

THE HIDDEN HALLS OF Hazakor

CHARACTER NAME

CLERIC 1

CLASS AND LEVEL

SOLDIER

BACKGROUND

DWARF

RACE

NEUTRAL GOOD

ALIGNMENT

PLAYER NAME

GAMEMASTER

STR
+2
14

DEX
-1
8

CON
+2
15

INT
+1
12

WIS
+3
16

CHA
+0
10

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

13 PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS
18

INITIATIVE
-1

SPEED
25 FEET

HIT POINT MAXIMUM
11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE
1d8

USED

DEATH SAVES
 SUCCESSES
 FAILURES

COMBAT AND SPELLCASTING

Weapon	To Hit	Damage (Type)
Mace	+4	1d6 + 2 (B)
Handaxe	+4	1d6 + 2 (S)

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

Cantrips: Cantrips are innate spells you know. You can cast any of your cantrips as many times as you like.

Cantrips: _____

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

Prepared Spells: _____

Spell Slots Used: _____



FEATURES AND TRAITS

Dwarf: You are a proud member of the dwarven people, known for their bravery, combat prowess, and masterful crafting in metal and stone. Your dwarven traits are noted below, and your rulebooks have more information about playing a dwarf.

Cleric: You are a cleric — an adventurer dedicated to combat, healing, and helpful magic. Your cleric features are noted below, and your rulebooks have more information about playing a cleric.

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.

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

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

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Military Healer: You were once a trainee healer in the dwarven military. Soldiers you served with recognize your rank, and expect you to recognize and respect theirs. You have advantage on Charisma checks whenever you interact with soldiers or guards from any organized army or militia. If you have the opportunity to provide healing to such soldiers or guards, they will be friendly toward you thereafter, and might do you favors, as the GM determines.

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PROFICIENCIES

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



LANGUAGES

Common, Dwarven

EQUIPMENT

Chain mail*, shield, mace, two handaxes, shield with holy symbol emblazoned on it, backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, waterskin, 50 feet of hempen rope, a piece of a banner taken from a battle, insignia of rank, common clothes

* You have disadvantage on Dexterity (Stealth) checks while wearing this armor.

WEALTH

10 gp



Spellcasting Ability: Wisdom is your spellcasting ability for your cleric spells. The spell save DC for your spells is DC 13 (8 + your proficiency modifier + your Wisdom modifier). The attack modifier for your spells is +5 (your proficiency modifier + your Wisdom modifier).

Cantrips: You know three cantrips of your choice, which you choose from the cleric spell list. If you don't want to choose, select *light*, *sacred flame*, and *spare the dying*.

Prepared Spells: You prepare four 1st-level spells (your spellcasting modifier plus your cleric level) to make them available for you to cast. You can choose to prepare any spells from the cleric spell list. You can change your list of prepared spells (but not your cantrips) when you finish a long rest.

The following spells are good choices to prepare as a 1st-level cleric: *detect magic*, *guiding bolt*, *protection from evil and good*, and *shield of faith*.

Domain Spells: In addition to the spells you choose to prepare, you always have two domain spells prepared: *bless* and *cure wounds*.

Disciple of Life: Starting at 1st level, whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Ritual Casting: You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

Spellcasting Focus: You can use a holy symbol (emblazoned on your shield) as a spellcasting focus for your cleric spells.

GAINING LEVELS

As you adventure and overcome challenges, you gain levels as a cleric when the GM tells you. With each level you gain, you gain additional special features.

2ND LEVEL

Hit Points: You gain additional hit points equal to 1d8 + 2 (your Constitution modifier) +1 for your Dwarven Toughness. Or take 8 hit points if you don't want to roll.

Spellcasting: You can prepare five spells, and you have three 1st-level spell slots with which to cast them. (See the Cleric Spellcasting table below.)

For additional 1st-level spells to prepare, consider the following: *detect evil and good* and *sanctuary*.

Channel Divinity: At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel two magical effects: Turn Undead and Preserve Life.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

If a Channel Divinity effect requires a saving throw, the DC equals your cleric spell save DC.

Channel Divinity — Turn Undead: As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

Channel Divinity — Preserve Life: As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

3RD LEVEL

Hit Points: You gain additional hit points equal to 1d8 + 2 (your Constitution modifier) +1 for your Dwarven Toughness. Or take 8 hit points if you don't want to roll.

Spellcasting: You can prepare six spells, and you have four 1st-level spell slots and two 2nd-level spell slots with which to cast them.

For your initial 2nd-level spells to prepare, consider the following: *blindness/deafness* and *silence*.

Domain Spells: You always have two additional domain spells prepared: *lesser restoration* and *spiritual weapon*.

4TH LEVEL

Hit Points: You gain additional hit points equal to 1d8 + 2 (your Constitution modifier) +1 for your Dwarven Toughness. Or take 8 hit points if you don't want to roll.

Ability Score Improvement: You increase your Wisdom score to 18. This increases your Wisdom modifier to +4, improving your Wisdom saving throw and Wisdom ability checks. The spell save DC for your spells increases to DC 14. The attack modifier for your spells increases to +6.

New Cantrip: You add a new cantrip to the list of cantrips you know, and can cast it at will. If you don't know which cantrip to choose, take *guidance*.

Spellcasting: You can prepare eight spells, and you have four 1st-level spell slots and three 2nd-level spell slots with which to cast them.

For additional 2nd-level spells to prepare, consider the following: *aid* and *prayer of healing*.

5TH LEVEL

Proficiency Bonus Improvement: Your proficiency bonus increases from +2 to +3, improving your attack rolls, saving throws, and ability checks. The spell save DC for your spells increases to DC 15. The attack modifier for your spells increases to +7.

Hit Points: You gain additional hit points equal to 1d8 + 2 (your Constitution modifier) +1 for your Dwarven Toughness. Or take 8 hit points if you don't want to roll.

Spellcasting: You can prepare nine spells, and you have four 1st-level spell slots, three 2nd-level spell slots, and two 3rd-level spell slots with which to cast them.

For your initial 3rd-level spells to prepare, consider the following: *remove curse* and *spirit guardians*.

Domain Spells: You always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Destroy Undead: When an undead of CR 1/2 or lower fails its saving throw against your Turn Undead feature, that creature is instantly destroyed.

CHARACTERISTICS

Personality Trait: I treat others with respect, as I would have them treat me.

Ideal: Higher Purpose — I am always conscious of the well-being of others, and I aid them when I can.

Bond: I left my military training after letting down my comrades. I will never stop atoning for my failure.

Flaw: I am quick to anger when I see folk take advantage of those who cannot defend themselves.

CLERIC SPELLCASTING

Level	Prepared Spells	Spell Slots		
		1st	2nd	3rd
1st	4	2	—	—
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

SUGGESTED CANTRIPS

GUIDANCE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

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

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LIGHT

Evocation cantrip

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

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

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

SACRED FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

SPARE THE DYING

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

SUGGESTED 1ST-LEVEL SPELLS

BLESS

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 1 minute

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

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

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DETECT EVIL AND GOOD

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

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

DETECT MAGIC

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

GUIDING BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

PROTECTION FROM EVIL AND GOOD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits.

Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

SANCTUARY

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

SHIELD OF FAITH

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

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

Duration: Concentration, up to 10 minutes

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

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THE HIDDEN HALLS OF Hazakor

CHARACTER NAME

FIGHTER 1

CLASS AND LEVEL

SAILOR

BACKGROUND

HUMAN

RACE

CHAOTIC GOOD

ALIGNMENT

PLAYER NAME

GAMEMASTER

STR
+3
16

DEX
+2
14

CON
+2
14

INT
-1
8

WIS
+1
12

CHA
+0
10

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

13 PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

17

INITIATIVE

+2

SPEED

30 FEET

HIT POINT MAXIMUM

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE USED

1d10

DEATH SAVES

- SUCCESSES
 FAILURES

COMBAT

Weapon	To Hit	Damage (Type)
Longsword	+5	1d10 + 3 (S)
Longbow	+4	1d8 + 2 (P)

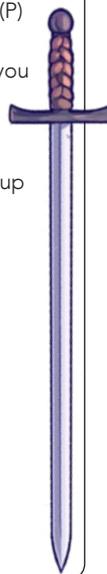
Your longsword deals 1d10 damage because it is a versatile weapon and you use it in two hands. If you ever use your longsword in one hand, its damage becomes 1d8.

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

Mastery Die Type: _____

Mastery Dice: _____

Mastery Dice Used: _____



FEATURES AND TRAITS

Human: You are one of the human folk, known for their ingenuity, curiosity, and drive to succeed. Your rulebooks have more information about playing a human.

Fighter: You are a fighter — a warrior focused on skill at arms and versatility in combat. Your fighter features are noted below, and your rulebooks have more information about playing a fighter.

Sea Legs: All the time you've spent on the uneven, slippery decks of ships makes it easier for you to move in treacherous conditions. You can ignore difficult terrain that is caused mostly by slippery or wet ground. The GM decides which difficult terrain fits this criteria.

Defense Fighting Style: While you are wearing armor, you gain a +1 bonus to AC (already included in your AC on this sheet).

Second Wind: On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Martial Mastery: You know a number of special combat techniques that give you an edge over your foes. These techniques use one mastery die, which is a special d6. When you expend a mastery die for a combat technique, you roll that die and add the number to something else, as described in the technique. You regain an expended mastery die when you finish a short or long rest.

Some combat techniques force your target to make a saving throw. The DC for this saving throw is DC 13 (8 + your proficiency bonus + your Strength modifier).

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PROFICIENCIES

All armor, shields, simple weapons, martial weapons, navigator's tools, water vehicles



LANGUAGES

Common, Orc

EQUIPMENT

Chain mail*, longsword, longbow, quiver and 20 arrows, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, 50 feet of silk rope, lucky stone, set of common clothes

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

WEALTH

10 gp



THE HIDDEN HALLS OF Hazakor

ROGUE 1

CRIMINAL

HALFLING

CLASS AND LEVEL

BACKGROUND

RACE

CHAOTIC GOOD

ALIGNMENT

PLAYER NAME

GAMEMASTER

CHARACTER NAME

STR
-1
8

DEX
+3
16

CON
+1
12

INT
+1
13

WIS
+0
10

CHA
+3
16

+2 PROFICIENCY BONUS

SAVING THROWS

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

ARMOR CLASS
14

INITIATIVE
+3

SPEED
25 FEET

HIT POINT MAXIMUM
9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE USED
1d8

DEATH SAVES
 SUCCESSES
 FAILURES

SKILLS

- Prof.
- +5 Acrobatics (Dex)
 - +0 Animal Handling (Wis)
 - +1 Arcana (Int)
 - 1 Athletics (Str)
 - +5 Deception (Cha)
 - +1 History (Int)
 - +0 Insight (Wis)
 - +3 Intimidation (Cha)
 - +3 Investigation (Int)
 - +0 Medicine (Wis)
 - +1 Nature (Int)
 - +0 Perception (Wis)
 - +3 Performance (Cha)
 - +7 Persuasion (Cha)
 - +1 Religion (Int)
 - +5 Sleight of Hand (Dex)
 - +5 Stealth (Dex)
 - +0 Survival (Wis)

10 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, dice set



LANGUAGES

Common, Halfling

COMBAT

Weapon	To Hit	Damage (Type)
Dagger	+5	1d4 + 4 (P)
Shortbow	+5	1d6 + 3 (P)

If you attack with your dagger, you can use a bonus action to make another attack with a dagger in your other hand. If it hits, that attack deals 1d4 damage with no Dexterity bonus.

You can throw a dagger 20 feet, or up to 60 feet with disadvantage on the attack roll. You can shoot a shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

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



EQUIPMENT

Leather armor, five daggers, shortbow, quiver of 20 arrows, thieves' tools, backpack, bag of 1,000 ball bearings, 10 feet of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50 feet of hempen rope, dice set, dark common clothes (including hood), belt pouch

WEALTH

15 gp



FEATURES AND TRAITS

Halfling: Your people are the halflings — a small folk with a love of wandering, traveling, and fine living. Your halfling traits are noted below, and your rulebooks have more information about playing a halfling.

Rogue: You are a rogue — a quick-thinking adventurer with a love of exploration and stealthy tricks. Your rogue features are noted below, and your rulebooks have more information about playing a rogue.

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

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

Lucky: 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.

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Thieves' Tools: When you make a Dexterity check with thieves' tools, you have a +7 bonus on the check.

Virtuous Thief: You have a reputation for practicing thievery and plotting shady activities only against those who deserve it. As a result, you are typically not singled out for suspicion when crimes are committed in an area where you happen to be. If you ever need to make a Charisma check to provide an alibi or convince someone of your innocence, you have advantage on the check.

Expertise: When you make a Charisma (Persuasion) check or a Dexterity check

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THE HIDDEN HALLS OF Hazakor

CHARACTER NAME

WIZARD 1

CLASS AND LEVEL

SAGE

BACKGROUND

ELF

RACE

LAWFUL GOOD

ALIGNMENT

PLAYER NAME

GAMEMASTER

STR
+0
10

DEX
+3
16

CON
+1
12

INT
+3
16

WIS
+1
13

CHA
-1
8

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

13 PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS
13

INITIATIVE
+3

SPEED
30 FEET

HIT POINT MAXIMUM
7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE
1d6

USED

DEATH SAVES
 SUCCESSES
 FAILURES

COMBAT AND SPELLCASTING

Weapon	To Hit	Damage (Type)
Dagger	+5	1d4 + 3 (P)
Sling	+5	1d4 + 3 (B)

You can shoot a sling 30 feet, or up to 80 feet with disadvantage on the attack roll.

Cantrips: Cantrips are innate spells you know. You can cast any of your cantrips as many times as you like.

Cantrips: _____

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

Prepared Spells: _____

Spell Slots Used: _____



FEATURES AND TRAITS

Elf: You are one of the elves, a people known for their grace, knowledge, and storied history. Your elf traits are noted below, and your rulebooks have more information about playing a elf.

Wizard: You are a wizard, known for the powerful spells you wield both in and out of combat. Your wizard features are noted below, and your rulebooks have more information about playing a wizard.

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 can't put you to sleep.

Trance: Elves don't need to sleep. Instead, you meditate for 4 hours a day to gain the same benefit that a human does from 8 hours of sleep.

Lorist: When you make an Intelligence check that involves knowing an obscure fact or gathering information from books or other written sources, you have advantage on the check.

Spellcasting Ability: Intelligence is your spellcasting ability for your wizard spells. The spell save DC for your spells is DC 13 (8 + your proficiency modifier + your Intelligence modifier). The attack modifier for your spells is +5 (your proficiency modifier + your Intelligence modifier).

Cantrips: You know four cantrips of your choice, which you choose from the wizard spell list. If you don't want to choose, select

PROFICIENCIES

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



EQUIPMENT

Dagger, sling, arcane focus (amulet), spellbook, backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife, set of common clothes, notebook with scholarly questions, belt pouch

LANGUAGES

Common, Elven, Draconic, Ignan, Sylvan

WEALTH

10 gp



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fire bolt, mending, prestidigitation, and ray of frost.

Prepared Spells: You prepare four 1st-level spells (your spellcasting modifier plus your wizard level) to make them available for you to cast. You can choose to prepare any spells in your spellbook. You can change your list of prepared spells (but not your cantrips) when you finish a long rest.

Spellbook: At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

If you don't want to choose your spells, take the following spells for your spellbook as a 1st-level wizard: *burning hands, detect magic, identify, mage armor, magic missile, shield.*

Spells in Spellbook: _____

Adding Spells: You add a small number of spells to your spellbook for free as you gain levels. This reflects the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures, perhaps on a scroll in an evil wizard's chest or in a dusty tome in an ancient library.

When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it. For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Ritual Casting: You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

Spellcasting Focus: You can use an arcane focus (an amulet) as a spellcasting focus for your wizard spells.

Arcane Recovery: Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up).

GAINING LEVELS

As you adventure and overcome challenges, you gain levels as a wizard when the GM tells you. With each level you gain, you gain additional special features.

2ND LEVEL

Hit Points: You gain additional hit points equal to 1d6 + 1 (your Constitution modifier). Or take 5 hit points if you don't want to roll.

Spellbook: You add two new spells of 1st level to your spellbook for free, letting you prepare and cast those spells. If you don't want to choose those spells, add *alarm* and *comprehend languages* to your spellbook.

Spellcasting: You can prepare five spells from your spellbook, and you have three 1st-level spell slots with which to cast them. (See the Wizard Spellcasting table below.)

Diviner's Insight: You have an aptitude for divination magic that grants you the ability to affect the decisions and actions of others. At the end of a short rest or a long rest, roll a d20 and make note of the number you rolled. Then whenever you or a creature you can see makes a d20 roll, you can replace that roll with the roll you recorded. If the recorded roll was high, you can ensure that you or an ally succeeds on an ability check, attack, or saving throw. If your roll was low, you can use it to try to make an enemy fail a d20 roll.

You must decide to use the saved roll before the d20 roll you want to replace has been made. Each time you finish a short rest or long rest, you lose any recorded roll you haven't used, and you make a new roll.

Divination Mastery: When you copy a new divination spell into your spellbook, it takes only 1 hour and costs only 25 gp.

3RD LEVEL

Hit Points: You gain additional hit points equal to 1d6 + 1 (your Constitution modifier). Or take 5 hit points if you don't want to roll.

Spellbook: You add two new spells of 1st or 2nd level to your spellbook for free, letting you prepare and cast those spells. If you don't want to choose those spells, add the 2nd-level spells *hold person* and *misty step* to your spellbook.

Spellcasting: You can prepare six spells from your spellbook, and you have four 1st-level spell slots and two 2nd-level spell slots with which to cast them.

4TH LEVEL

Hit Points: You gain additional hit points equal to 1d6 + 1 (your Constitution modifier). Or take 5 hit points if you don't want to roll.

Ability Score Improvement: You increase your Intelligence score to 18. This increases your Intelligence modifier to +4, improving your Intelligence saving throw and Intelligence ability checks. The spell save DC for your spells increases to DC 14. The attack modifier for your spells increases to +6.

New Cantrip: You add a new cantrip to the list of cantrips you know, and can cast it at will. If you don't want to choose your new cantrip, take *mage hand*.

Spellbook: You add two new spells of 1st or 2nd level to your spellbook for free, letting you prepare and cast those spells. If you don't want to choose those spells, add *detect thoughts* and *knock* to your spellbook.

Spellcasting: You can prepare eight spells from your spellbook, and you have four 1st-level spell slots and three 2nd-level spell slots with which to cast them.

5TH LEVEL

Proficiency Bonus Improvement: Your proficiency bonus increases from +2 to +3, improving your attack rolls, saving throws, and ability checks. The spell save DC for your spells increases to DC 15. The attack modifier for your spells increases to +7.

Hit Points: You gain additional hit points equal to 1d6 + 1 (your Constitution modifier). Or take 5 hit points if you don't want to roll.

Spellbook: You add two new spells of 1st, 2nd, or 3rd level to your spellbook for free, letting you prepare and cast those spells. If you don't want to choose those spells, add the 3rd-level spells *clairvoyance* and *lightning bolt* to your spellbook.

Spellcasting: You can prepare nine spells from your spellbook, and you have four 1st-level spell slots, three 2nd-level spell slots, and two 3rd-level spell slots with which to cast them.

CHARACTERISTICS

Personality Trait: I like my friends, but I would sometimes rather spend my time with a good book than with people.

Ideal: Knowledge — The more I know of the world, the better a person I can become.

Bond: I am driven to seek out the secrets of the past, though I know those secrets are often dangerous.

Flaw: I love to share my knowledge — to the point where it's sometimes hard for me to keep secrets.

WIZARD SPELLCASTING

Level	Prepared Spells	Spell Slots		
		1st	2nd	3rd
1st	4	2	—	—
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

SUGGESTED CANTRIPS

FIRE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

(CONTINUED ON NEXT PAGE)

MAGE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

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

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

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

MENDING

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

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

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

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

RAY OF FROST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

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

SUGGESTED 1ST-LEVEL SPELLS

ALARM

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

BURNING HANDS

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

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

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

COMPREHEND LANGUAGES

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

DETECT MAGIC

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

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

IDENTIFY

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

MAGE ARMOR

1st-level abjuration

Casting Time: 1 action

Range: Touch

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

Duration: 8 hours

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

(CONTINUED ON NEXT PAGE)

MAGIC MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

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

SHIELD

1st-level abjuration

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

Range: Self

Components: V, S

Duration: 1 round

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

SUGGESTED 2ND-LEVEL SPELLS

DETECT THOUGHTS

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its

thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

KNOCK

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

MISTY STEP

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

SUGGESTED 3RD-LEVEL SPELLS

CLAIRVOYANCE

3rd-level divination

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

LIGHTNING BOLT

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

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

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

NOTES

THE HIDDEN HALLS OF Hazakor

AN ADVENTURE FOR BEGINNING GAMEMASTERS
AND 1ST-LEVEL CHARACTERS

WRITTEN BY SCOTT FITZGERALD GRAY

ILLUSTRATED BY JACKIE MUSTO

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