

# DUNGEONS & DRAGONS Nerds®

## Restoring Harmony: A STICKY SITUATION



## RESTORING HARMONY: *A Sticky Situation*

Welcome to *Restoring Harmony*, a DUNGEONS & DRAGONS adventure series in collaboration with the tasty and colorful world of NERDS.

To run this adventure, you need the fifth edition *Basic Rules* for D&D, which is available as a free download [here](#). All the magic items and monster stat blocks you need are included at the end of this adventure.

*Restoring Harmony* is a campaign that's divided into six 1st-level mini adventures for a solo player and one longer adventure for multiple players. Each mini adventure takes approximately 45 minutes to play and the final adventure takes approximately 60–90 minutes to play.

The mini adventures can be played in any order, but the final adventure should be played last. Here is a list of all the adventures:

- Adventure 1 *The Candy Mountain Caper*
- Adventure 2 *A Voice in the Wilderness*
- Adventure 3 *A Sticky Situation*
- Adventure 4 *Circus of Illusions*
- Adventure 5 *The Lost Tomb*
- Adventure 6 *A Web of Lies*
- Adventure 7 *Adventure Together*

### STORY SUMMARY

Ever jealous of the cheery dispositions and colorful deliciousness of the NERDS, Emo the beholder and his hired muscle, Mr. Greystone, have struck a blow against the NERDS' beloved city of Harmony. After years of searching, the nefarious duo have found the sacred *Prismatic Well* that gives Harmony its vibrant and fabulous colors. Now, with access to the *Prismatic Well*, Emo and Mr. Greystone have begun to leech the color from the city of Harmony. If they aren't stopped, the city will gradually turn gray, with everything eventually becoming black and white.

To the NERDS, the colors beginning to flicker and drain out of Harmony is an unsettling mystery. What brings the colors to Harmony is an enigma to them. All they can do is hope the power comes back on and restores the vibrancy of Harmony's colors once more.

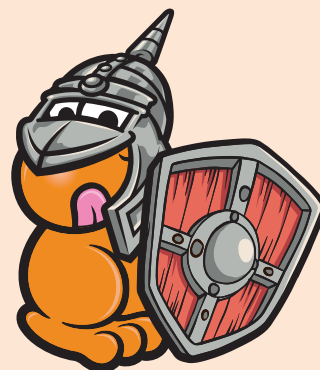
But one group knows what's up, and that group is the Lorekeeper Society—a secret society sworn to protect Harmony. The Lorekeepers know about the power of the *Prismatic Well*, but its true location is lost even to themselves. However, they have a way to find the well using an ancient artifact known as the *Amulet of Harmony*, but to activate it they need to find the six Gems of Power. Once activated, the amulet guides whoever controls it to the secret location of the *Prismatic Well*. But once activated, the amulet also has the power to turn off the well.

The Gems of Power were long ago hidden away for safekeeping in dungeons, forests, and towers. No one in the Lorekeeper Society knows the details of the magical beasts and traps guarding the gems, but our heroic NERDS are more than up to the challenge of restoring Harmony!

### SOLO PLAY

Due to the solo player nature of the adventures (with the exception of Adventure 7 *Adventure Together*), the power level of some monsters may be difficult with respect to the level of the character. You may want to present a roleplaying solution (such as making friends with the monster or tricking them) to players who are eager to rush into combat. With any encounter in this or subsequent adventures, feel free to present opportunities for unconventional solutions and alternatives to combat.

You can also adjust the story to be more benevolent in nature, allowing automatic successes on rolls, having monsters become instant friends, or giving your player advantage on all their rolls.



### TPK: TOTAL PARTY KILL

In solo play, there's always a chance the character can die. In the case of a single adventurer, this death results in the end of play; which isn't optimal for an afternoon of fun! One way to avoid death is to have healing readily available to the adventurer. If they're without healing, have the character find the odd *potion of healing* lying in a dusty crate or have them discover a special healing plant on their journey that, if eaten, puts them back to full hit points.

In the case of an untimely death, you can have a helpful NPC (like Mr. Honeycutt) save the day and revive them, or you can have them forego death saving throws and wake up as they're being dragged someplace unpleasant.

### ADVENTURE OUTLINE

Here is a quick overview of the adventure:

- Orange the Fighter gets jumped in his martial arts school by a couple of goons who've been sent to take him out.
- After the fight, Orange meets Mr. Honeycutt, the Magister of the Lorekeeper Society. Mr. Honeycutt asks Orange to find the Peach Gem located in a ruined mausoleum.
- Orange goes to the mausoleum and must defeat a gelatinous cube which has engulfed the gem into its acidic body.
- Orange returns to Mr. Honeycutt with the gem.

### BEGINNING PLAY

Hand the character sheet (see "Orange the Fighter," below) to your player and let them familiarize themselves with Orange.

All creatures or NPCs that are **bolded** have stat blocks, which are included at the end of the adventure along with any magic items the characters can earn.

Whenever you're both ready, you can start the session.

### A STICKY SITUATION

Begin play in the sparring room of the Critical Strike Combat School where Orange is exercising and practicing various skills with the sword. In the training room, Orange has access to one energy drink which acts as a *potion of healing*.

When everyone's ready, read the following:

You're at the gym early in the morning before the students arrive, getting in an hour of training when two tough-looking goons swagger into the room. One locks the door behind them as the other sneers at you. They have swords, and you can tell instantly that they aren't blunted for training.

"Time for a little candy-coated nap!" one goon says with a gap-toothed grin.

The two **goons** begin swaggering up to Orange, ready for a fight. They've been sent by Mr. Graystone to capture or kill Orange. Emo the Beholder has seen how Mr. Honeycutt is recruiting all the heroes in Harmony to look for the Gems of Power, and they want to put an end to Honeycutt's chances of foiling their master plan.

Orange can try intimidating the two toughs, but it'll be difficult as they're fairly determined to carry out their grim task. To intimidate them, Orange must make a successful DC 15 Charisma (Intimidation) check followed by a successful DC 15 Strength (Athletics) check to show just how powerful they are. If both checks succeed, the goons run off, leaving their swords behind.

If Orange takes the goons alive, they won't talk or reveal who sent them unless Orange makes a successful DC 15 Charisma (Intimidation) check. If Orange gets them to talk, they explain they were hired to kill Orange by a huge, shadowy man who wore a gray overcoat and spoke in an icy whisper.

If Orange gets into trouble during the fight with the goons, have a warrior from the Lorekeeper Society (a **guard**) who's a former student of Orange's kick down the door and come to the rescue.

If Orange gets knocked out by dropping to 0 hit points, they wake up to find Mr. Honeycutt looking over them.

## MEETING MR. HONEYCUTT

If Orange defeats the goons, **Mr. Honeycutt** arrives just after, hoping to warn Orange of the impending fight.

If the goons defeat Orange, Mr. Honeycutt arrives just in time to drive them off and resuscitate Orange.

Either way, Mr. Honeycutt introduces himself as the leader of the secret Lorekeeper Society—the ancestral guardians of Harmony. He believes nefarious forces are at work, attempting to steal the color from Harmony and use it for their own gain, robbing the color from the world as they do so. To save Harmony, Mr. Honeycutt first needs to collect six Gems of Power, and he hopes Orange can help him get the Peach Gem.

## THE MISSION

After much research, Mr. Honeycutt says he's finally ascertained where the Peach Gem is: it's hidden in a ruined mausoleum notorious for monster activity. He needs a fighter like Orange to go into the mausoleum, return the gem to the Lorekeeper Society, and help him solve the mystery of the color outages.

If Orange agrees to help, Mr. Honeycutt offers a reward of 20 gp for the return of the gem. He also gives Orange a *necklace of fireballs* with one bead remaining. As he gives the item to Orange, Mr. Honeycutt says, "I hope you never have to use this."

## RUINED MAUSOLEUM

Deep in the forest outside of Harmony lie the ruins of a mausoleum. When Orange arrives read the following:

You see a crumbling building being reclaimed by the forest. Stone walls poke through the vegetation and the courtyard's flagstones are covered with leaves and broken by tree roots.

Oddly, the birds don't sing here which makes the area unnaturally quiet.

The entrance (area M1) can be found with a quick search inside the collapsed walls of the mausoleum. Sweeping aside a thick covering of vines, Orange finds an iron-barred gate with an old, rusted padlock. Breaking the padlock requires a successful DC 12 Strength check. If Orange has a tool, like a crowbar, or uses a creative way to open the padlock, they have

advantage on the check.

All the doors in the mausoleum are made of rotting wood. They have AC 10, 8 hit points, and immunity to poison and psychic damage.

## EXPLORING THE MAUSOLEUM

The following locations are keyed to the **Ruined Mausoleum map** (included at the end of this adventure):

### M1. ENTRANCE

When Orange opens the gate, read the following.

You see a stone staircase descending down into darkness. Thin root tendrils hang from the ceiling and the moss-covered walls glisten and drip.

The staircase leads down to a corridor that ends in a rotting wood door which can be easily opened or broken down. However, lurking on the ceiling of this corridor is a **gray ooze**.

**Monster Tactics.** The gray ooze uses its False Appearance trait to blend in with the tunnel's wet stone walls. When a creature approaches within 60 feet of the gray ooze, it senses its next snack and either waits for its target to come within reach of a pseudopod or begins a slow pursuit.

Defeating the gray ooze isn't essential to move on, but its ability to corrode metal provides a taste of what's to come deeper in the mausoleum. This encounter is an opportunity for Orange to learn about Oozes firsthand and to devise tactics against them.

### M2. MAUSOLEUM

When Orange steps into this area, read the following:

The walls are covered with trails of slime, some of which drips on the floor and forms slick pools. Four alcoves, each with a rotted wood door, line the corridor.

**Dimensions and Terrain.** Each tomb (A–D) is a 10-foot-wide, 15-foot-long room with a stone sarcophagus at the far end. Due to the slippery nature of the slime, the floors are considered difficult terrain.

### TOMB A

If Orange listens at the door to this tomb before opening it, they hear tapping or clacking sounds. Opening the door reveals two **skeletons** repeatedly bumping into each other. When the door opens, they attack.

If Orange's weapons have rusted due to the encounter with the gray ooze, the fighter can loot the skeletons' shortswords.

**Sarcophagus Inscription.** The inscription reads: "Two warriors, so great was their love, they were buried together."

### TOMB B

If Orange opens this tomb, they find a skeleton surrounded by hard candies in wax paper wrappers. The skeleton has a parchment closed with a wax seal clutched in its hand. On the parchment is the long-lost recipe for Professor Fizzwidget's famous tart and tangy candies.

**Sarcophagus Inscription.** The inscription reads: "Here lies Professor Fizzwidget, inventor of sweet candy treats for all of Harmony."

### TOMB C

When Orange opens the door to this tomb, read:

Hovering in the middle of the tunnel is an assortment of trinkets, equipment, and bones. An odd, shimmering surface reveals a gelatinous form filling the passageway wall-to-wall.

Orange has discovered a **gelatinous cube** that's behaving oddly!

**Encounter Adjustments.** The gelatinous cube is weakened from its attempts to digest the Peach Gem and a magic sword, both of which it has engulfed. When Orange discovers the **gelatinous cube**, it only has 40 hit points remaining and it doesn't have its Transparent trait.

**Defeating the Cube.** Even in its weakened stat, a gelatinous cube is no easy task. Hopefully, Orange uses the last bead of the necklace of fireballs to finish off the cube. If that doesn't work, have **Mr. Honeycutt** arrive with four **guards** to help Orange defeat the cube. Have the cube attack the guards first before attacking Mr. Honeycutt or Orange.

**Monster Tactics.** The gelatinous cube is a floor-to-ceiling blob. Due to its digestive issues, this one is a

sickly green. Regardless, its pseudopods sweep out in search of more things to digest, slow-moving like a street sweeper. If it senses a living creature, it moves toward them at full speed and uses its Engulf action as soon as it can.

If Orange is engulfed, the fighter can attempt to grab items from within the gelatinous cube. Roll a d6 (rerolling duplicates) to determine what Orange retrieves from the table below:

### GELATINOUS CUBE TREASURES

d6	Treasure
1	+1 greatsword
2	Potion of healing
3	Ring of protection
4	Two metal gambling dice
5	The Peach Gem
6	Brass bell

When the gelatinous cube is reduced to 24 hit points or fewer, it spits out the +1 greatsword, the potion of healing, and the glowing orange gem (the Peach Gem), and makes its retreat by dashing away.

**Sarcophagus Inscription.** The sarcophagus and its inscriptions have been scratched off.

### TOMB D

Inside the sarcophagus, the robed skeleton of the librarian lies in repose, holding a parchment across their chest. The parchment is a *scroll of protection (aberrations)*.

**Sarcophagus Inscription.** "Here lies the First Librarian of the Great Library of Harmony."

### COMPLETING THE MISSION

Arriving back in Harmony, Orange is invited to meet with Mr. Honeycutt at the local tavern. On return of the Peach Gem, Mr. Honeycutt is visibly relieved. He offers Orange membership in the Lorekeeper Society and asks if Orange will help him put an end to those who'd steal the color from Harmony. He's close to figuring out who's behind the color outages and feels as if he's going to need the help of heroes to stop them.

## MAGIC ITEMS

The following magic items appear in this adventure.

### NECKLACE OF FIREBALLS

*Wondrous item, rare*

This necklace has  $1d6 + 3$  beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

### RING OF PROTECTION

*Ring, rare (requires attunement)*

You gain a +1 bonus to AC and saving throws while wearing this ring.

### SCROLL OF PROTECTION (ABERRATIONS)

*Scroll, rare*

Using an action to read the scroll encloses you in an invisible barrier that extends from you to form a 5-foot-radius, 10-foot-high cylinder. For 5 minutes, this barrier prevents aberrations from entering or affecting anything within the cylinder.

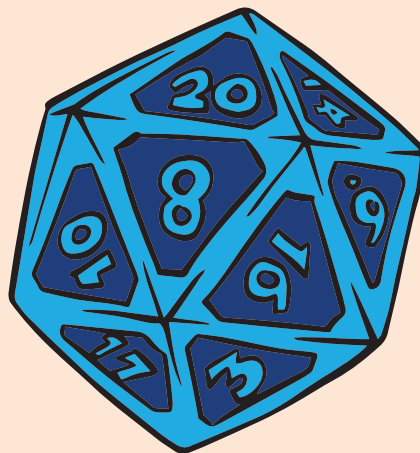
The cylinder moves with you and remains centered on you. However, if you move in such a way that an aberration would be inside the cylinder, the effect ends.

An aberration can attempt to overcome the barrier by using an action to make a DC 15 Charisma check. On a success, the aberration ceases to be affected by the barrier.

### WEAPON, +1

*Weapon (greatsword), uncommon*

You have a +1 bonus to attack and damage rolls made with this magic weapon.



## MONSTER/NPC STATISTICS

The following creatures appear in this adventure.

*Medium Humanoid (Human, Shapechanger), Neutral Good*

### GELATINOUS CUBE

*Large Ooze, Unaligned*

**Armor Class** 6

**Hit Points** 84 (8d10 + 40)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

### GOON

*Medium Humanoid (Any Race), Any Alignment*

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Goon Grit.** The goon has advantage on saving throws against being charmed, intimidated, or persuaded.

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

## GRAY OOZE

*Medium Ooze, Unaligned*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Skills** Stealth +2

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## GUARD

*Medium Humanoid (Any Race, Any Alignment)*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## MR. HONEYCUTT

*Medium Humanoid (Human, Shapechanger), Lawful Good*

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

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

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**Skills** Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common (can't speak in rat form)

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Shapechanger.** Mr. Honeycutt can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His

statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

**Keen Smell.** Mr. Honeycutt has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** Mr. Honeycutt makes two attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## SKELETON

*Medium Undead, Typically Lawful Evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

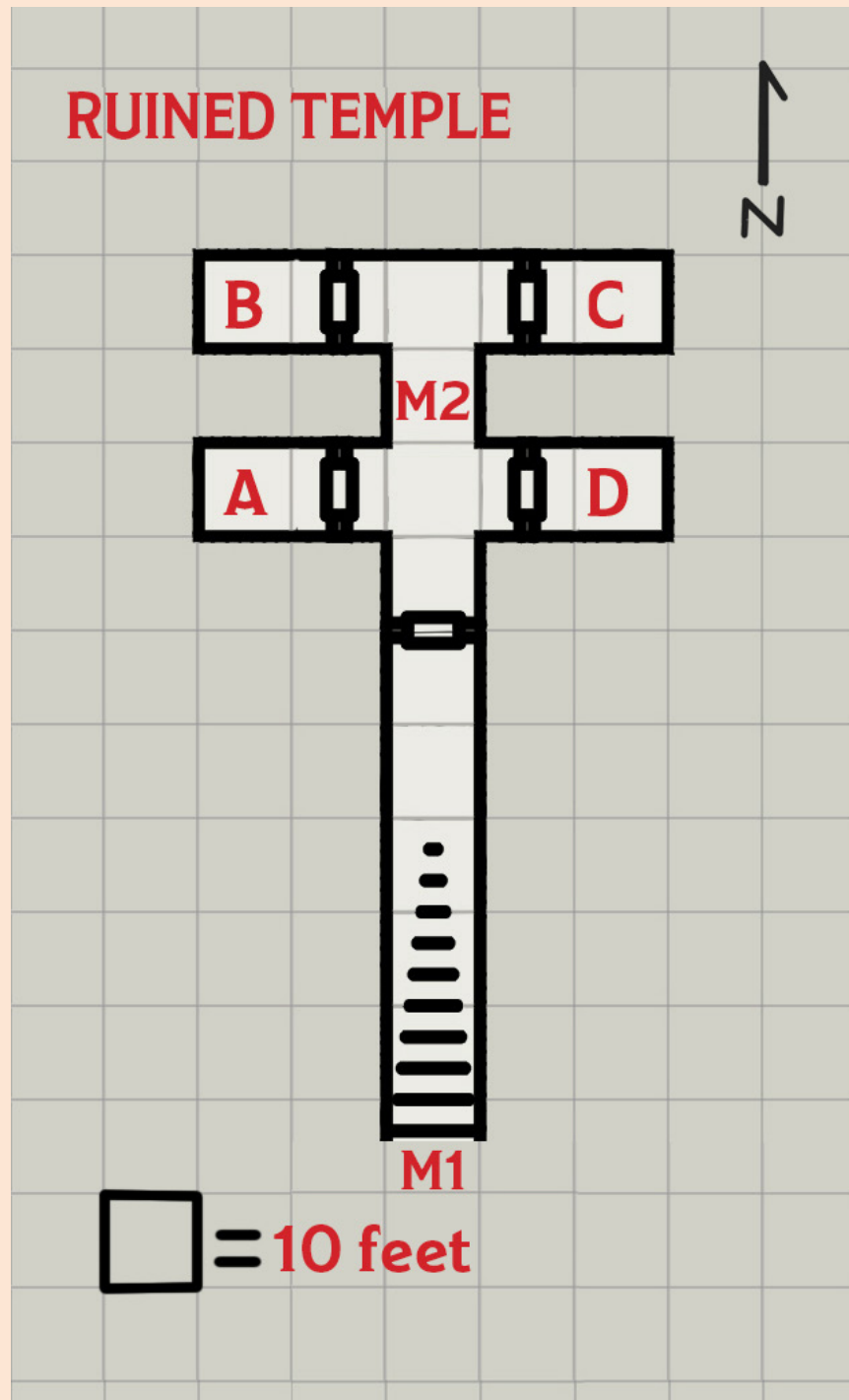
**Proficiency Bonus** +2

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DM MAP





## CREDITS

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# ORANGE

Fighter / Level 1

## ABILITY SCORES

Name Score Modifier

**STRENGTH** 16 +3  
Athletics +5

**DEXTERITY** 10 +0

**CONSTITUTION** 15 +2

**INTELLIGENCE** 12 +1  
History +3

**WISDOM** 13 +1  
Animal Handling +3  
Perception +3  
Survival +3

**CHARISMA** 8 -1

Proficient skills listed below relevant ability score.

**ARMOR CLASS** 19

**HIT POINTS** 14  
(1d10 + 2)

**INITIATIVE** +0

**SPEED** 30 ft.

## SAVING THROWS

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

## SENSES

Passive Perception 11

**PROFICIENCY BONUS** +2

## WEAPONS

Name	Range	Modifier	Damage
<b>Longsword</b>	-	+5	1d8 + 3 slashing
<b>Handaxe</b>	20/60	+5	1d6 + 3 slashing

## EQUIPMENT

Chain mail, shield, longsword, 2 handaxes, backpack, bedroll, carpenter's tools, mess kit, iron pot, 10 days' rations, 50 feet of hempen rope, shovel, tinderbox, 10 torches, waterskin, 10 gp



# ORANGE



## PROFICIENCIES & LANGUAGES

**Armor:** Heavy Armor, Light Armor, Medium Armor, Shields

**Weapons:** Martial Weapons, Simple Weapons

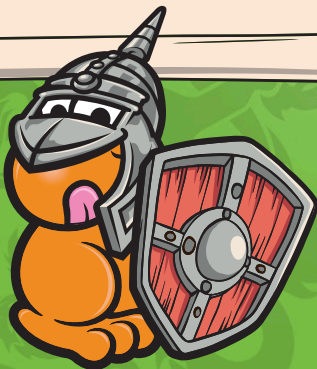
**Tools:** Carpenter's Tools, Land Vehicles

**Languages:** Common, Elvish

## CLASS FEATURES

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC (already calculated).

**Second Wind.** Once per short rest, you can use a bonus action to regain 1d10 + 1 hit points.



## BACKGROUND

**Folk Hero.** You were raised by common folk, and through your great deeds have become their champion. You can find a place to hide or rest among other commoners and will shield you from the law or anyone else searching for you.

## PERSONALITY

**Spontaneous.** You excel in physical situations and athletic challenges, a master of weaponry and combat. You are always there when someone needs to kick down a door, explore an abandoned dungeon, or stand up to a pesky kobold. Your brave, quick-thinking nature serves you well.

**Alignment:** Chaotic Good