks to recall information about them.

Natural Explorer (grasslands): You gain bonuses when traveling through the grasslands.

Fighting Style (Dueling): When wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Size: You are Small.

Spell Slots

2 1st level spell slots

Spells Known

Lifetrapp: 1 action; range (150 feet); components (v,s); concentration, up to 1 minute. Plants rise up and entangle a single creature within range. The target must succeed on a DC 12 Strength saving throw or be restrained until the spell ends. A creature restrained by the plants can use its action to make a DC 12 Strength check; if it succeeds, it frees itself. You can end the spell as a bonus action. When you do, if the target is undead and still restrained, it suffers 1d12 radiant damage for each turn it remained restrained.

Cure Wounds: 1 action; range (touch); components (v,s); duration (instantaneous). A creature you touch regains a number of hit points equal to 1d8+1. This spell has no effect on undead or constructs.

HEROIC PATH FEATS

Natural Bond

Beasts are not disturbed or frightened by your presence, and if a beast wants to attack you, it must make a DC 12 Wisdom saving throw. If it fails, it treats you as a friend.



FAVOURS OWED AND GIVEN

You owe Reza for the years he spent in your community treating injuries and illnesses among your people, certainly saving some lives and never asking for more than food and shelter.

MAGICAL ITEMS

CHARACTER BACKSTORY

There are only a few bands of halfling nomads left wandering the edges of the plains of central Erenland. You are one of those few, always staying a few steps ahead of roving legion patrols. You knew that many of your fellow halflings had been captured and enslaved by the Shadow, and you did not want that to be your fate.

Eventually, however, life grew lonelier and lonelier in your small nomad tribe. When food ran out and your parents died during the deep snows of winter, you decided that you could not remain a wanderer any longer. You left the remains of your tribe behind, and traveled to a small halfling community you had heard of, hidden in the far reaches of the plains of Erenland.

There you indeed found some measure of community and belonging. The halfling community welcomed you as they might any distant cousin, and though you were not practiced in farming, you proved willing to hunt and protect the village. You even found the lost Sarcosan, Reza, wandering in the plains and decided to chance bringing him to the village alive. This turned out to be a smart decision, as Reza was an accomplished healer who did great things for your new neighbors.

In your eyes, Reza was just as much under your protection as the rest of the village. That's why when he volunteered to travel to Karez, you insisted on accompanying him to keep him safe. But your worst fears were realized when the Shadow came and captured you both.

CHARACTER NAME **Karghri Legionless**

CLASS & LEVEL **Fighter 2** BACKGROUND **Deserter** HEROIC PATH **Guardian**

RACE **Orc** ALIGNMENT **Neutral Good** EXPERIENCE POINTS

STR **16**
+3

DEX **12**
+1

CON **16**
+3

INT **10**
+0

WIS **11**
+0

CHA **14**
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

ARMOR CLASS **15** INITIATIVE **+1** SPEED **30**

CURRENT HIT POINTS

Hit Point Maximum **26**

TEMPORARY HIT POINTS

HIT DICE **2d10** DEATH SAVES

Successes ○○○○

Failures ○○○○

ATTACKS & SPELLCASTING

Name	Atk Bonus	Damage/Type
Vardatch	+5	1d8+5 Slashing
Unarmed Strike	+5	6 Bludgeoning



12 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Weapons: Simple weapons, martial weapons

Armor: All armor, shields

Tools: None

Languages: Norther, Orcish, Shadow Tongue, Trader's Tongue

EQUIPMENT

- Legion hide armor (without insignia)
- Wooden round shield
- Vardatch (versatile [1d10])
- Padded winter clothing
- 2 days worth of dried squirrel and hard bread

PERSONALITY TRAITS

There's the way you were taught to do things, and there's the way I've learned to do them. You don't have to listen to me, but my way will keep you alive.

IDEALS

Pragmatism: Don't waste my time with talks of glory and high-minded ideals. I do what needs to be done.

BONDS

I have saved the life of a comrade in arms just as often as they've saved mine. To this day, I trust them more than I trust anyone, including my superior officers.

FLAWS

I have no time for someone who hasn't fought in this war.

CHARACTER NAME

Karghri Legionless

AGE 60

HEIGHT 6' 7"

WEIGHT 265 lbs

EYES Gray

SKIN Green

HAIR Brown

MIDNIGHT
LEGACY OF DARKNESS

ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ferocity: You add +2 to the damage rolls of any Strength-based melee attacks you make (included in profile).

Child of the North: You have advantage on any checks and saving throws you make to ignore the effects of extreme cold.

Troubled Dreams: When you take a long rest, you reduce the number of Hit Dice you recover by one, to a minimum of one.

Fighting Style: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind (long or short rest): You can use a bonus action to regain 1d10+2 hit points.

Action Surge (long or short rest): On your turn, you can take an additional action.

HEROIC PATH FEATS

Guard

On your turn, you can use a bonus action and choose to guard one ally. Until the beginning of your next turn, while that ally is within 5 feet of you, their AC is increased by 1 (or 2 when you have a shield).



FAVOURS OWED AND GIVEN

Midda owes you for guiding her through the dangerous and rough mountains along the Sea of Pelluria's eastern coast.

In turn, you owe you Midda your life for slaying the rotting, shambling corpse that attacked you in your sleep.

You owe Reza for treating the festering wound that had been bothering you for weeks.

MAGICAL ITEMS

CHARACTER BACKSTORY

The orc legions have served Izrador faithfully for millennia, fighting his wars with single-minded devotion. That was your life as well, born into the warrens of the Bloody Sword Legion. Your callous and violent upbringing was also wracked by the same trials that plagues every orc. As far back as you can remember, you have not had a night's rest free from terror, as the voice of the Shadow promised that you were his favored children in one breath, and spoke of the horrors that resulted from disloyalty in the other.

For many years, you served the Bloody Sword faithfully, fighting in several campaigns against Dornish rebels. But one night, as you guarded a remote outpost with only one other soldier, you asked your companion why he seemed much calmer and quieter than most. The other orc, an old veteran named Jaadrung,

watched you for a long moment, then answered. He said that the dreams were not a sign of the Shadow's favor, but a means of control. That the orcs had once built a society as noble and peaceful as the dwarves or elves. That, if you wanted, he could show you how to seal your mind from Izrador's whispers.

It took five years before the dreams began to quiet. When they did, you deserted your legion and went to find a life free from the Shadow's rule, and companions worth your loyalty and aid. You did not expect the first to be a 19-year-old human named Midda, but her bravery and goodness spoke to you. You've been helping her search for her brother for months, right up until you were both captured in the small town of Karez. Now you know your fate is death for deserting Izrador's legions.

CHARACTER NAME

Immeral Liadon

CLASS & LEVEL

Fighter 2

BACKGROUND

Acolyte

HEROIC PATH

Believer

RACE

Caransil Elf

ALIGNMENT

Lawful Good

EXPERIENCE POINTS

MIDNIGHT
LEGACY OF DARKNESS



STR 14 +2

DEX 15 +2

CON 14 +2

INT 10 +0

WIS 11 +0

CHA 12 +1

INSPIRATION 1

PROFICIENCY BONUS +2

SAVING THROWS

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

SKILLS

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

ARMOR CLASS 15

INITIATIVE +2

SPEED 35

CURRENT HIT POINTS

Hit Point Maximum 24

TEMPORARY HIT POINTS

HIT DICE

Total 2d10

DEATH SAVES

Successes ○○○○

Failures ○○○○

ATTACKS & SPELLCASTING

Name	Attack Bonus	Damage/Type
Longbow	+6	1d8+2 Piercing
Longsword (two-handed)	+4	1d10+2 Slashing
Unarmed Strike	+4	3 Bludgeoning

PASSIVE WISDOM (PERCEPTION) 12

OTHER PROFICIENCIES & LANGUAGES

Weapons: Simple weapons, martial weapons

Armor: All armor, shields

Tools: None

Languages: High Elven (which you can also read and write), Erenlander (which you can also read and write), Orcish, Colonial, and Sylvan

EQUIPMENT

- Elven-made chain shirt
- Longsword (versatile [1d10])
- Longbow (ammunition [range 150/600], heavy, two-handed) and quiver of 25 arrows
- Cloak and garb of the guardians of Erethor
- A twist of copper wire concealed in your hair
- A symbol of the Cult of the Witch (counts as a holy symbol)
- 1 week's worth of waybread and Erethor tea

PERSONALITY TRAITS

Nothing can shake my optimistic attitude.

IDEALS

Faith: I trust that Aradil guides my actions. I have faith that if I work hard, things will go well.

BONDS

Everything I do is for the people of Aradil.

FLAWS

I put too much trust in the leaders of the Cult of the Witch and their words.

CHARACTER NAME

Immeral Liadon

AGE 198

HEIGHT 5' 11"

WEIGHT 185 lbs

EYES Hazel

SKIN Ashen

HAIR Auburn



ALLIES & ORGANIZATIONS

FEATURES, TRAITS, AND FEATS

SPELLS

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Trance: You don't need to sleep. Instead you meditate deeply, remaining semiconscious, for 4 hours a day. After resting this way, you gain the same benefit as a human does with 8 hours of sleep.

Fighting Style: You gain a +2 bonus to attack rolls made with ranged weapons (included in profile).

Innate Magic User: You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for it.

Second Wind (long or short rest): You can use a bonus action to regain 1d10+2 hit points.

Action Surge (long or short rest): On your turn, you can take an additional action.

Message: 1 action; range (120 feet); components (v,s,m [a small bit of copper wire]); duration (1 round). You point toward a creature within range and whisper a message. Only the target can hear the message, and can reply in a whisper that only you can hear.

HEROIC PATH FEATS

Inspiring Faith

Upon completing a long or short rest, you gain inspiration.



FAVOURS OWED AND GIVEN

Ren Gale provided you a place of refuge and hiding from the rest of the town when you arrived.

MAGICAL ITEMS

CHARACTER BACKSTORY

You are a native of Caradul, ancient capital city of the Elves who live in the great forest of Erethor. You are old enough that you remember the time before Izrador's invasion and the Shadow's dominion over the rest of Eredane, but by the time you came of age, the war had come and you joined the fight.

For the past century, you have served as a warrior for Aradil, Witch Queen of all elves and ruler of Erethor for at least the last seven millennia. During your service, one of your comrades told you about the Cult of the Witch.

Though it is common knowledge that all gods save Izrador, the evil one, have been exiled from this world and cannot aid their people, the Cult believes that Aradil is actually one of the lost elven deities.

This creed made sense to you, and though the Cult is outlawed by Aradil's own decree, you began to practice your new faith in secret.

A month ago, you were dispatched to make contact with the resistance cells along the south-eastern shore of the Sea of Pelluria. You traveled across Eredane without being caught, and watched the village of Karez for a week before confirming it was safe to meet your contact, Ren Gale. You made sure to determine that the arrival of several travelers, including an orc deserter, would be no threat to your mission.

Unfortunately, the day after you made contact, the Shadow came to Karez. Captured, you know you can expect to be interrogated at length before your inevitable execution.