

**Stout Halfling Cleric (Phlan Refugee) 1**

**Strength** +0 (10)  
**Dexterity** +3 (16)  
**Constitution** +2 (14)  
**Intelligence** -1 (8)  
**Wisdom** +2 (15)  
**Charisma** +1 (12)

**Combat Statistics**

**Initiative** +3  
**Passive Perception** 12  
**Speed** 25 ft  
**Saving Throws:** Wisdom +4, Charisma +4  
**Armour Class:** 16 (leather and shield)  
**Hit Points:** 10                    **Hit Dice:** 1d8

**Attacks**

*Sacred Flame:* 1d8 radiant, Dex DC 15 avoids; Range: 60 ft.  
Mace: +2 to hit, 1d6 bludgeoning damage  
Light crossbow: +5 to hit, 1d8+3 piercing; 80/320 ft.

**Abilities**

**Lucky:** When you roll a 1 on your attack roll, ability check or saving throw, you can reroll the die and must use the next roll.

**Brave:** You have advantage on saves against being frightened.

**Halfling Nimbleness:** You can move through the spaces of any creature of a size larger than yours.

**Stout Resilience:** You have resistance to poison and advantage on saves vs poison

**Spellcasting** (DC 15, Atk +5): prepare 6 spells, slots: 2xfirst.

**Divine Domain – Life:** restore additional HP 2+spell level from healing spells of 1st level or higher.

**Cantrips:** Light, Resistance, Sacred Flame

**Spells Prepared (6):** Bless, Command, Cure Wounds, Guiding Bolt, Healing Word, Inflict Wounds

**Skills**

Athletics +2, Insight +4, Persuasion +3, Religion +1

**Other Proficiencies & Languages**

Mason tools

Speaks Common, Draconic and Halfling.

**Equipment**

Leather	Backpack
Mace	Bedroll
Shield	Mess Kit
Light Crossbow	Tinderbox
20 bolts	10 torches
Mason tools	10 days rations
Traveller's clothes	Waterskin
15 gp	50 feet rope

**Alignment**

Lawful Evil (Bane, god of Tyranny)

**Faction****Zhentarim**

The Zhentarim seeks to become omnipresent and inescapable, more wealthy and powerful, and most importantly, untouchable. The public face of the organization appears much more benign, offering the best mercenaries money can buy. When a merchant needs an escort for his caravan, when a noble needs bodyguards to protect her holdings, or when a city needs trained soldiers to defend its honour, the Zhentarim provides the best-trained fighting men and women money can buy. However, the cost of doing business with the Black Network can be high.

**Background**

Gone are the happier days of walking into the Laughing Goblin Inn after a hard day's labour. Everything has changed, and you are lucky to be alive. Back in Phlan you could count yourself among those street-wise folks who knew when to pay a bribe and who to work with to make a living. Your ability to listen to the winds of change have saved you before, and this time they allowed you to be one of the lucky few who escaped Phlan with something more than just the shirt on your back.

**Feature: Phlan Survivor**

Whatever your prior standing was, you are now one of the many refugees that have come to Mulmaster. You are able to find refuge with others from Phlan and those who sympathize with your plight. Within Mulmaster this means that you can find a place to bed down, recover, and hide from the watch with either other refugees from Phlan, or the Zhents within the ghettos.

**Personality Traits**

I protect those around me, you never know when one of them might be useful. I never cared for personal hygiene, and are amazed it bothers others.

**Ideal**

As shown in Phlan, the strong survive. If you are weak you deserve what you get.

**Bond**

I await the day I can return to my home in Phlan.

**Flaw**

I used the lives of children to facilitate my escape from Phlan.

## 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

### Command

1st-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Grovel.** The target falls prone and then ends its turn.

**Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

### 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

### 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.

### Healing Word

1st-level evocation

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

### Inflict Wounds

1st-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach.

On a hit, the target takes 3d10 necrotic damage.

### 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.

### Resistance

Abjuration cantrip

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a miniature cloak)

**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 saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

### 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.