

## EZORA, THE WILDHEARTED WIZARD

*Chaotic Good Human Wizard (School of Evocation), she/her*

Ezora is a tough, passionate young wizard who relies on fast reflexes and clever spell use to survive and understand the world around her. What she lacks in classical schooling, she more than makes up for with her curious mind and a deep connection to the natural world. In dangerous situations, Ezora tends to take risks, believing she always has the right combination of spells prepared for any given challenge.

As a child, Ezora did everything she could to escape the mundanity of family expectations. Her father was the town's corrupt mayor. Her mother was a minor hedge wizard who ran the local apothecary. Before Ezora's sixteenth birthday, suitors had already lined up to make her father marriage offers. Yet, all she ever wanted was to run through the woods, climb trees, and delve into old ruins with forgotten histories. After one of the many times she ran away from home, she found a half-sunken tower amidst a fetid swamp. There, she recovered an old, moldy spellbook. After being caught and dragged home, Ezora showed the book to her mother. Ezora's mother agreed to teach her the book's spells if she promised to stop running away and to take her duties seriously. So Ezora began to eagerly learn magic, quickly exceeding her mother's ability to teach her.

On her eighteenth birthday, Ezora was to marry a wealthy merchant's horrible son. But when Ezora's mother went to her chambers that morning, her daughter was nowhere to be found. Enraged, her father sent the town's militia to search for Ezora in the nearby forest. But a spirit came to Ezora first, promising to hide her and show her a secret trail through the woods if she swore to use her magic to protect nature and its creatures. Ezora saw the spirit's true form—a beautiful unicorn with a brilliant gleaming horn—and wept with joy. She agreed to the spirit's offer and escaped her family, leaving her father embarrassed and her mother brokenhearted. Before the spirit departed, it gave Ezora the gift of a ring imbued with healing magic.

After starting a new life, Ezora wandered the world on foot, working first as a gardener and later as a nurse. She spent all her earnings on wizardly instructors and new spells to prepare her for the Test of High Sorcery. At last, she believes she is ready to journey to the Tower of Wayreth and make good on her promise to the spirit, which helped her escape from her dreadfully boring previous life.





## DESTINY POINTS



## INSPIRATION



## TRAITS

## ITEMS

## SPELLS

**Preparing Wizard Spells:** Ezora can prepare up to eight spells from her spellbook when she finishes a long rest.

**Cantrips:** *Light, Mage Hand, Prestidigitation, and Ray of Frost*

**1st Level:** *Comprehend Languages, Detect Magic, Feather Fall, Grease, Identify, Mage Armor, Magic Missile, Shield, and Sleep*

**2nd Level:** *Knock, Misty Step, Mirror Image, Scorching Ray, and Shatter*

## PREPARED SPELLS

AC

SPEED

INIT.

PROF.

HIT DIE (D6)

STR

9  
(-1)

-1 Athletics

DEX

16  
(+3)+3 Acrobatics, +3 Sleight of Hand,  
+3 Stealth

CON

10  
(+0)

INT

18  
(+4)**+6 Saving Throws, +6 Arcana,**  
**+4 History, +4 Investigation,**  
**+6 Nature, +4 Religion**

WIS

14  
(+2)**+4 Saving Throws,**  
**+2 Animal Handling, +2 Insight,**  
**+4 Medicine, +4 Perception,**  
**+2 Survival**

CHA

10  
(+0)**+0 Deception, +0 Intimidation,**  
**+0 Performance, +0 Persuasion**

## ATTACKS

NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Ray of Frost	+6	1d8 cold
3x Scorching Ray	+6	2d6 fire
Shatter	DC 13 CON	3d8 thunder

CURRENT HP

MAX HP

TEMP HP

DEATH SAVES

SUCCESSES

FAILURES

EXH.

## SPELL SLOTS

1ST LEVEL

2ND LEVEL

## FEATURES

**Languages.** You can speak and read common, draconic, and elvish.**Spellcasting.** You cast wizard spells you have prepared using INT (Spell DC 14, Spell Attack +6) wizard spells in your spellbook as rituals if they have the ritual tag.☐**Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.**Sculpt Spells.** When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.☐**Ring of the Unicorn.** The ring has one charge, which recharges daily at dawn. You can expend a charge and use a minor action to regain 2d4+2 hit points. When you use this ability, you have advantage on your next saving throw made within one minute.



## THORKAM, THE SHREWD SORCERER

*Lawful Evil Dwarf Sorcerer (Draconic Bloodline), he/him*

Thorkam is a clever and conniving sorcerer, who would as easily sweet-talk an enemy as backstab a friend. A self-proclaimed man-of-many-hats, he uses magic to manipulate others, finding ways to grasp power and control in a dangerous and unpredictable world. Thorkam usually does the talking and lets others do the dirty work of fighting. But when Thorkam fights, he is a cruel foe to face.



Thorkam, to the horror of his family and the Mosskar clan, was born with glittering green scales across his back. These scales are the remnants of a deal one of Thorkam's ancestors made with the Bloodbane line of dragons, where in exchange for lifelong servitude to the green dragons, the Mosskars would receive a fragment of draconic power. Over several generations, the Mosskars fell out of favor with the Bloodbane dragons, and the draconic magic in their blood fell dormant as the family tried to make a normal life in quiet trading settlements as humble but talented smiths.

As soon as he could walk and talk, Thorkam's mothers warned him never to show his scales or use the magic that stained their legacy. Instead, they encouraged him to learn the family trade. However, Thorkam saw this draconic power as a great opportunity to make something better of his life. He would secretly practice magic in the dead of night and use his growing powers to lie, steal, and cause trouble in town. His family attempted to guide him towards a path of honest work, but the taste of power had taken its hold on his heart.

The town and his family quickly became barriers to his quest for further ambition, and once he came of age, he left home in search of new arcane secrets. He donned eye-catching clothes and traveled between ruins and towns under the guise of scholar, salesman, or any other identity that best suited his needs. After exhausting all the libraries and tutors he could scam or steal from, he set his eyes on the Tower of Wayreth and the secrets locked behind the Test of High Sorcery.



## DESTINY POINTS



## INSPIRATION



## TRAITS

## ITEMS

## SPELLS

**Cantrips:** *Mage Hand, Message, Minor Illusion, Prestidigitation, and Shocking Grasp*

**1st Level:** *Color Spray, Expeditious Retreat, and Thunderwave*

**2nd Level:** *Scorching Ray and Suggestion*

**Font of Magic.** You have 4 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.



## SORCERY POINTS

**Empowered Spell (Metamagic).** When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 3 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

AC

SPEED

INIT.

PROF.

## HIT DIE (D6)

## STR

10  
(+0)

+0 Athletics

## DEX

9  
(-1)-1 Acrobatics, -1 Sleight of Hand,  
-1 Stealth

## CON

16  
(+3)

+5 Saving Throws

## INT

14  
(+2)+4 Arcana, +2 History,  
+2 Investigation, +2 Nature,  
+2 Religion

## WIS

12  
(+1)+1 Animal Handling, +3 Insight, +1  
Medicine, +1 Perception, +1 Survival

## CHA

16  
(+3)+5 Saving Throws, +5 Deception,  
+3 Intimidation, +3 Performance,  
+5 Persuasion

## ATTACKS

NAME	ATK BONUS	DAMAGE
Dagger	+2	1d4+piercing
Handaxe	+2	1d6 slashing
Shocking Grasp	+5	1d8 lightning
Thunderwave	DC 13 CON	2d8 thunder
3x Scorching Ray	+5	2d6 fire

CURRENT HP MAX HP

TEMP HP

DEATH SAVES

SUCCESSES

FAILURES

EXH.

## SPELL SLOTS

1ST LEVEL

2ND LEVEL

## FEATURES

**Languages.** You can speak and read common, draconic, dwarvish, and elvish.

**Spellcasting.** You cast sorcerer spells using CHA (Spell DC 13, Spell Attack +5).

**Dragon Ancestor (Green).** You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.

**Darkvision.** You can see in darkness (shades of gray) up to 60 ft.

**Dwarven Resilience.** You have advantage on saves against poison and resistance against poison damage.

**Stonecunning.** You have +6 to Intelligence (History) checks related to the origin of stonework.

☐

**Amulet of Chilling Fear.** While wearing the amulet, you have advantage on Charisma (Intimidation) checks. When you hit a living creature with a weapon or spell attack, you can spend your reaction to force them to make a saving throw against your spell save DC. On a failed save, they become frightened for one minute. Once you use this ability, you cannot use it again until you finish a long rest.



## ADRALEI, THE BROADMINDED BARD

*True Neutral Elf Bard (College of Lore), they/them*

Adralei is a storyteller at their core who collects pieces of folktales and history with a keenly observant eye. Though they're a bit clumsy with words, Adralei leads with an honest heart and compassion. They like few things more than soothing others with flute songs. Adralei dislikes conflict and finds ways to act as the peacekeeper before even thinking of fighting, but they're also fiercely protective of their friends.

The first words that Adralei knew were not “Mother” or “Father” but the lyrics of a song that floated through the campsite of their nomadic kin. This song, which accompanied Adralei through their childhood and adolescence, was a fragment of an ancient epic. The song was composed by the god of music, Branchala, and gifted to Adrelai's elven family many millennia ago. Much of the song became lost to time, its missing verses a growing mystery in Adrelai's mind.

Adralei's family, generations ago, cast off the oppressive caste system of the Silvanesti elves and wandered through Ansalon. While the family mostly kept to themselves and remained cautious around those who might bear ill will towards elves, they provided food and shelter to those in need. This interaction with people from different cultures and viewpoints gave Adrelai a keen curiosity about the world and deep empathy toward others. Adrelai carried with them this worldly sense when they left home with their family's blessing, seeking to find their ancient song's missing verses. Their family's parting gift was a flute made of bone and silver, which plays a haunting tone.

Adralei has spent much of the last century traveling from town to town, witnessing war and peace, mourning and celebration. While most storytellers pride themselves on objectivity, Adralei couldn't help but get involved with other people's businesses, helping out where they could. They entwine music and magic, using their abilities to heal, soothe, and sort out conflict. One day Adralei heard Branchala's familiar song from their childhood through the trees, and its ancient music led them to Wayreth Forest and the Tower of High Sorcery beyond.





## DESTINY POINTS



## INSPIRATION



## TRAITS

## ITEMS

## SPELLS

**Cantrips:** *Dancing Lights, Prestidigitation, True Strike, and Vicious Mockery*

**1st Level:** *Cure Wounds, Faerie Fire, Thunderwave, and Unseen Servant*

**2nd Level:** *Invisibility, See Invisibility, and Shatter*

## BARDIC INSPIRATION



**Bardic Inspiration.** As a bonus action, another creature within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. You regain expended uses when you finish a long rest.



AC

SPEED

INIT.

PROF.

HIT DIE (D8)

STR

10  
(+0)

+1 Athletics

DEX

14  
(+2)**+4 Saving Throws, +4 Acrobatics,**  
**+3 Sleight of Hand, +3 Stealth**

CON

12  
(+1)

INT

12  
(+1)**+3 Arcana, +3 History,**  
**+3 Investigation, +2 Nature,**  
**+3 Religion**

WIS

14  
(+2)**+3 Animal Handling, +4 Insight, +3**  
**Medicine, +4 Perception,**  
**+6 Survival**

CHA

16  
(+3)**+5 Saving Throws, +4 Deception,**  
**+4 Intimidation,**  
**+7 Performance, +4 Persuasion**

## ATTACKS

NAME	ATK BONUS	DAMAGE
Rapier	+4	1d8+2 piercing
Dagger	+4	1d4+2 piercing
Vicious Mockery	DC 13 WIS	1d4 psychic
Thunderwave	DC 13 CON	2d8 thunder
Shatter	DC 13 CON	3d8 thunder

CURRENT HP

MAX HP

TEMP HP

DEATH SAVES

  

SUCCESSES

FAILURES

EXH.

## SPELL SLOTS

  

1ST LEVEL

2ND LEVEL

## FEATURES

**Languages.** You can speak and read common, draconic, dwarvish, elvish, and gnomish.

**Cutting Words.** As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

**Song of Rest.** If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

**Darkvision.** You can see in darkness (shades of gray) up to 60 ft.

**Fey Ancestry.** You have advantage on saves against being charmed, and magic can't put you to sleep.

**Flute of Keen Observation.** The flute has one charge, which charges daily at dawn. You can expend a charge by spending at least one minute playing the flute's song. When you finish playing, for the next hour, you and an ally who heard the song gain advantage on Wisdom (Perception) checks and can see in normal and magical darkness up to 60 feet for one hour.



## GARREN, THE SNARKY SQUIRE

*Lawful Good Human Fighter (Champion), he/him*

Garren is an experienced soldier who trained under a Knight of Solamnia to fight with sword and shield. A lifelong student of history, Garren is more well-rounded than most squires, though perhaps past his physical prime. He is used to fighting alongside a partner, and he excels at defending others. However, he cannot help his biting wit and often subtly criticizes his allies' mistakes and poor decisions.



The youngest son of poor farmers, Garren grew up in a rural village near Solamnia. He fantasized about embarking on grand far-off adventures, fighting minotaur pirates on the stormy seas, and slaying dragons beneath the shining sun. After striking out to make his fortune as a teenager, Garren encountered Sir Finley, an old Knight of the Crown defending a roadside tavern from a band of raiding goblins. His heart pounding with fear, Garren snuck past the goblins and set their camp ablaze. The distraction allowed the people trapped in the tavern to escape and provided the knight the opportunity to turn the tide. After the battle, Sir Finley found Garren hiding in a hollowed tree trunk and commended the boy for his bravery and for saving many lives. That moment remains Garren's proudest to this day.

In the thirty years since, Garren served as Sir Finley's squire, living a virtuous life under the code of the Oath and the Measure. They had many adventures together, though none nearly as glorious as those Garren dreamt of as a boy, and the squire never achieved a deed great enough to allow him to become a Knight of Solamnia. Life proved hard, muddy, and exhausting. As youth passed him by, Garren found his witty tongue sharpened—and the light of his optimistic spirit dimmed.

Not long ago, on his deathbed, old Finley gave Garren his sword and whispered his final words, "This blade has been passed from father to son for two hundred years. And now I give it to you, my dear, dear Garren. Only promise me you will not close your heart to the world. Our hearts and our virtue are meant to be shared with others."

With tears in his eyes, Garren promised and choked out a quiet farewell. He buried his second father by the roadside that night. The following day, Garren met a young mage on a quest to join the Conclave of High Sorcery. Taking Finley's dying wisdom to heart, Garren swore an oath to accompany the mage, advise them, and protect them during the trials to come.



## DESTINY POINTS



## INSPIRATION



## TRAITS

## ITEMS

## FEATURES

**Languages.** You can speak and read common, dwarvish, and elvish.

**Fighting Style (Protection).** While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.



**Second Wind.** Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.



**Action Surge.** You can take one additional action on your turn. This can be used 1 times per short rest.



**Familial Sword.** You have a +1 bonus to attack and damage rolls made with this magic weapon. When you make an opportunity attack with this weapon, you have advantage on the attack and can roll the weapon's damage die one additional time on a hit. Once you use this ability, you cannot use it again until you finish a long rest.



AC

SPEED

INIT.

PROF.

HIT DIE (D10)

CURRENT HP MAX HP

TEMP HP

DEATH SAVES

SUCCESSES

FAILURES

EXH.

STR

16  
(+3)**+5 Saving Throws, +5 Athletics**

DEX

10  
(+0)**+0 Acrobatics, +0 Sleight of Hand,**  
**+0 Stealth (Disadvantage)**

CON

15  
(+2)**+4 Saving Throws**

INT

12  
(+1)**+1 Arcana, +3 History,**  
**+1 Investigation,**  
**+1 Nature, +1 Religion**

WIS

14  
(+2)**+4 Animal Handling, +2 Insight,**  
**+2 Medicine, +2 Perception,**  
**+2 Survival**

CHA

14  
(+2)**+2 Deception, +2 Intimidation,**  
**+2 Performance, +4 Persuasion**

## THE OATH AND THE MEASURE

The Oath of the Knights of Solamnia is “Est Solarus oth Mithas,” which means, “my honor is my life.” The Oath was created by the orders’ founder, Vinas Solamnus, and is the core principle knights were meant to live by. For centuries after the Cataclysm, the knights lost the Oath’s spirit and lived only by the Measure.

Vinas also wrote the Measure, a more detailed doctrine that clearly defined knightly honor. Generations of successors added to the Measure until it became an unwieldy collection of thirty-seven massive volumes filled with contradictions that no knight could truly follow. After the War of the Lance, the abbreviated and revised Measure emphasized the courteous treatment of marginalized people, giving up pursuits of glory, achieving honor through personal sacrifice, and embarking on Quests of Virtue. These quests allowed squires to join the knighthood, knights to climb to a higher rank within their order, and disgraced knights to regain their honor.

Because of bloating inconsistencies in the Measure throughout history, some knights conflate honor with absurd bylaws or classist ideology. When playing a character who follows the Oath and the Measure, decide how much of the doctrine they know by heart, how closely they follow it, and how they personally define honor. Is the more flexible Oath their guiding light, or do they live by the rigid rules laid out by the Measure? And what would it take to make them break an oath or act against their values?

## ATTACKS

NAME

ATK BONUS

DAMAGE

Familial Sword +6 1d8+4 slashing

Handaxe +5 1d6+3 slashing