

## Human Cleric (Hillsfar Merchant) 1

**Strength** +2 (14)  
**Dexterity** +0 (10)  
**Constitution** +1 (12)  
**Intelligence** +1 (13) History +3, Religion +3  
**Wisdom** +3 (16) Insight +5, Save +5  
**Charisma** +2 (14) Persuasion +4, Save +4

Armour Class <b>18</b>	Hit Points <b>9</b>	Hit Dice <b>1d8</b>
Initiative <b>+0</b>	Speed <b>30 ft.</b>	P. Perception <b>13</b>

### Attacks

**Mace:** +4 to hit 1d6+2 bludgeoning damage  
Melee: 5 ft.  
**Sacred Flame:** 1d8 radiant, Dex DC 13 avoids  
Range: 60 ft.  
**Light crossbow:** +2 to hit 1d8 piercing damage  
Range: 80/320 ft.

### Spellcasting (Life Domain)

**Cantrips:** *light, resistance, sacred flame*  
**1st-level (2):** *bless, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*  
 - You may cast two first-level spells per day

### Tools & Languages

Land and water vehicles; Speaks Common and Elvish.

### Equipment

Chain mail	Backpack
Shield	Bedroll
Mace	Mess Kit
Light Crossbow	Tinderbox
20 bolts	10 torches
Fine set of clothes	10 days rations
Signet ring	Waterskin
Letter of introduction	50 feet rope
Holy Symbol	
25 gp	

### Alignment - Lawful Neutral

**Deity:** Waukeen, goddess of wealth

### Faction – Lords' Alliance

The Lords' Alliance is a loose confederation of rulers from around the region, seeking to maintain stability.

- If civilization is to survive, all must unite against the dark forces that threaten it.
- Glory comes from protecting one's home and honouring its leaders.
- The best defence is a strong offense.

### Background

Before becoming an adventurer, you were a successful merchant operating out Hillsfar, the City of Trade. Your family operated warehouses, organized caravans, managed stores, or owned a ship and has trade contacts throughout the Moonsea region, as well as up and down the length of the Sword Coast. You've largely given that life up for some reason and have chosen to seek adventure instead.

### Feature: Trade Contact

You and your family have trade contacts such as caravan masters, shopkeepers, sailors, artisans, and farmers throughout the Moonsea region and all along the Sword Coast. Once per game session, when adventuring in either of those areas, you can use those contacts to get information about the local area or to pass a message to someone in those areas, even across the great distance between the two areas

### Personality Traits

I work hard and seldom make time for fun. I ask a lot of questions to get information about those with whom I am working and dealing

### Ideal

I spend my money very carefully.

### Bond

I am fiercely loyal to those with whom I work.

### Flaw

I am overconfident. I overestimate my abilities.

## Spells

### Cantrips

#### Light

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 hour

One object you touch sheds bright light in a 20 ft. radius and dim light 20 ft. beyond that in the colour of your choice. The spell ends if you recast it or dismiss it as an action. If a hostile creature is holding the object, the creature may make a Dexterity save to avoid the spell.

#### Resistance

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 minute

You touch a willing creature. After making a saving throw, the creature may roll an additional 1d4 and add it to the result. The spell then ends.

#### Sacred Flame

**Casting Time:** 1 action

**Range:** 60 feet

A creature within range must make a DC 13 Dexterity saving throw or suffer 1d8 radiant damage. Cover does not protect the creature.

### First-level Spells

#### Bless

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Up to three creatures add an additional 1d4 to each attack roll or saving throw they make while the spell lasts.

#### Cure Wounds

**Casting Time:** 1 action

**Range:** Touch

A creature you touch regains 1d8+6 hit points.

#### Guiding Bolt

**Casting Time:** 1 action

**Range:** 120 feet

You shoot a bolt of light at a creature. Make a ranged attack roll (+5). If you hit, the target takes 4d6 radiant damage and the next attack roll made against the target before the end of your next turn has advantage.

#### Healing Word

**Casting Time:** 1 bonus action

**Range:** 60 feet

A creature within range regains 1d4+6 hit points.

#### Inflict Wounds

**Casting Time:** 1 action

**Range:** Touch

Make a melee spell attack (+5) against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

#### Shield of Faith

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

A magical force field protects a creature within range. It gains +2 AC for the duration.

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#### Stuck for a character name?

**Male:** Darwin, Dorn, Gorstag, Grim, Malark, Randal, Stedd. **Female:** Arveen, Esvele, Jhessail, Kerri, Miri, Rowan, Shandri  
**Surnames:** Amblecrown, Buckman, Dunderdragon, Evenwood, Greycastle, Tallstag.