

1ST LEVEL



THE DM TOOL CHEST

THE HUNGERING FROM BELOW

RISE OF THE BLACK SKULL PART I

FIFTH EDITION ADVENTURE

A daring rescue from the denizens lurking beneath the city streets

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RISE OF THE BLACK SKULL

This is the first adventure in the Rise of the Black Skull trilogy which is intended to bring adventurers from 1st to 4th level.

Part I: The Hungering From Below - While attempting a rescue in the Hopewell Harbor sewers, the adventurers stumble on something much darker.

Part II: Barrow of the Dark Gods - An ancient temple has been reopened by dark forces intent on destruction

Part III: Assault on Fort Despair - A cabal of necromancers has taken hold of an old fortress and needs to be rooted out.

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CREDITS

This adventure module was created with the help of all of these talented people:

Production & Design: The DM Tool Chest

Cover Illustration: Decaale | Dreamstime

Maps: TJ Phoenix, [Forgotten Adventures](#)

Interior Illustrations: [Daniel Comerci](#), Dreamstime

Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

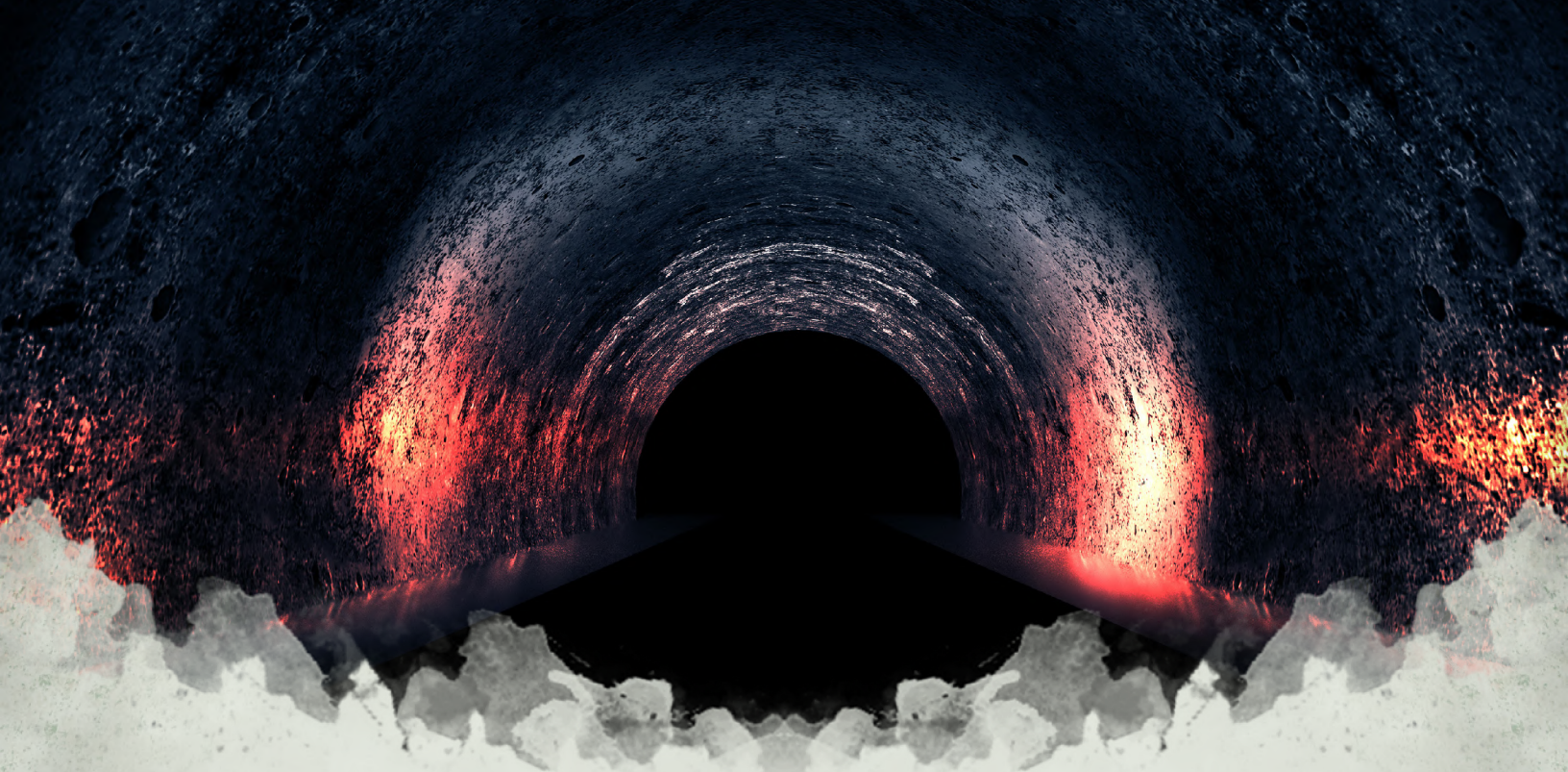
ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



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ABOUT THE ADVENTURE

The **Hungering from Below** is made for a party of **three to four adventurers** who are just starting their adventuring journeys; it's optimized for **four adventurers with an average party level (APL) of 1**. It's been built as an introductory adventure with a little bit of everything a low-level classic dungeon may have to offer. It has some difficult battles that will push the adventurers to learn their skills and work together. There's also an NPC that arrives to give them some back-up. The DM has ultimate control of how this story will be played out so, as always, have fun with it!

QUICK SUMMARY

There have been a number of disappearances off the streets of Hopewell Harbor. Most of the missing are drunks or derelicts and their disappearances would normally go unnoticed but Earl Brenovich, son of prominent rug merchant Karl Brenovich has now gone missing as well. The merchant has hired an investigator to look into the situation named **Brooke Featherfoot** (See Appendix). With a bit of detective work and luck, she has been able to get some information regarding a local gang who might be involved. Finally tracking down the leader, she followed him in hopes of finding the gang hideout but she was seen just before he entered a sewer grate.

Following him into the sewers, she meets a band of adventurers who happen to be in the sewers chasing down a missing pet, and she enlists their help in tracking down the missing people.

The gang leader, **Raffi Ragnall**, is a wererat who has been kidnapping people in hopes of selling them off to a cabal of necromancers called the **Black Skull Brotherhood**. He caught a whiff of them being in Hopewell Harbor and saw this as an opportunity to make some serious money. Unfortunately for him, he does not understand that the Brotherhood Necromancer he contacted has no interest in buying the street refuse that was kidnapped but he is *extremely* interested in a wererat to experiment on.

HISTORY OF THE SEWERS:

The town of Hopewell Harbor has put quite a bit of money into the construction of these sewers and they are fairly newly built at only fifteen years old. Because the town has been slowly growing over the last two decades, work has been continuously expanding the tunnels to accommodate the town's needs. The water from the nearby White River is used for farm irrigation outside the town walls and is then drained down into the sewers to eventually wash out to sea.

There have been reports of strange animals and overgrown rats but this is pretty typical for sewers of this size and the town guard hasn't been called in to deal with anything as of yet. Some tunnel workers swear they have heard whispering voices in the dark but nothing specific has been identified as dangerous.

COMMON FEATURES

Recommended Ambiance:

Swordcoast Soundscapes - [City Sewer](#)

Environment & Terrain The tunnels are made of fairly new stone masonry but there is still a good coating of slime on the walls and walkways. In some places, as noted, it can be extremely slippery and adventurers can only walk at normal speeds to avoid slipping. The adventurers may need to make a successful DC 12 Dexterity check if they need to move quickly. The tunnels are also generally not very wide or tall, making any attacks with weapons that need to be swung have a -1 to their attack and damage rolls.

Sounds: Because the sewer has grates to the streets above, bits of conversation and noise can sometimes be heard echoing down the tunnels. This can be disorienting for anyone attempting to listen for danger ahead.

Smells: Being a sewer, the air here is foul but the constant flow of water keeps it below the point of making anyone who has a decently strong stomach from being affected by it

Lights: There no torches or light sources other than the occasional light coming through a sewer grate in the ceiling. Adventurers will need to bring thier own light sources.

ADVENTURE HOOKS

There are a couple of different ways to hook the adventurers into the initial encounter.

THE INNKEEPER NEEDS HELP

The Innkeeper of The Eager Gopher has an urgent task that requires the immediate attention of strong adventurers. The adventurers can hear of this job from a variety of sources: from the general store owner as they go shopping, they could see it on the town notice board, or their patron may have heard that a "friend is in need of help".

A PLACE TO REST

The adventurers may not need to necessarily know about the task, perhaps just needing an inn for the night, and they stumble come across the initial encounter below to kick off the rescue mission.

THE RESCUE MISSION

Once the adventurers head for the Eager Gopher, they will hear a yell of alarm from a young girl just ahead on the street. Rushing forward they watch as the girl tries to stop a little barking dog from jumping down into a slightly open sewer grate. The girl bursts into tears while the mother tries to console her. On seeing the adventurers nearby she calls to them and waves them to come closer. She implores them to rescue her daughter Sally's dog (his name is "Sir Barksley" according to the little girl) from the sewers. She offers a reward if they can bring him back alive. She initially offers 10 gp but with a successful DC 10 Wisdom (Perception) check, she will appear obviously wealthy from the cut of her clothes and can be convinced to go as high as 20 gp. Still comforting her daughter, she informs them they will wait in the nearby Inn for their return.



MAIN SEWER MAP



1 Square = 5 Feet

KEYED MAP LOCATIONS

The following locations are keyed to the Main Sewer Map on page 5.

1 - OPEN GRATE

The adventurers need to make a successful DC 10 Dexterity check to jump down into the sewers due to the 10' drop down to the slippery stones below unless they take their time to lower each other down.

"The walls of the stone-worked tunnel are only about eight feet apart and coated in a slime that is both sticky and slippery at the same time. A trench filled with sewage runs along the length of the tunnel and the air is pungent and makes you gag for fresh air. As you get your bearings you hear a bark echoing from down the tunnel."

This is a stone worked tunnel roughly eight feet across and eight feet high. Seeing as the only light is coming from the open sewer grate above, the adventurers will need to use their own light sources. The tunnel heads off to the east while an opening in the western wall feeds a constant stream of water into the tunnel, moving the sewage forward. Order of movement is important as the adventurers can only move in single file down the three foot wide walkway.

2 - CAUSEWAY

The causeway leads to an overflow room that is fifteen feet square across and ten feet high.

"Multiple openings from each wall feed more sewage into a larger pool gently swirling in the center of the room. An oily black film sits on the top of this pool and it flows through a gate blocking the only exit. A small pile of debris is gathered at the base of the gate which also appears to be chained and locked. The bottom of the gate looks to be slightly rusted away, just large enough for Sir Barksley to have made it through."

This room is home to a pair of **grey oozes** that hang out in the pool of sewage. Using their *false appearance* ability to blend in as sludge they live off the bits of material that flow through the water. As the adventurers are deciding their next step and before they can take their next action, the oozes decide to attack from the pool and the players are surprised at the start of combat.

The pile of debris trapped at the bottom of the grate contains some things the oozes did not dissolve: some rotting articles of clothing, some animal bones, but inside a small, stinking leather pouch, there are a pair of six-sided bone dice, 2 gp, 4 sp, 20 cp, and a *Compass Rose Medallion*.

Compass Rose Medallion

Wondrous item, uncommon
(requires attunement: Any Neutral Alignment)

A small, silver medallion about 2 inches in diameter with a gold compass embossed onto one side of it. The person attuned can use an action to instinctively know which way is true north.

The padlock on the door is locked and will take either a successful DC 15 Strength check to break or someone with proficiency in thieves' tools can pick the lock with a successful DC 10 Dexterity check.

3 - CISTERN

This is a larger version of the overflow room, designed to keep the tunnels from becoming completely submerged.

"Passing through the rusted gate, the tunnel opens up to accommodate a walkway on either side of the sewage trench. There's a steep decline here and a chain is affixed to the wall to help keep your balance or you will most definitely slide down. The barking has been getting louder but suddenly there is a loud yelp of pain and then silence."

The adventurers need to use the chain rope to safely progress down or decide to risk sliding down. If any of the adventurers slide down with a successful DC 15 dexterity, they will be on their feet just in time to surprise the monsters in the next room. If they all take their time down the tunnel, or if they all fail their dexterity check read the following text aloud:

"As you stumble and gather down at the bottom of the decline, you find yourself in a large circular room. A grating covers the center and the sewage flows down into this cistern. Light from a sewer grate illuminates a disturbing scene: Sir Barksley is being eaten by a group of Giant Rats! Now they caught your scent, too!"

If any of the players managed to succeed in staying upright in the slide down the tunnel, read the following text out loud:

"Rushing down the tunnel, you find yourself in a circular room with a large grate covering the center. Light filtering from a grate above illuminates a disturbing scene: Sir Barksley is about to be attacked by a group of Giant Rats!"

Sir Barksley will run and hide behind the adventurers once combat begins if he's still alive. The adventurers will then engage in combat with four **Giant Rats** with the adventurers who succeeded in staying on their feet gaining surprise.

Once combat has ended, the adventurers will only have a moment to catch their breath before they are interrupted by company entering the sewer from a grate above them.

"As you catch your breath, Sir Barksley continues his incessant yapping but suddenly a yell from above grabs your attention. With a ear-wrenching squeal, the metal grate is thrown aside and a rope drops down over the edge, landing with a heavy thud in the middle of the room. A figure in a dark cloak and darkened leather armor begins to descend, a raised hood hiding their face. As they land, you hear "Stop right there!" from above and see a young elvish woman about to slide down as well."

The hooded figure jumps before they hit the bottom and performs an acrobatic leap to one side of the room, it's hood falling back to reveal the grinning face of a roguish looking young man with black hair and dark eyes. Before anyone can react he throws a pouch of dust into the air and throws himself through a doorway, slamming the gate shut behind him.

The Gang Leader Raffi Ragnall just threw a pouch full of *Dust of Choking and Sneezing* at the adventurers and must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. If anyone succeeds and tries to chase after Raffi, they find the gate locked.

Dust of Choking and Sneezing

Wondrous item, uncommon

Found in a small container, this powder resembles very fine sand. It appears to be *dust of disappearance*, and an *identify* spell reveals it to be such. There is enough of it for one use. When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The *lesser restoration* spell can also end the effect on a creature.

After everyone recovers from the effects of the powder, the adventurers get to meet **Brooke & Kayla** (See Appendix), although Kayla is invisible and unable to be heard by the adventurers at this time. She will introduce herself as Brooke Featherfoot, bounty hunter and explain she's been hired to investigate the disappearance of a missing merchant's son. She's hot on the tail of the leader of a gang suspected to be involved and could use some help.

Sir Barksley will remain quiet and tucked into the backpack of any one of the adventurers. He will not engage in combat and spends the time hiding fearfully. He's had his fill of adventure already.

Roleplaying Brooke: Because only she can hear Kayla, it is a great opportunity to roleplay the occasional off-color comment spoken off to the side "to thin-air" to add to her reputation for being a little crazy and responding to voices. For instance, Kayla is a bit dubious about teaming up with the adventurers but Brooke thinks they will be fine and could use their help. Brooke is also a strong combatant and able to use her short spear effectively which can help balance upcoming difficult fights. Additionally, she has a *healer's kit* to help stabilize any players that may go down in combat, if another player already doesn't have one.

Once everyone is situated they can decide what to do with Sir Barksley. If he's alive, he's finally calmed down and runs to the adventurers, willing to be picked up. If not, his remains can be left and his collar taken unless someone wants to carry around a dog corpse.

The door to the next room can be broken down with a successful DC 15 Strength Check or a successful DC 15 Dexterity check to pick the lock. Brooke can also pick this lock if the adventurers fail.

4 - MAINTENANCE ROOM

An empty room once used by the sewer excavators as a storage area, this room is now empty and bare of anything useful.

"This next room does not have sewage running through it and the walls are clear of slime. It appears to be some sort of storage or maintenance room; the walls are lined with shelves that have been stripped bare. An iron-bound wooden door sits in the center of the southern wall."

There is a secret door hidden by shelves that can be noticed by any character with a passive Perception of 15 or a successful DC 15 Wisdom check for those actively looking. There's a latch hidden under one of the shelves but it is also protected by a poison needle trap. Any character who tries to open the door takes 1 piercing damage and 4 (1d8) poison damage and must succeed on a DC 15 Constitution saving throw or gain the Poisoned status for one hour. A poisoned character has disadvantage on all Attack and Ability rolls. A successful DC 15 Intelligence (Investigation) check allows a character to see scratches on the wall made by whoever installed it. A successful DC 15 Dexterity check using thieves' tools will disarm the trap, making it inert. An unsuccessful attempt will trigger the trap.



5 - GHOUL PIT

The gang who operates down here trapped two **ghouls** in this room and they use them to get rid of any bodies that need to disappear.

"The stench of death and decay is the first thing you notice; you have almost gotten used to the smell of the sewer but this is far worse. You forget to breathe for just a moment as you catch sight of the razor-sharp teeth and jagged claws of the deformed creatures in front of you, their eyes like two hot coals burning in their skulls. You hear the young elvan Bounty Hunter catch her breath before whispering breathlessly and sounding a little excited, "Ghouls..."

Since the gang members aren't the most thorough of thieves, if the adventurers search the bones and rotting clothing inside the room, they will find the following treasure hidden inside a secret pocket of a rotting cloak: 3 gp, 15 sp, 20 cp, and a *potion of healing*.

6 - INTERSECTION

The secret door opens up to a ladder that heads up about 10 feet to a hatch. The hatch then opens up to a fifteen-foot square room with a sewer trench running down the center. There are only two directions to go, north or south.

"The hatch swings open quietly, and you are greeted with a whiff of sewer once more. Exiting the hatch leads to a small square room situated somewhere along a long tunnel leading north and south. To the south lies quiet and darkness but to the north, you can see a flickering light just around a bend."

The tunnel heads north and south with a few small branches ending in dead-ends. The entrance to the gang's hideout is to the North and the Entrance to the warehouse basement where Raffi went is to the south.

6A - SEWER GRATES

These grates lead to the basements of various homes, establishments, and streets. At the bottom of each can be found a pile of junk and an item off the table below:

"You see a sewer grate above you and a small pile of random items that must have come through it lays at your feet"

Roll 1d12	Sewer Random Items
1	Empty waterskin
2	Pouch with 1d6sp
3	A Child's toy (top, doll, etc.)
4	Bottle of ink (1 oz.)
5	Flask of oil
6	A dagger with dried blood on the blade
7	Pouch with 1d20cp
8	An empty leather scroll case (2gp)
9	A small gold ring (5gp)
10	An intricately engraved comb (10sp)
11	Whetstone
12	1d4 iron nails

7 - HIDEOUT ENTRANCE

The gang hideout map can be found on page 9.

"A small lantern lies flickering at the end of this tunnel, sitting at the foot of a ladder leading up into a hole in the ceiling. A sewer grate appears to have been removed and you can see lights and hear movement coming from above."

8 - WAREHOUSE BASEMENT

The map for the warehouse basement can be found on page 10.

"At the end of this tunnel you see a ladder leading upward through a removed sewer grate. A faint light is shining down from the hole."

GANG HIDEOUT



1 Square = 5 Feet

GANG HIDEOUT

This room is the basement of a building that caught fire a few years ago. The site was cleared but the basement was buried in dirt and rubble and another building has yet to be constructed on the remains. Raffi and his gang moved into it about a year ago and they've been using it as a base of operations ever since. They mostly use it to store their ill-gotten loot and have a place to rack out at night. The sewer grate that was in the basement now gives them easy access to move around unseen.

"At first glance it appears that you've entered into some kind of storage room. Flickering lanterns illuminate stacks of crates and odd items. Then you see a sort of camp set up on the far end, a tent set up in one corner. An angry shout rings out, "ey! Wot 're ya doin' 'ere?! Where's Raffi?" and suddenly there are four rough looking men angrily standing up from a table and glaring as they grab up their weapons."

There are four gang members (four human **bandits**) who were resting here. Raffi did not think the adventurers would survive the ghouls so he did not warn them before heading to the meeting at the docks so they are unprepared for this attack. Two of the bandits will pull out light crossbows while the other two will charge in with short swords for melee.

Looting the bodies and searching the crates and tent will result in a bunch of junk items but will also result in the following treasure: 7gp, 28sp, 32cp, a freshwater pearl (10gp), a pair of engraved leather gloves (25gp), a *potion of healing*, and an empty *bag of holding*.



WAREHOUSE BASEMENT



1 Square = 5 Feet

WAREHOUSE BASEMENT

This is the basement of a warehouse on the docks. Raffi has been using this as a makeshift prison for the people he has kidnapped.

"The sewer grate opens up with a wave of air thick with the scent of the sea, a welcome respite from the stench of the sewers below. You stand in a large room, empty except for a few broken crates and a row of six makeshift cages alongside one wall. A staircase leads upwards to the next floor."

The six cages are empty because Raffi has taken his prisoners upstairs to sell off to the Black Skull Brotherhood representative he's contacted. He's rushed the sale due to being chased and wanting to get it over with. There's nothing of value in this room. Before moving on to the next room Brooke warns the group that they need to be careful as they move forward because they do not know how many men might be waiting for them above.

WAREHOUSE

The map to the warehouse can be found on page 11.

This warehouse has been sitting unused and unattended for the last few months and Raffi has made use of it in the meantime. Using the basement to house their kidnapped prisoners and now as a meeting place to hand them off to the Black Skull Necromancer.

"Between the smell of the sea and the sound of waves outside, this is obviously a building somewhere on the docks. Some broken crate and torn and discarded ship sails litter the floor. A group of five badly beaten men and women are tied together, sitting against one wall and guarded by two gang members with crossbows. Pacing the center of the room is the gang leader, talking with another pair of gang members who do not appear happy. A sixth prisoner is kneeling with his head bowed and hands tied in front of him, his face bloodied."

WAREHOUSE



1 Square = 5 Feet

Raffi's keen sense of smell immediately lets him know the adventurers are coming up the stairs due to their stinking of the sewer. As soon as the adventurers come up from the stairs, Raffi grabs a hold of the prisoner and puts a knife to his throat, yelling "Another step and he dies!" Brooke recognizes Earl from his father's description hisses, "That's the merchant's son I'm looking for!"

Raffi will offer to just give them the merchant's son but Brooke will not stand for it and her opinion of the adventurers members will be negatively affected. If they do not accept the offer, the standoff will end and Raffi will order his gang to attack. The four human **bandits** start their attack with two of them using crossbows at range and the other two attacking with short swords. The prisoners are all at a single hit point from being beaten and are unable to assist in the fight. Raffi will turn into his hybrid wererat form and enter the fight once the first of his fighters goes down. Otherwise he stands back, watching.

One round after Raffi enters the fight, combat will be interrupted by the Black Skull Necromancer (CE Human **necromancer**). As he enters the room, he casts a *fear* spell, ensnaring the room. Anyone not caught by the spell would be best advised to not antagonize the high level villain.

"An ominous figure in black robes appears in the doorway of the warehouse, its face obscured in the darkness of its raised hood. You can hear the sneer in its gravel like voice as it addresses the room, "Pitiful creatures. Acting like the vermin that you are as usual. This simply will not do.

Raising an arm and pointing a pale and bony finger, he barks out, "I don't need your pitiful offerings, Rat! But YOU are exactly what I need for my experiments... the rest of you cockroaches may continue on..."

Too afraid to say no, Raffi follows the necromancer out of the warehouse and is gone. After they leave, the *fear* spell will break and combat can continue with the remaining bandits. The last surviving bandit will attempt to flee instead of standing their ground.

There will be nothing in the warehouse as far as usable loot goes but the kidnapped victims profess their thanks before running away as fast as possible. The merchant's son stays, waiting to go back to his family with Brooke.

CONCLUSION & WRAP-UP

Brooke will thank the adventurers for assisting in the rescue of the kidnapped merchant's son. She gives them each 5g as a reward and if the adventurers did not entertain Raffi's offer to leave the rest of the kidnapped citizens, she'll cheerfully add that she'll be happy to work with them again in the future. Otherwise she'll be a bit standoffish at their lack of morale. The party will earn 200 xp to split amongst them for helping with the rescue.

Heading back to The Eager Gopher, the adventurers will find the young girl and her mother waiting for them. They still reek of the sewer and people will shy away from them, giving them dirty looks.

If the adventurers were able to bring back Sir Barksley alive, they are given many profuse thanks and their reward of 10gp or 20gp. The adventurers also receive 100 extra xp to split equally amongst them.

If they only bring back Sir Barksley's collar, the little girl breaks down sobbing, uncontrollably, clutching the collar to her chest. The mother tries to console her but knows it will take some time. She thanks the adventurers for their trouble and gives them 5g for their trouble but they gain no xp.

"As the young girl and her mother leave the Inn, the owner walks over and says, "So I hear you have had yourselves a bit of an adventure! I've been in need of a group of heroes such as yourselves for a dangerous mission and you folks might just fit the bill!"

Quirking one eyebrow, she places her hands on her hips and in a very serious tone inquires, "How do you feel about rats?"

You can hear a few of the patrons at the bar chuckle at her words.

Thank you so much for playing **The Hungering from Below!** We sincerely hope you enjoyed it! If you want to continue on this adventure's story, check out **Barrow of the Dark Gods**, available to all our subscribers at www.theDMToolChest.com!

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BROOKE

LEVEL 3 ROGUE - ARCANE TRICKSTER

Medium humanoid (elf), neutral good

- **Armor Class** 17 (Studded Leather)
- **Hit Points** 16 (3d8 + 3)
- **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	15 (+2)	10 (+0)	13 (+1)

Saving Throws. Dex +6, Int +4
Skills. Investigation +6, Insight +8, Deception +8, Stealth +6
Senses. darkvision 60 ft., passive Perception 18
Languages. Common, Elvish
Challenge. 3 (700 XP)

Special Traits

Keen Senses, Mage Hand Legerdemain, Mask Of The Wild, Thieves' Cant, Cunning Action.

Expertise Perception and Investigation have doubled proficiency bonus for ability checks.

Sneak Attack Once per turn, Brooke can deal an extra 2d6 damage to one creature she hits with an Attack if she has advantage on the Attack roll.

Spellcasting Brooke is a 3rd-level spellcaster. Her ability is Intelligence (spell save DC 12, +4 to hit).

Cantrips: *friends, mage hand, minor illusion*

1st level (2): *detect magic, disguise self, sleep*

Actions

Spear Melee or Ranged Weapon Attack: +4 to hit, reach 20 ft., or range 60 ft., one target. Hit: 5 (1d6+2) damage

TRAITS AND MANNERISMS

"Do you even know what you're doing?" ~ Kayla

Ideal. Eager for adventure and to explore the world, they enjoy the thrill of catching criminals.

Flaw. Kayla's lack of trust of others makes her stay invisible to everyone other than Brooke; this makes public conversations look like Brooke hears voices.

Speech. Brooke has a bright, cheerful voice and Kayla has a high pitched yet stern sounding voice.

Personality. Brooke is always eager to find a new adventure and Kayla is the one trying to keep her out of trouble; usually without success..

KAYLA

LEVEL 3 PIXIE

Tiny fey, neutral good

- **Armor Class** 15 (natural)
- **Hit Points** 7 (3d4)
- **Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (0)	10 (+0)	14 (+2)	15 (+2)

Saving Throws. Dex +7, Cha +4
Skills. Deception +5, Nature +5, Perception +6, Stealth +9
Senses. passive Perception 16
Languages. Sylvan, Common
Challenge. 1 (200 XP)

Special Traits

Spellcasting Kayla's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells 1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

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

Selective Invisibility Kayla can only be seen and heard by those she chooses to.

APPEARANCE

Brooke's short red hair frame a petite face usually holding a mischievous smirk. A smaller elf at only 5' tall, she prefers to make herself as unnoticeable as possible and blend into her environment in order to sneak up on her bounties.

BACKSTORY

Growing up in the Shimmering Forest, Brooke was always entranced by the epic adventures she read every chance she could. Seeking to have just one epic adventure, she left her home accompanied by Kayla, her Pixie companion and self-proclaimed "voice of reason".

Traveling throughout the Freelands, they picked up a knack for investigation and tracking criminals. They began plying their trade from town to town, always looking for their own grand and epic adventure.

