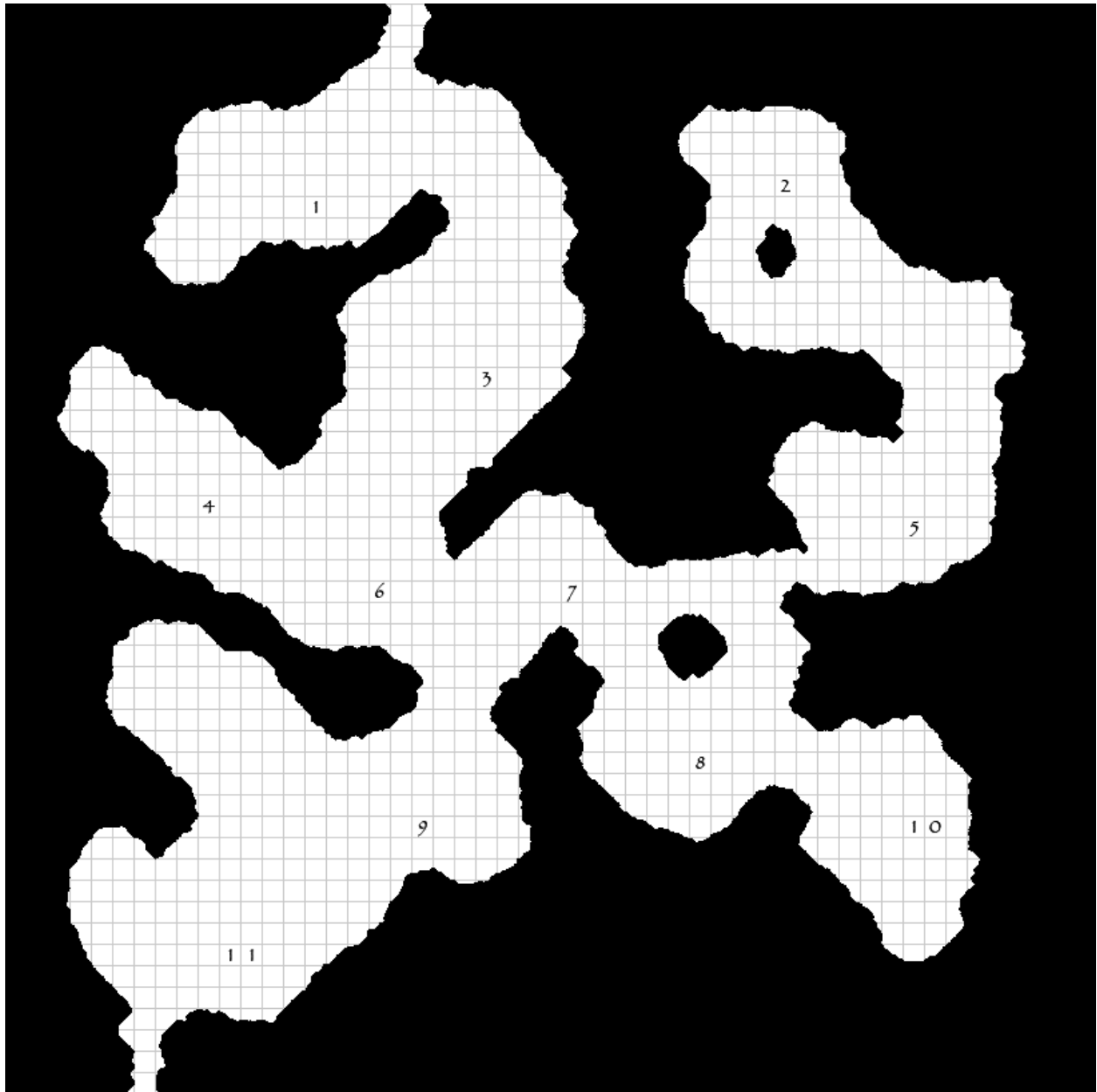




General:

History: The dungeon was created by yuan-ti as a lair. Its creators were destroyed by a natural disaster, and the dungeon has been conquered and altered many times since then. It is in the Fallen Star Mountain Range.

Size: Medium (51 x 51)

Walls: Many walls are Hewn Ice (DC 20 to climb).

Floor: mixture of flat terrain, with random jagged stones, and various stalactites and stalagmites overhead.

Illumination: Shadowy (dim light), phosphorescent fungus, about every 20 feet.

Each number is a treasure chest. There is a minimum of 1 mimic.

Name: Zephyr Stormwhisper Location #1 On map.

Minions: 3 Goblins: <https://www.aidedd.org/dnd/monstres.php?vo=goblin>

Race: Air Genasi

HP: 14. AC: Using Unarmored Defense (Barbarian feature): $10 + \text{Dexterity modifier (+1)} + \text{Constitution modifier (+2)} = 13$

Greataxe: 1d12 slashing damage (Strength-based attack, +4 to hit, +2 damage)

Ability Scores (using standard array and racial bonuses):

- Strength: 15 (+2) [14 + 1 from Air Genasi]
- Dexterity: 13 (+1)
- Constitution: 14 (+2) [13 + 1 from Air Genasi]
- Intelligence: 10 (+0)
- Wisdom: 12 (+1)
- Charisma: 8 (-1)

Proficiencies:

- Armor: Light armor, medium armor, shields
- Weapons: Simple weapons, martial weapons
- Tools: None
- Saving Throws: Strength, Constitution
- Skills: Athletics, Intimidation (chosen from barbarian list)

Skill Modifiers:

- Athletics: +4 (+2 Strength, +2 proficiency)
- Intimidation: +1 (-1 Charisma, +2 proficiency)
- Acrobatics: +1 (Dexterity)
- Animal Handling: +1 (Wisdom)
- Arcana: +0 (Intelligence)
- Deception: -1 (Charisma)
- History: +0 (Intelligence)
- Insight: +1 (Wisdom)
- Investigation: +0 (Intelligence)
- Medicine: +1 (Wisdom)

- Nature: +0 (Intelligence)
- Perception: +1 (Wisdom)
- Performance: -1 (Charisma)
- Persuasion: -1 (Charisma)
- Religion: +0 (Intelligence)
- Sleight of Hand: +1 (Dexterity)
- Stealth: +1 (Dexterity)
- Survival: +1 (Wisdom)

Additional Features from Air Genasi:

- Unending Breath: Can hold breath indefinitely while not incapacitated
- Mingle with the Wind: Can cast the Levitate spell once per long rest (using Constitution as spellcasting ability)

Air Genasi - Cantrip: Shocking Grasp. 1st-level spell: Feather Fall

You can cast the feather fall spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.

Constitution is your spellcasting ability for these spells.

Lightning Resistance: You have resistance to lightning damage.

At 1st level, barbarians gain the following features:

- Rage
- Unarmored Defense

3 passive scores:

📊 Passive Perception: 11

Calculation: $10 + \text{Wisdom modifier (+1)}$

📊 Passive Investigation: 10

Calculation: $10 + \text{Intelligence modifier (+0)}$

📊 Passive Insight: 11

Calculation: $10 + \text{Wisdom modifier (+1)}$

Name: Vesper Shadowwhisper Location between 9 – 11.

Minions: 3 zombies: <https://www.aidedd.org/dnd/monstres.php?vo=zombie>

Race: Shadar-kai (fits thematically with the twilight domain) Ability Scores (using standard array and racial bonuses):

- Strength: 13 (+1)
- Dexterity: 12 (+1)
- Constitution: 14 (+2)
- Intelligence: 10 (+0)
- Wisdom: 15 (+2) [+1 from Shadar-kai]
- Charisma: 8 (-1)

HP: 10 (8 from Cleric's d8 Hit Die + 2 from Constitution modifier)

Weapon: Warhammer 1d8 bludgeoning damage. Shield +2 ac + AC: 16 (Chain mail) = 18.

Initiative: +1 (Dexterity modifier) Skill Proficiencies (assuming two from Cleric list):

1. Insight
2. Religion

Skill Modifiers:

- Insight: +4 (+2 Wisdom, +2 proficiency)
- Religion: +2 (+0 Intelligence, +2 proficiency)
- Perception: +2 (+2 Wisdom)
- Other skills based on ability modifiers

Saving Throw Proficiencies:

- Wisdom: +4
- Charisma: +1

Skill Scores:

1. Strength-based (+1):
 - o Athletics: +1
2. Dexterity-based (+1):
 - o Acrobatics: +1
 - o Sleight of Hand: +1
 - o Stealth: +1
3. Intelligence-based (+0):
 - o Arcana: +0
 - o History: +0
 - o Investigation: +0
 - o Nature: +0
 - o Religion: +2 (proficient)
4. Wisdom-based (+2):
 - o Animal Handling: +2
 - o Insight: +4 (proficient)
 - o Medicine: +2
 - o Perception: +2
 - o Survival: +2

5. Charisma-based (-1):
 - o Deception: -1
 - o Intimidation: -1
 - o Performance: -1
 - o Persuasion: -1

The three passive score:

1. Passive Perception: 12 (10 + Wisdom modifier)
2. Passive Investigation: 10 (10 + Intelligence modifier)
3. Passive Insight: 14 (10 + Wisdom modifier + proficiency bonus)

Remember, as a Twilight Cleric, she also has:

- Eyes of Night (300 ft. darkvision, sharable)
- Vigilant Blessing (advantage on initiative for one creature)

Spell Slots:

- 2 1st-level spell slots (standard for a 1st level cleric)

Cantrips (3):

1. Sacred Flame
2. Guidance
3. Toll the Dead

1st-level Spells (2 prepared + 2 domain spells):

Prepared:

1. Healing Word
2. Shield of Faith

Domain Spells (always prepared, don't count against prepared limit):

3. Faerie Fire
4. Sleep

Name: Lumin Brightshield Race: High Elf (for their natural affinity with magic and longevity, representing the preservation of life) Subclass: School of Abjuration Ability Scores (using standard array and racial bonuses):

- Strength: 8 (-1)
- Dexterity: 14 (+2) [+2 from High Elf]

- Constitution: 13 (+1)
- Intelligence: 15 (+2) [+1 from High Elf]
- Wisdom: 12 (+1)
- Charisma: 10 (+0)

Minion: Gray ooze: <https://www.aidedd.org/dnd/monstres.php?vo=gray-ooze>

Cantrips (3 + 1 from High Elf): Location 8 – 10.

1. Mage Hand
2. Light
3. Blade Ward
4. Minor Illusion (High Elf racial cantrip)

2 1st-level spell slots. 1st-level Spells (6 in spellbook, can prepare Intelligence modifier + Wizard level = 3 spells):

1. Mage Armor
2. Shield
3. Protection from Evil and Good

HP: 7. AC: 12; With Mage Armor spell: 15 (13 + Dexterity modifier) Initiative: +2

Quarterstaff: 1d6 bludgeoning; Dagger: 1d4 piercing (finesse, light, thrown range 20/60)

- Passive Perception: 11 (10 + Wisdom modifier)
- Passive Investigation: 12 (10 + Intelligence modifier)
- Passive Insight: 11 (10 + Wisdom modifier)

Skill Check Modifiers:

(Assuming proficiency bonus of +2 at level 1)

1. Strength-based skills (-1):
 - o Athletics: -1
2. Dexterity-based skills (+2):
 - o Acrobatics: +2
 - o Sleight of Hand: +2
 - o Stealth: +2
3. Intelligence-based skills (+2, +4 if proficient):
 - o Arcana: +4 (proficient)
 - o History: +2
 - o Investigation: +4 (proficient)
 - o Nature: +2
 - o Religion: +2
4. Wisdom-based skills (+1):
 - o Animal Handling: +1

- o Insight: +1
- o Medicine: +1
- o Perception: +1
- o Survival: +1
- 5. Charisma-based skills (+0):
 - o Deception: +0
 - o Intimidation: +0
 - o Performance: +0
 - o Persuasion: +0

Name: Thorne Blackheart; Location 2 – 5.

L3: Oath Breaker Paladin

Race: Tiefling

Minions: Fist of Bane - <https://www.aidedd.org/dnd/monstres.php?vo=fist-of-bane> (Female, Vanessa Darkheart; Deep Gnome).

<https://www.aidedd.org/dnd/monstres.php?vo=ancient-shadow>

<https://www.aidedd.org/dnd/monstres.php?vo=darkmantle>

<https://www.aidedd.org/dnd/monstres.php?vo=chitine>

Ability Scores (using standard array and racial bonuses):

- Strength: 15 (+2)
- Dexterity: 12 (+1); +1 Initiative
- Constitution: 13 (+1)
- Intelligence: 10 (+0)
- Wisdom: 8 (-1)
- Charisma: 14 (+2) [+2 from Tiefling]

25 HP, Armor: Chain mail (AC 16), Shield: +2 AC = AC: 18.

Longsword: 1d8 + 2.

Skill Proficiencies:

- Athletics
- Intimidation

Saving Throw Proficiencies:

- Wisdom

- Charisma

Armor Proficiencies:

- All armor
- Shields

Weapon Proficiencies:

- Simple weapons
- Martial weapons

Tool Proficiencies:

- None (typical for Paladins)

Languages:

- Common
- Infernal (from Tiefling race)

- Athletics: +4 (+2 from Strength, +2 from proficiency bonus)
- Intimidation: +4 (+2 from Charisma, +2 from proficiency bonus)
- Acrobatics: +1 (Dexterity)
- Sleight of Hand: +1 (Dexterity)
- Stealth: +1 (Dexterity)
- Arcana: +0 (Intelligence)
- History: +0 (Intelligence)
- Investigation: +0 (Intelligence)
- Nature: +0 (Intelligence)
- Religion: +0 (Intelligence)
- Animal Handling: -1 (Wisdom)
- Insight: -1 (Wisdom)
- Medicine: -1 (Wisdom)
- Perception: -1 (Wisdom)
- Survival: -1 (Wisdom)
- Deception: +2 (Charisma)
- Performance: +2 (Charisma)
- Persuasion: +2 (Charisma)

 Passive Perception: 9
(10 - 1 Wisdom modifier)

 Passive Insight: 9
(10 - 1 Wisdom modifier)

 Passive Investigation: 10
(10 + 0 Intelligence modifier)

Spell Slots:

- 3 1st-level spell slots

Prepared Spells (4 total, based on Charisma modifier +2 and Paladin level):

1. Inflict Wounds
2. Bane
3. Command
4. Wrathful Smite

Additional Abilities:

1. Divine Smite (can use with any melee weapon attack)
2. Channel Divinity: Control Undead (usable once per short rest)