

NEJAVINA



A Slavic Mythological Setting
for D&D 5th ed.

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NEJAVINA

A full-fledged RPG setting, rooted in Slavic Folklore and
Mythology, with a set of 3D printable STL miniatures!

TEXT

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**Download the pre-generated
characters as separate PDFs**



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ΦΥΛΛΑ ΕΙΔΗΣ





NEJAVINA

Venture into the mysterious place called Nejavina, meaning Unwakeful Land, a Land of Dreams. Meet the colorful peoples, folklore-rooted demons and cheeky domovojs – house spirits.

- Create your local character with the Slavic-inspired subclasses, or bring in your seasoned adventurer into Nejavina!
- In there, you can:
- solve mysteries, kill beasts or lift curses like your favorite white-haired monster hunter
- sign a pact with a Devil and get unimaginable riches
- take part in a wild night of feasts during a Kupalnocka, the celebration of the summer solstice
- meet **DEATH** herself

IN THE TIMES LOST FROM MEMORY

When we are taught in school about the advent of human civilization we also learn about numerous mythologies and philosophies that shaped the societies we live in today. Our team comes (mostly) from Poland, where we learned ancient history of the great civilizations

like Mesopotamia, Egypt, China, India, Greece and Rome. We got to know the medieval history of Christianity and Europe – Franks, Normans and the beginning of Islam. Then usually comes the time for our very own history, which in Poland's case begins from a single date: 966CE. What came before that is studied at Universities because there are not that many written sources about the early history of Slavic peoples. They are there, but not nearly as numerous as those about, say, Greece.

The information about pre-Christian Slavic beliefs is even scarcer. Nonetheless, it draws us all in with something magical, with customs we still practice today after so much was lost to us. While the Slavic cosmogony is blurry at best, the supernatural of the daily life was very much present in the Slavic countryside in the 19th and 20th centuries, and some of it still lingered during our childhood and even further to this day.

To indulge our imagination we decided to create a land full of very real Slavic demons, half demons and spirits of all kinds, mingled with humans in a period of Slavic tribalism based on 9th up to 12th century, with some later references and ideas mixed in. This land called Nejavina, meaning Unwakeful Land, a Land of Dreams is filled with local communities worried about their local matters, with troublesome demons and their domovojs – house spirits. The town and cities

are few, with the biggest one – Nejava – counting not more than 50 000 (as did Kiev in the first half of the 12th century). The others are a magnitude smaller, with the common village counting a couple dozen people. The towns and villages are separated by wilderness that is home to wild animals and wild spirits. People fear that wilderness and the danger of the unknown. Those who travel use only the well known roads, paths and rivers. To do otherwise ends in horrible death more often than not, as folk knowledge and rituals aren't always as effective a protection as a simple person may hope.

The last factual inspiration for the setting and its atmosphere is not Slavic demonology, but Slavic faith and gods – a topic that we know the least about. Almost every Slavic country's history begins alongside Christianisation that brought with it the purging of local pagan beliefs. Those purges worked effectively – Slavic gods, even those whose existence and importance we're sure of, are shrouded in mystery. We know much more about your neighborhood demonic cat, snake or wind demon than about gods who held people's lives in the palms of their hands. We want to reflect that state of knowledge within

the setting – where the gods are a thing of the past, driven away from the land, forgotten and frowned upon, but somehow still present in the old festivals – now void of sacrifices and prayers for them – and in curses people bring upon themselves. Yet the remnants of old cults prevail, nurturing old rituals in secret, hoping to rise one day, in what we could call a pagan reaction.

ABOUT LANGUAGE

During the creation of a Slavic setting inhabited by Slavic demons we stumbled upon a linguistic problem of taxonomy, i.e. how to present the names of creatures and places. The native names somewhat differ across many Slavic languages and their spelling also varies in English. We've decided to approach this by sticking to the basic rules used by an artificial language called Medžuslovjanski – or just Interslavic. They are changed here to simplify the spelling and pronunciation for non-slavic speakers. What follows is an overview of letter pronunciation.



LETTER PRONUNCIATION

Letter	Pronunciation in English	Approximated sounds
A	a as in father	ah
B	b as in bed	b
C	ts as in fits or tsunami	ts
Č	ch as in church	ch
D	d as in door	d
E	e as in met or best	eh
F	f as in fine	f
G	g as in good	g
H	h as in Loch Ness	kh
I	ea as in beat or ee in feet (never in l!)	ee
J	y as in yacht (never in John!)	y
K	k as in keen or c as in cat	k
L	l as in lollipop	l
M	m as in mother	m
N	n as in never	n
O	o as in or (not in go!)	oh
P	p as in print	p
R	rolled r (like in Russian or Spanish)	r
S	s as in spin	s
Š	sh as in show	sh
T	t as in put or take	t
U	oo as in book	oo
V	v as in very	v
Y	i as in bit	i
Z	z as in zebra	z
Ž	si as in vision or s in measure	zh

To give a couple examples, Nejavina is pronounced “neh-YAH-vee-nah” with stress (or accent) put on -ja- or -yah- ; Breginja becomes breh-GEE-nyah (j appears after n quite often!); Žeža will be ZHEH-zhah and Puščanske – poosh-CHAHN-skeh.

Singular and plural number are also worth mentioning. Nouns ending with -e or -i are usually plural, sometimes written with an

additional English -s, like it happens in case of pierogies or pierogis (while singular is pieróg).

In general, when in doubt, try writing the name in an online translator for Czech, Croatian or Polish and it will usually read it aloud for you correctly. Or just roll with it as your intuition tells you – it’s all meant to be fun, not hard work!





PNEJAVNA:
THE UNWAKEFULL
LAND





NEJAVINA: THE UNWAKEFULL LAND

HISTORY: AS IT IS KNOWN

THE MAKING OF THE LAND

In truth, no one knows how the world truly came to be, but the beginnings of Nejavina as a land are a very precise event, though now known only to the gods.

In the beginning there was nothing but vast seas on which a ship rocked carrying the gods through the expanse. And from the sea foam white emerged the Evil and rose above the waves and boarded the ship. There he greeted the Gods and in time he suggested the Making of the Land - a feat he himself could not perform.

The Gods, bored with the never changing waves, agreed and He Who Strikes told the Evil „Swim deep down the bottom of the sea and bring to us the sand”. And The Seer With Thousand Eyes added „And to reach it you will need to enchant the world - by Our Power and Yours”. And the Evil dived deep but could not reach the very bottom.

Ashamed of his forgetfulness he promptly dived again and chanting „By My Power and Yours” with handfuls of sand he swam to the surface, but the sand drifted away through his fingers.

For the third time the Evil swallowed his pride and with words „By Your Power and Mine” he returned successful, but had hidden some sand in his mouth for his own workings.

He gave the sea sand to the Gods who imbued it with the raw powers of the young world and dropped it along their ship and cried in amazement. The Evil then said no word and the Fire in the Skies struck him and the Evil spit his sand and mountains high and low rose from it, bruising the flat earth.

That was the first meeting of the Evil and the Gods and it had already sown distrust between them. And in the following years they fought and so did their hosts. Until one time the truly did strike him down and he fell to the earth and laid there among the waters of earth's heart unmoving, unwavering and above him rose a mountain wall as high as no other.



Perun threatens it - „I shall strike you down“ - but the Evil resists - „How would you do it, when I hide!“

“Where?“ - „Under a human I will hide!“ - „I will strike the human down and you down with it!“

“Under a horse I will hide!“ - „I will strike the horse then and you down with it!“

“And I will hide under a tree - you will not strike me down there“ - „I will split the tree open and strike you down“

“And I will hide under a stone“ - „Then I will split the stone open and strike you down“

“Then under the water I will hide!“ - „That is your place, there you will find yourself.“

THE BLOODY REIGN AND THE TIME OF GODS

THE DIAVOLS' ROKOŠ (ROH-KOSH)

The rebellion undertaken by the diavols who succeeded in rallying humans and halflings against their Gods.

Every citizen of Pyristep, be it a noble, a freeholder, a warrior or a serf will proudly say that they were the very first to rise against the gods in the Diavols' Rokoš. They were accustomed to hard times - a given with Ded Mraz winters - and hard laws as this and Skarbozem were the most populated thus had the most numerous chrams with zhrets watching over divine order. The discontent was brewing long in the hearts and minds of people, but here diavols were higher in number than anywhere else. And here they led other races and struck pacts that grew into the rebellion. Not only diavols were significant - that the history went as it did was possible because of local folk - most were freeholders self-governing in many matters in neighbourhoods called župa. They bowed be-

fore gods and followed the customary law, but otherwise had no lord other than themselves. Among them there were families dealing with warfare rather than farming, but they were of equal footing. And those people would often foray other župas if talks proved pointless, and such was a situation of resentment with gods that they decided to rise against them. They razed most chrams to the ground, they suffered from curses and broke free of them, they argued among each other, but became united with common cause and common signatures on pacts. And through the diavols, many of whom proved skilled warriors, strategists and well-connected leaders reached other regions of Nejavina - the Royal Serpents and their subjects joined the cause quickly. Other sapients followed in the years to come.

Of those wartime leaderships came nobility - with most of them being Lord Diavols in their hooved, horned, honorful persons. And the generals or rather voivodes later became rulers in the time of peace.

ACTA CONVENTA

Although the Rokoš truly succeeded by the Sealing of Gods it didn't end yet. The Rokoš is a means to an end - it's a lawful rebellion against unjust rulers. It aims to overthrow them and then establish a new order with a new seat of power. After more than a hundred years of a materium tearing war, Nejavina was in ruin and needed someone to lay a founding stone to its new future. Thus, negotiations among Rokoš leaders were undertaken. They divided the Land among themselves and turned to their commanders and sent them

with summons to those who stayed behind to watch over the civilians. In following years nearly 500 representatives came together forming what was the first in history Reflective Gathering - Dumany Sjem.

The year the Diavols' Rokosh concluded was the year Pacta conventa „The Conditions agreed upon , or “The Conditions” as they are known were signed marking the year 0. The Conditions are the foundation on which contemporary Nejavina stands. It's a set of basic rules that bind the voivodes and guarantee the people their right to rebel.



THE NEW RACE





NEW RACE

TREEKIN

PLAYABLE RACE

Treekin can be considered commoners of the Wild parts of Nejavina's woodlands. Their eternal bond with their Original Trees tends to make them more rooted to their enclave, especially as they age. Young Treekin sometimes try their luck, venturing into the Civilized areas. People have grown to accept the intelligent Wild races of Nejavina and they no longer treat them as aliens. Yet the distinct features of Treekin never allow them to fully integrate into human and halfling society.

A female Treekin is traditionally called a Driada [DREEAH-dah] and Dževiec [DZEH-vee.ehts]. Driadas naturally form stronger connections to animals, while Dževice find it easier to take care of flora of the woods.

WOODLAND FEATURES

Treekin grow tall and slender, with skin tinted green at youth, slowly manifesting more bark on rigid body areas, like the forearms or shins.

The type of wood a Treekin is born in affects their development, physique and character. Thus, those born in pine woods will shoot up quickly, have more flaky bark skin pieces and will be more brisk and adaptable. On the other hand, Treekin born with traits of an oak tree will mature slowly, have a smoother appearance and be more thoughtful and farsighted.

ORIGINAL TREE

The life link between a Treekin and their Original Tree is both a blessing and a curse. The birth of a new member of the race is bound to sprouting of a tree sapling. Together, the plant and the newborn develop,







connected forever in an unbreakable bond. As long as the tree lives, so does the Treekin. This grants them extraordinary longevity, with some of the older Driadas and Dževice remembering times long before the Diavol's Rokoš.

However, the connection makes the race susceptible to whims of nature, be it strong wind, lightning crashes or long droughts. Yet, arguably the greatest danger is the unstoppable expansion of Civilisation. Unregulated deforestation is the cause of many conflicts on the intersections of the two faces of Nejavina, costing lives of both the Wild and Civilized sides.

DIFFERENT VIEW ON TIME

Time passes differently in the ever-cyclical wildlands. Some say it's merely a circle of repeating events, whereas others consider it a spiral. Outside of the usual cycles of the seasons, there are also lush years and rough years. One year can make the Treekin lean, tough and focused, while the other can turn them into sappy, affectionate and carefree spirits.

In this temporal perception, there is no place for the weariness that typically comes for long-lived races.

With time, the abilities of a mature tree to nourish itself diminish. As the Original Tree slowly collapses under its own weight, their Driada or Dževiec become less mobile and energetic. A Treekin and their Original Tree, lucky enough to reach this state, pass away in their forest, becoming topsoil for the next generation.

TREEKIN NAMES

Treekin names are given at birth and stay with an individual until the end. The names range from onomatopoeic by nature, evoking the sound of wind in leaves or deep hums of the woodland, through common nature nouns, to names related to the Original Tree species.

Traditional Treekin names were never written down, so a member of this race might have trouble consistently transcribing their name each time they have to sign some document.

Male Names: Bremm, Buk, Čaš, Dešč, Hymdyn, Skžyp, Šumm, Šupin, Tumd, Viaz

Female Names: Aralia, Čašia, Leščyna, Olha, Robnia, Šaa, Sasanka, Šyška, Tuja, Verša

TREEKIN TRAITS

Ability Score Increase. Your Constitution score increases by 2 and your Wisdom increases by 1.

Age. Treekin maturity is connected to their Original Tree. Once it reaches the upper layer of the forest, so can the Driada or Dževiec be considered an adult. Thus, some can be considered an adult at the age of 20, others at 50 and some when they reach 100 years of age.

Alignment. Nature knows no good or evil. For Treekin spending their whole lives in their forest, this attitude is the only one they know. Their alignment tends towards neutral.

However, a Treekin's first exposure to contact with races of the Civilized regions can shift their alignment towards the outside world towards either good or evil.

Size. Treekin are slightly taller than average humans, ranging from 6 to 7 feet. Your size is Medium.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Race	Base Height	Base Weight	Height Modifier	Weight Modifier
Treekin	6'	160 lb.	+2d6	×(2d10) lb.

Speed. Your base walking speed is 30 feet.

Legacy of the Woods. You know the druidcraft cantrip. Once you reach 3rd level, you can cast the animal friendship spell with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can also cast the spike growth spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Talk with Nature. You are able to communicate with wild animals or trees. Choose one of the following:

Beasttongue - you can cast speak with animals spell at will, but it will only work on animals which aren't domesticated.

Treetongue - you can cast speak with plants spell at will, but it will only work on trees. You can feel the tree's pheromones and discern simple information, like sun intensity.

Treebound. You are connected to your Original Tree. Your age cannot be changed by magical means. It can only be changed when your Original Tree is targeted by the effect.

Languages. You can speak, read, and write Common and Sylvan.



1959
NEW CLASS
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NEW CLASS



VOLKHV

DRUID CIRCLE

Volkhvs are a connection between the common folk of Nejavina and the mysterious world of spirits.

The role of most Volkhvs is acting as the master of ceremony during local festivities, and adding an extra layer of entertainment to the mundane feasts. Most notably, Dedy, the family celebration of the dead, which takes place on the first full moon after the autumn equinox. Dedy is the celebration when Volkhvs shine brightest and their powers manifest the strongest. With the right preparations, they can even get a glimpse into the future by reaching Nejavina's guiders of destiny.

It is said that Volkhvs most favored by the spirits can make them speak, by using a skull-shaped wooden mask, called kraboška, to allow the dead to communicate with the living.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain the minor illusion cantrip if you don't already know it. This cantrip doesn't count against the number of druid cantrips you know.

COMMAND OF SHADOWS

Starting at 2nd level, you can take control over a creature using its shadow. You make it move like a puppet master, as long as the shadow is visible. As an action you choose one creature that is up to Medium in size and within 30 ft. of you. The target must make a Wisdom saving throw against your druid spell save DC. If it fails, it is controlled by its shadow. On subsequent turns you use your bonus action to command the shadow to use a Dash or Help action. A target can use their action to make a Strength (Athletics) check against your druid spell save DC. On a success it



breaks free. The size of the creature that can be affected that way changes to Large when you reach 6th level, Huge when you reach 10th level and Gargantuan when you reach 14th level.

You can use this ability as many times as your Wisdom modifier and regain all uses when you finish the long rest.

GREET THE DEAD

At 6th level, your connection to the spirits of the dead grows closer. When at the grave or body of a dead person, you can cast speak with the dead spell as a ritual that lasts for 1 hour. The material component of the spell changes to an offering of food or drink and you need to put the kraboska mask on the grave or body to channel the speech of the deceased. When you do so, you ignore the requirement for a body to have a mouth.

GLIMPSE OF FATE

When you reach 10th level the entities that guard fate take notice of you. You can use a reflective object to read strings of fate. When you do so, in the reflection behind you 3 figures appear. You can ask one question to each

of the figures. Each question must be about a person, and that person may be you. After each answer you must succeed a DC 15

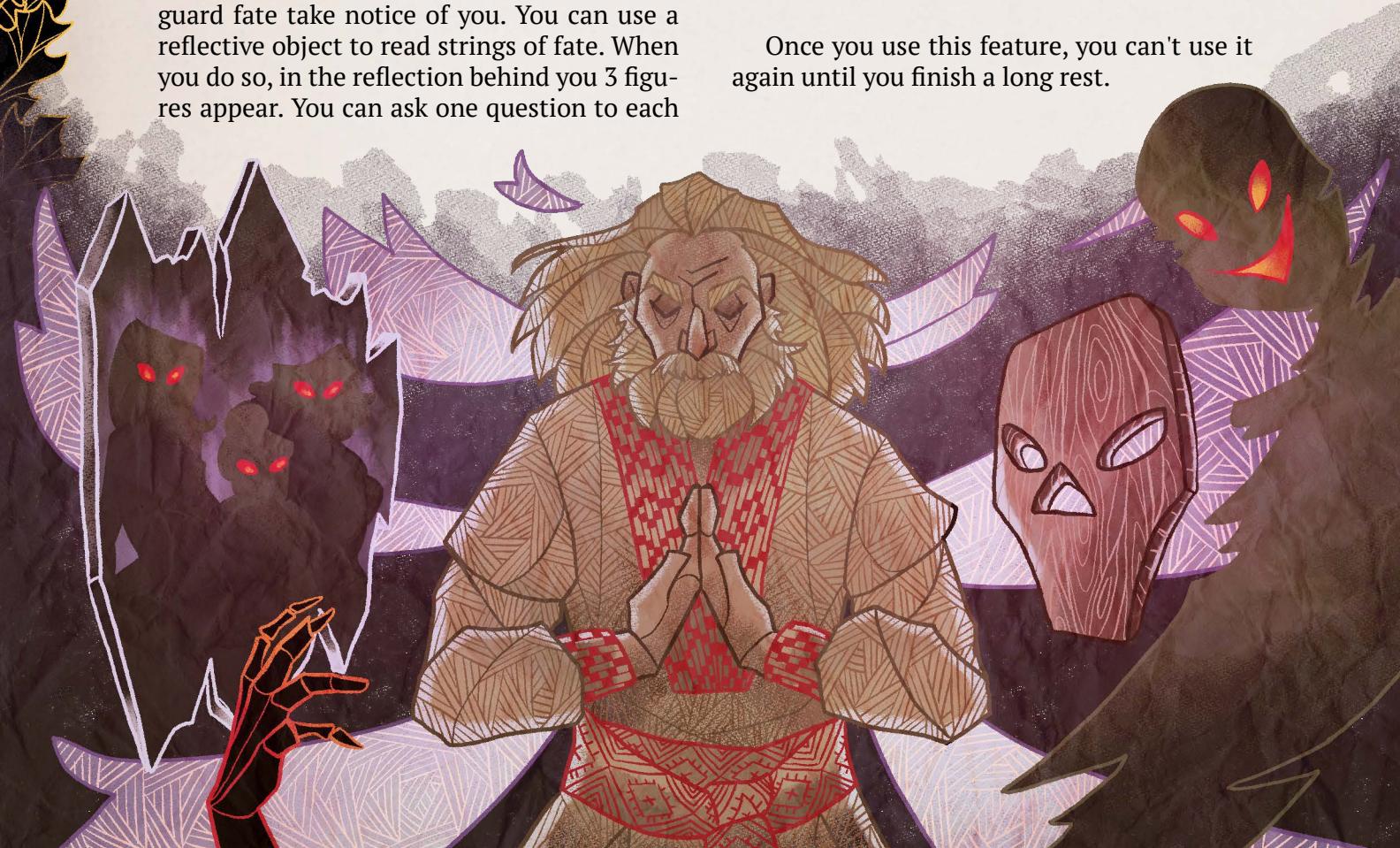
Intelligence saving throw or you become blinded until you finish a long rest.

Furthermore you learn a contact other plane spell. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

FOREFATHERS' REVENGE

By 14th level restless spirits recognize you as their last hope to lay at rest and will come to your aid when you need it. When you are reduced to 0 hit points, you can choose which type of undead comes to your help. You can choose between: 10 shadows, 4 specters, 3 will-o'-wisps or 2 ghosts. The creatures appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The creatures stay for 1 hour or until you dismiss them (no action required).

Once you use this feature, you can't use it again until you finish a long rest.



WHAT'S IN THE SETTING BOOK?





WHAT'S IN THE SETTING BOOK?

GAMEPLAY

- Unique slavic-themed DnD mechanics
- New sub-classes, inspired by slavic professions
- New playable races, based on folklore tales
- New items, with historical background
- New thematic spells and rituals
- Custom Character Sheet, fitting the overall artstyle of Nejavina

LORE

- Nine Voivodeships, each divided into the “Civilized” and “Wild” side, each with area-specific NPCs and creatures
- Chapters about life in Nejavina, major life events, from birth, through marriage, till death (and after?)
- Calendar, rituals, celebrations and feasts
- Culture and customs

BESTIARY

- 50 statblocks of unique monsters and characters
- Each accompanied with a beautiful illustration (plus 3D printable minis!)

READY-TO-PLAY ADVENTURES

- Adventure Modules, targeted at low, mid and high level characters.
- Get to know the feel of the setting, the politics of the world, explore the region, meet

the most notable NPCs and save the world!

MAPS

- A whole country map of Nejavina and tactical maps designed to capture the feel of the world and create space for encounters in different locations around the map.

LANGUAGE GUIDE

- We strongly believe that voice and language is a major part of roleplay. That's why we created an easy to follow guide on how to pronounce the foreign words and letters to help you immerse into Nejavina even more!

GAME MASTER'S GUIDE

- Slavic themes and mindset might be foreign to many readers. Thus, to get you into the mood, we've prepared a guide for Game Masters to grasp the setting from inside out and run it smoothly.
- You also get your own Voivodeship chapters, with plot hooks and areas of interest
- Learn secrets about the land and the people. Then incorporate them into your adventures!

WEDDING TROUBLE



AN INTRODUCTORY ADVENTURE TO
NEJAVINA - SLAVIC SETTING FOR 5E.



WEDDING TROUBLE

AN INTRODUCTORY ADVENTURE TO NEJAVINA - SLAVIC SETTING FOR 5E.

ADVENTURE BACKGROUND

Nejavina is a land filled with creatures from Slavic tales and fables. It is divided into voivodeships and each one of the voivodeships has its own rulers, creatures and themes. The group of beginner adventurers is transferred to Nejavina when a planar jump spell goes awry. Now they need to learn the rules of this new world to find their way home.

Meanwhile, the village of Skžyptovo [skzhip-TOH-voh] is preparing for a celebration. Its mayor's youngest daughter is to be wed to a young merchant from Lisovce [lee-SOHV-tseh]. The whole town is positively buzzing with joy and anticipation. There's only one problem – the groom is late.

Unbeknown to the villagers, the fields between Skžyptovo and the town of Lisovce are infested with ržans [rzhahn]. They found a beut [behwt] that sabotaged the signs leading to Skžyptovo so the groom went directly into the ržans' trap.

ADVENTURE OVERVIEW

Wedding Trouble is designed for a party of four 1st level characters. Higher level adventurers might find it too easy without any modifications. During this adventure, characters will stumble upon a village that's preparing for celebration, search for a very important person, fight a band of murderous "farmers" and even save lives in the process.

This adventure should take from 2 to 4 hours to complete. The names and themes are designed to fit the Nejavina setting of Slavic myths and fables. Everything needed to play this adventure, such as monsters and NPCs' statistics, can be found in the appendix at the end.

This adventure is focused on presenting the new setting to players. It may also be used to introduce new players to 5e. As the 1st level characters can be easily killed, you might want to level them up to 2nd level to be sure they survive or half the damage that enemies are dealing.

HOW TO USE THIS ADVENTURE

To run this adventure you are going to need a ruleset (a **free SRD** should suffice). We recommend reading the whole adventure before you run it.

Statistics of all NPCs and monsters are included in the Appendix A. You should use them when you see a monster's name written in **bold**. Text written in *italics* means that it is a spell name. Spell description can be found in the ruleset linked above.

The group of characters that your players will be playing will be referred to as the characters, the party or PCs.

IMPORTANT NPCs

- Boženna [boh-ZHEHN-nah] (**commoner**) – Dobromil's youngest daughter and a bride to be. She's a young woman of great beauty, but she's also a little naïve.
- Dobromil [dohb-ROH-meel] (**commoner**) – Skšyptovo's mayor and father of Boženna. He will do everything he can to make his family happy and is respected by everyone.
- Siemovit [see eh-MOH-veet] (**commoner**) – merchant from Lisovce and the groom to be. A people person who will talk your ear off.
- Irmina [eer-MEE-nah] (**commoner**) – a village wise woman. She can help the party with their wounds and give them some information about the nearby area, but she tolerates no nonsense.
- Miečyslav [mee eh-CHI-slahv] (**commoner**) – Siemovit's best friend and his best man. He knows why the groom could not come to Skšyptovo with the rest of the guests.

CHAPTER 1 - WHERE ARE WE?

The party wakes up in an unknown field after a failed experiment with a portal. They are not harmed in any way and feel like they just got a good night's sleep. Read or paraphrase the following text:

The last things you remember are a lot of noises and a bright light. As you open your eyes, you see a clear blue sky. You are in the middle of a wheat field. Your companions and your belongings lay scattered next to you. You also notice a group of wooden buildings, maybe half a mile from where you are, with thatch roofs, smoke lazily rising from their chimneys. A dirt road between the fields leads there. A road sign with strange glyphs that you cannot decipher stands nearby.

If a character uses a *comprehend languages* spell to decipher the road sign they learn that it says Skšyptovo ➤, Lisovce 20 ➤, Zieleniec [zee eh-leh-nee ehts] 100 ↵, with the arrows next to Skšyptovo and Lisovce pointing to the village. The walk to the village takes about 10 minutes.



When characters arrive in the village, they see that the whole village is decorated. Read or paraphrase the following:

As you approach the village, you can see the decorations strung between the houses. Most of the houses are empty, but they do not seem to be abandoned. There is one exception - in front of the house closest to the village border sits an old lady wearing colorful clothes. Those do not seem like something this person would wear on any regular day. When she notices the party, she smiles and says "We are expecting guests but you lot do not look like them. Why are you here, travelers?"

The woman is Irmina - Skzyptovo's wise woman. She is polite and will answer the party's questions as long as they don't try to lie to her. Irmina is willing to share the following information:

- The village they are in is called Skzyptovo and the party is in a land called Nejavina.
- The village is supposed to be celebrating a wedding between the mayor's daughter and some kind of city kid.
- Skzyptovo's mayor is called Dobromil. He's probably furious right now.
- There are more visitors in the village. They came from Lisovce for the wedding.
- Everyone is near the mayor's house, awaiting the arrival of a groom. He was supposed to be here 2 hours ago.
- She doesn't know how the party can go back to their world. But the mayor might be helpful.

If the characters want to go further into the village, Irmina urges them to clean themselves up as a sign of respect. She even allows them to use her hut to do this. Inside they find rows of dried herbs and instruments to create non-magical remedies. They also find everything they might need to wash themselves.

When everyone is in order, the party can go to the mayor's house. Read or paraphrase the following:

Most of the villagers are nearby, sitting at one of the long tables, nibbling on the food and taking small sips of drinks prepared by the host. They are wearing colorful clothes. The atmosphere seems tense. You can clearly see two distinctive characters. One is a man in his fifties, walking back and forth, seemingly angry. You can hear him murmuring things like "I'll kill him" or "I'll make him regret the day he was born." A beautiful, young woman is sitting in the place of honor, crying her eyes out. She is surrounded by the group of other women that are trying to cheer her up.

The man pacing around is the village's mayor, Dobromil. He's furious because his daughter's fiancé was supposed to be there 2 hours ago and nobody knows where he is. If the party talks to him, he replies in short sentences, barely containing his anger. He is not willing to talk with the characters, and assumes they are friends of the groom. He demands they go out and find him. The PCs can convince him to cooperate with a successful DC 12 Charisma (Persuasion), Charisma (Intimidation) or Charisma (Deception) check. He can share the following information:

- His daughter is Boženna.
- The groom's name is Siemovit. He is a merchant from Lisovce.
- Dobromil is not happy that his daughter is marrying a man from the city and leaves Skžyptovo, but he will not stay in the way of her happiness.
- The guests arriving from the city saw a strange creature near the road. It was small, furry and walked on two legs.
- If the characters share their story and succeed a DC 15 Charisma (Persuasion) check, he suggests that they seek the help of one of Nejavina's voivodes.
- He is willing to pay the characters 10 dinars (= 10 gp) each to find Siemovit.

If the PCs want to, they can try talking with Boženna. She is devastated and talks to the party only if they promise that they will do everything they can to bring her love back. She knows everything her father knows (except the part about voivodes) and the fact that Siemovit is most likely going to Skžyptovo on his red horse called Karino.

When the characters leave town, they are stopped by Miečyslav. He tells them that Siemovit had to leave later because he wanted to buy a surprise wedding gift for Boženna – a white steed called Pimpus [peem-poosh].

CHAPTER 2 WHAT IS THAT?

After talking to the people in Skžyptovo, the party will most likely want to go to Lisovce. Read or paraphrase the following text:

After about half an hour of traveling along the road, you arrive at a crossroads. You see two possible roads forward (one leading west and the other leading east) and a road sign between them. On the ground there are a lot of tracks in every direction, but mainly between the eastbound and westbound road. On the sign sits a furry creature with big, dark eyes. It is looking at you curiously, with a slight hint of arrogance.





A successful DC 14 Wisdom (Survival) check allows the character to see that the freshest tracks are made by 2 horses and are leading from the eastbound road to the westbound one.

The creature on a sign is a **beut** [behwt]. It just finished sabotaging the sign so unaware travelers will get lost and ambushed by **ržans** [rzhahn]. If the characters try to read the sign they will see arrows pointing in different directions and text in a language they do not understand: Nova Vieš [noh-vah veesh] 50 ↗, Lisovce 18 ↙, Zieleniec 100 ↘. If a character succeeds a DC 15 Intelligence (Investigation) check, they see that Nova Vieš and Lisovce are switched. The beut is not trying to attack the party and flees if it senses that it is in danger. Otherwise, it remains on the sign and smiles widely to the PCs.

If the party continues along the false way to Lisovce they will find a white steed and remains of an ambush. Read or paraphrase the following:

After another half an hour of your walk among the fields, you find signs of struggle that took place on the road. There are many paths in the crops, there are multiple foot tracks and a hastily covered pool of blood. Nearby rests a beautiful, white horse with pretty bardings, eating something that looks like a remainder of a straw hat. The horse does not look harmed in any way.

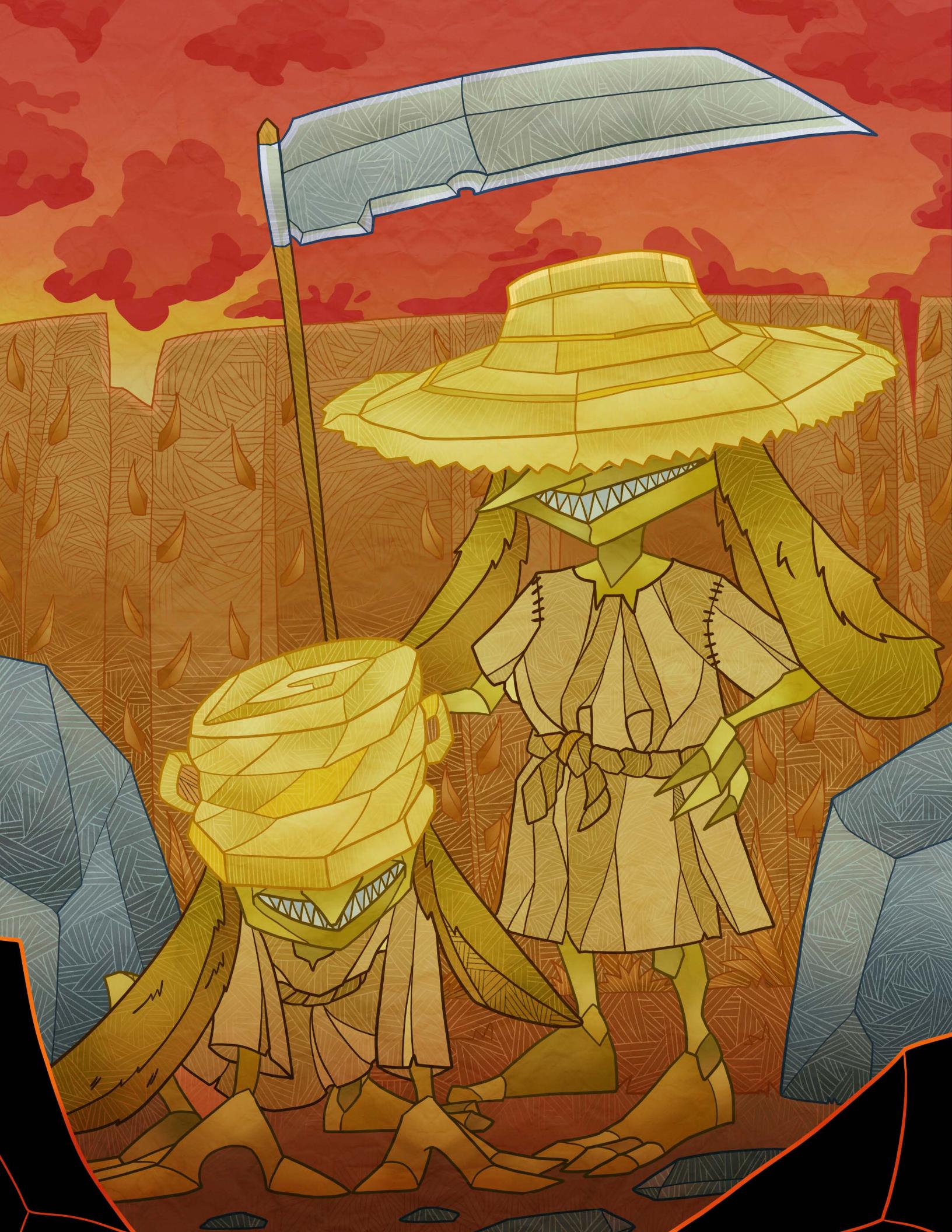
The horse is Pimpuš – a wedding gift that Siemovit acquired for Boženna this morning. He seems calm, but is easily spooked. A character that wants to approach Pimpuš must succeed a DC 12 Wisdom (Animal Handling) check. Grant an advantage if a character uses some kind of food like an apple, a carrot or

a sugar cube. If a *speak with animals* spell is cast, Pimpuš can tell a character that a gentleman that was traveling with him (he means Siemovit's horse, Karino) was badly injured by small twolegs in straw hats and taken by them deeper into the field. Pimpuš was given freedom and told to run, but his conscience made him go back. He cannot fight, but he will wait for the PCs on a nearby crossroads.

- If the party investigates the signs of struggle, a successful DC 13 Intelligence (Investigation) or DC 15 Wisdom (Survival) check reveals to them the following information:
 - There were 3 or 4 attackers. They are smaller than humans but bigger than cats.
 - Something human sized was dragged into one of the paths in the crops.
 - The same path has a trail of blood drops that leads to it. The tracks of attackers leading here are deeper, suggesting that they carried something heavy.
 - The blood pool is at most 2 hours old.

If the PCs decide to follow the path with blood droplets, read or paraphrase the text below. You can show the players the map from Appendix B.

You follow the path in the crops for a couple of minutes. It suddenly opens into an area, where crops are already cut. You see 3 short creatures sitting on hay bales near a fire, eating something that looks like a horse leg. They are wearing plain clothes and their blood-stained scythes lie on the ground next to them. You can see a handsome, young man that is bound and gagged, laying in one of the haystacks. He is conscious and looks very scared.





The creatures sitting next to the fire are **ržans**. The leg they are eating belonged to Kari-no. The rest of him was given to a **merk** [mehrk] – a monster that looks like a haystack. Right now, the merk is sleeping after his meal and is unrecognizable from the regular haystack. The man in the hay is Siemovit. Ržans left him in the haystack to be the merk's next meal.

If the characters succeed in Dexterity (Stealth) check opposed to ržans Wisdom (Perception) they remain unseen. Ržans are talking in a strange language that nobody in the party understands. If the characters are unseen, they can try to free Siemovit without a fight. If the PCs are noticed, the ržans attack them, laughing maniacally. No matter who started the fight, if at least one ržan is alive at the beginning of the second round of combat, it wakes up the merk that attacks the characters as well. The merk cannot use its swallow action as it has recently eaten a horse. If the merk is defeated, the ržans run away frightened. Otherwise, they fight to the death.

When a character stands next to Siemovit they can see that his leg is wounded and has a fever. A successful DC 10 Wisdom (Medicine) check allows the character to bandage the wound in such a way that Siemovit can walk with them to the crossroads where Pimpuš is waiting. Casting a healing spell on Siemovit helps with the wound, but not the fever. Otherwise, he needs to be carried.

Your way back to SKžyptovo is uneventful. The whole way back, Siemovit was assuring you of his gratitude and asked a lot of, somewhat personal, questions. He also made an oath to name a first-born after one of you (preferably the one that cured him). When you enter the village, everyone seems to be relieved and happy. Everyone except Dobromil, that is. He begins to berate Siemovit and almost starts to fight him, but his wife and daughter stop him. Irmina is summoned to take care of the groom, and you are invited to the wedding as guests of honor.

If the party declines the invitation, Dobromil gives them their reward with additional rations and a bottle of wine for each character. If they stay, the reward is given by the newlyweds instead of the mayor. The characters are also approached by Irmina, who gives them a book. It is written in the same language as the signs and heavily illustrated. She says it is a compendium of the creatures of Nejavina and she feels like the PCs will have a better use of it.

EPILOGUE

Characters can return to Skžyptovo without any issues. If they decide to do this, read or paraphrase the following:

Download the pre-generated characters as separate PDFs

APPENDIX A



MONSTERS AND NPCS

BEUT [BEHW^T]

Tiny fey, chaotic evil

Armor Class 12

Hit Points 7 (2d4+2)

Speed 30 ft., burrow 10 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	16 (+3)	7 (-2)

Skills Deception +0, Survival +5

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Flyby. The beut doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Labyrinthine Recall. The beut can perfectly recall any path it has traveled.

ACTIONS

Claws. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) slashing damage.

Sabotage sign. The beut targets one road sign within 30 ft. of them. For the next 8 hours the sign is covered by illusory paint that reacts to the knowledge of the creature observing it. The sign will show incorrect paths unless the creature looking at it knows the correct path. A successful DC 13 Intelligence (Investigation) check allows the creature to look behind the illusion.

Some creatures' sole purpose of life is to spite the common folk of Nejavina. A beut usually won't harm you, it's too small to cause serious damage, and yet it's arguably one of the most dangerous Nejavina demons. It is the cause of travelers getting lost, merchants being late with delivery or drunks finding the shortest route to a deadly swamp.

Those cunning creatures roam the wildlands in search of road signs of various kinds. Some like to stay in the vicinity of their one favorite sign, while others are more adventurous, seeking new challenges. Then, they switch up the signs, directions and routes. Some say the smartest ones try to even falsify the lettering and distances, as if written by human hand.



COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.



MERK [MEHRK]

Large plant, any evil alignment

Armor Class 15 (natural armor)

Hit Points 38 (7d10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	10 (+0)	7 (-2)	6 (-2)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses tremorsense 15 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

False Appearance. While the merk remains motionless, it is indistinguishable from a haystack.

Grappler. The merk has advantage on attack rolls against any creature grappled by it.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the merk can't bite another target.

Swallow. The merk makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the merk, and it takes 2 (1d4) acid damage at the start of each of the merk's turns. The merk can have only one target swallowed at a time. If the merk dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Even the stray demons of Nejavina had to adapt to the pressures of an agrarian lifestyle. A prime example of this change is the appearance of a merk. For the unaware observer, this creature might look like an ordinary haystack. This mistake might lead the person to a sudden demise in the merk's powerful bite.

Obviously, their population grows during harvest season, yet one can also be found spending the winter in a barn. When approaching an inconspicuous haystack, it's usually a good idea to give it a firm poke with a long pitchfork – just to be sure.

As a merk is made mostly out of hay, fire is the most effective way of "demerkation".



RŽAN [RZHÄHN]

Small fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 7 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	9 (-1)

Skills Animal Handling +2, Deception +1

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Ambusher. The ržan has advantage on attack rolls against any creature it has surprised.

Standing Leap. The ržan's long jump is up to 15 ft. and its high jump is up to 10 ft., with or without a running start.

ACTIONS

Ržan's scythe. *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. *Hit:* 3 (1d8 - 1) slashing damage.

Sickle. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

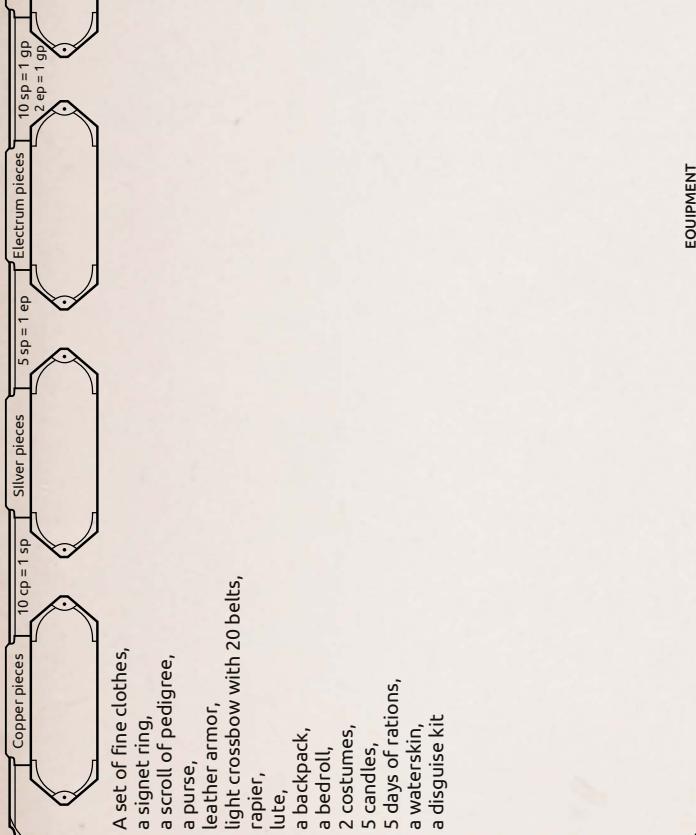
Tribal creatures living in groups of up to twenty specimens, ržans are a plague to the honest field-working folk. They usually build a lair on a miedza [meed-sah], the uncultivated land piece between fields.

Their behavior is erratic and unpredictable. Sometimes they group up and attack a lone worker at noon, while the next day they raid a pig pen and drag out their spoils.

Getting rid of them is easier said than done. Chase off one group, and a next takes their place. Thus, a resourceful landowner knows that it's best to live on good terms with ržans. Leaving them food, cloth rugs or even glass beads is a good way to win their wicked hearts.

Moreover, then they are even more likely to raid that damn neighbor's fields, devils curse him!

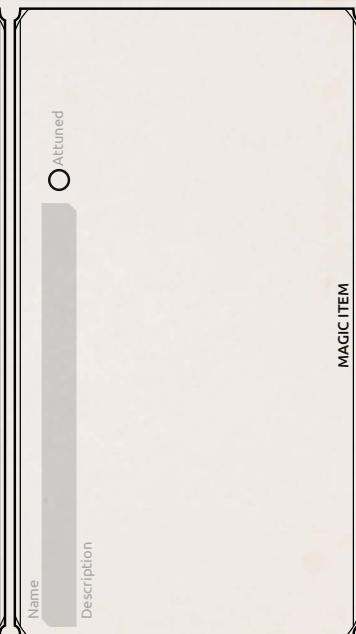
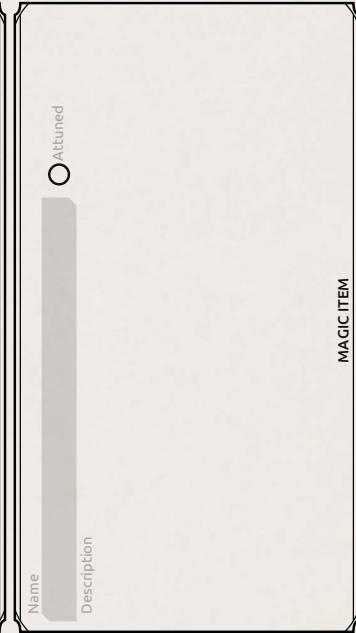
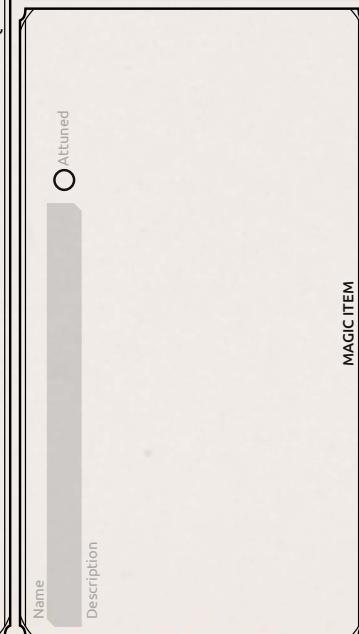
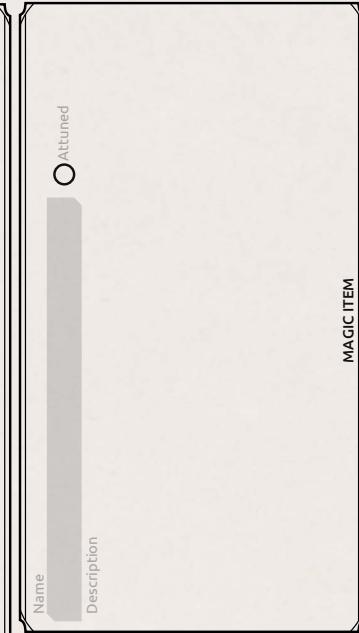




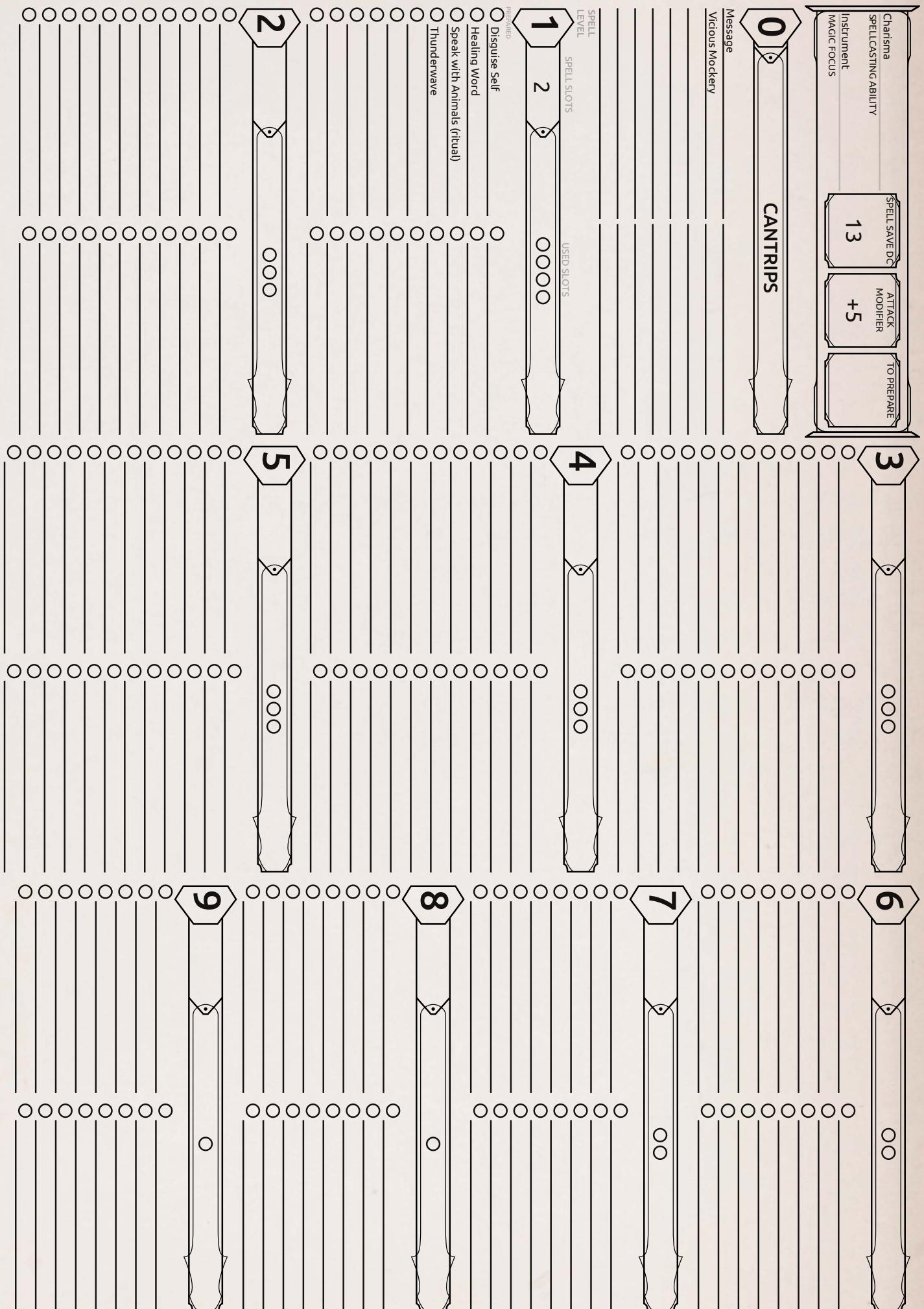
A set of fine clothes,
a signer ring,
a scroll of pedigree,
a purse,
leather armor,
light crossbow with 20 belts,
rapier,
lute,
a backpack,
a bedroll,
2 costumes,
5 candles,
5 days of rations,
a waterskin,
a disguise kit



EQUIPMENT

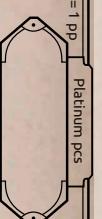
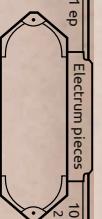
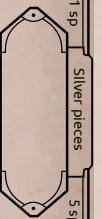
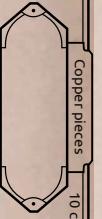


NOTES



Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.
Stonecunning: Whenever you make an Intelligence (History) check related to the origin of a stone, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.	Dwarven Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (already included).

CHARACTER NAME	LEVEL & CLASS	ACOLYTE	PLAYER NAME	EXPERIENCE POINTS
Dwarf (hill)	Lawful good			
RACE	ALIGNMENT			
P +2 STR O +1 INT O -1 DEX O +5 WIS O +2 CON O +2 CHA SAVING THROWS Poison	ARMOR CLASS 18	PROFICIENCY BONUS +2	INITIATIVE -1	DARKVISION 60 ft SPEED 25 ft
STRENGTH +2 DEXTERITY -1	MAXIMUM HIT POINTS 11	RESISTANCES 13	SPELL SAVE DC +5	SPELL ATTACK BONUS +5
CONSTITUTION +2	ARMOR CLASS 18	CONSTITUTION +2	ARMOR CLASS 18	CONSTITUTION +2
INTELLIGENCE +1	ARMOR CLASS 18	INTELLIGENCE +1	ARMOR CLASS 18	INTELLIGENCE +1
WISDOM +3	ARMOR CLASS 18	WISDOM +3	ARMOR CLASS 18	WISDOM +3
CHARISMA +0	ARMOR CLASS 18	CHARISMA +0	ARMOR CLASS 18	CHARISMA +0
STR DEX CON INT WIS CHA	MAX DIE 1 d8+2 HIT DICE	MAX DIE 1 d8+2 HIT DICE	MAX DIE 1 d8+2 HIT DICE	MAX DIE 1 d8+2 HIT DICE
RESISTANCES Temporary HP -14	SUCCESSES FAILURES DEATH SAVES	IDEALS	IDEALS	IDEALS
RESISTANCES Temporary HP -14	DISCIPLINE OF LIFE: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.	DISCIPLINE OF LIFE: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.	DISCIPLINE OF LIFE: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.	DISCIPLINE OF LIFE: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.
RESISTANCES Temporary HP -14	SHIELD OF THE FAITHFUL: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.	SHIELD OF THE FAITHFUL: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.	SHIELD OF THE FAITHFUL: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.	SHIELD OF THE FAITHFUL: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.
RESISTANCES Temporary HP -14	ARMOR WEAPONS Martial Others	ARMOR WEAPONS Martial Others	ARMOR WEAPONS Martial Others	ARMOR WEAPONS Martial Others
RESISTANCES Temporary HP -14	TO HIT DAMAGE +4 1d8+2 Bludgeoning	TO HIT DAMAGE +4 1d6+2 slashing	TO HIT DAMAGE +4 1d6+2 slashing	TO HIT DAMAGE +4 1d6+2 slashing
RESISTANCES Temporary HP -14	DESCRIPTION Warhammer Versatile (1d10)	DESCRIPTION Handaxe Trown (20/60 ft), light	DESCRIPTION Handaxe Trown (20/60 ft), light	DESCRIPTION Handaxe Trown (20/60 ft), light
RESISTANCES Temporary HP -14	LIMITED FEATURES Sleight of Hand (Dex) Religion (Int) Stealth (Dex) Survival (Wis)	LIMITED FEATURES Sleight of Hand (Dex) Religion (Int) Stealth (Dex) Survival (Wis)	LIMITED FEATURES Sleight of Hand (Dex) Religion (Int) Stealth (Dex) Survival (Wis)	LIMITED FEATURES Sleight of Hand (Dex) Religion (Int) Stealth (Dex) Survival (Wis)
RESISTANCES Temporary HP -14	TOOLS & OTHERS Brewer's supplies Common Dwarvish			
RESISTANCES Temporary HP -14	AMMUNITION Proficiencies and Languages Passive Wisdom (Insight) 13			



15

A holy symbol,
a prayer book,
5 sticks of incense,
a set of common clothes,
a pouch,
a chain mail,
a warhammer,
10 candles,
a handaxe,
a shield,
a backpack,
a blanket,
10 candies,
a tinderbox,
an alms box,
2 blocks of incense,
a censer,
2 days of rations,
a waterskin.

EQUIPMENT

Name _____
Description _____

Attuned

MAGIC ITEM

Name _____
Description _____

Attuned

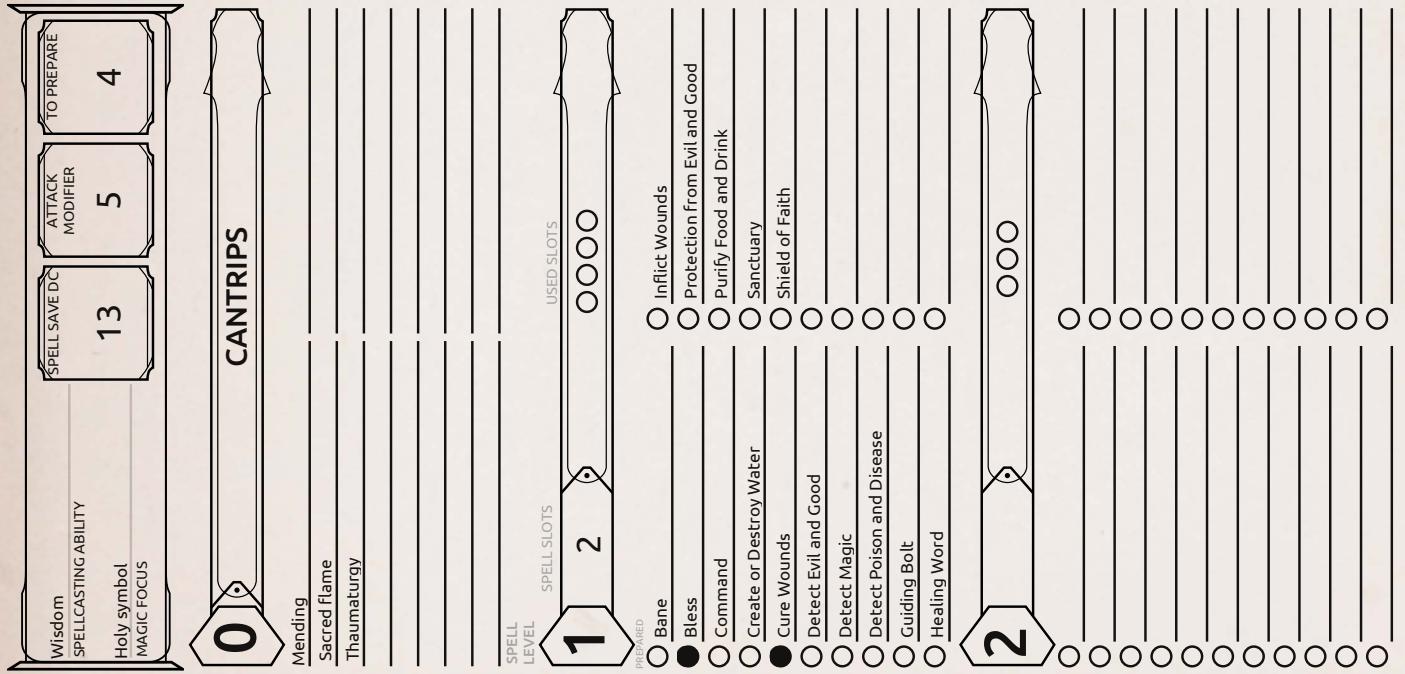
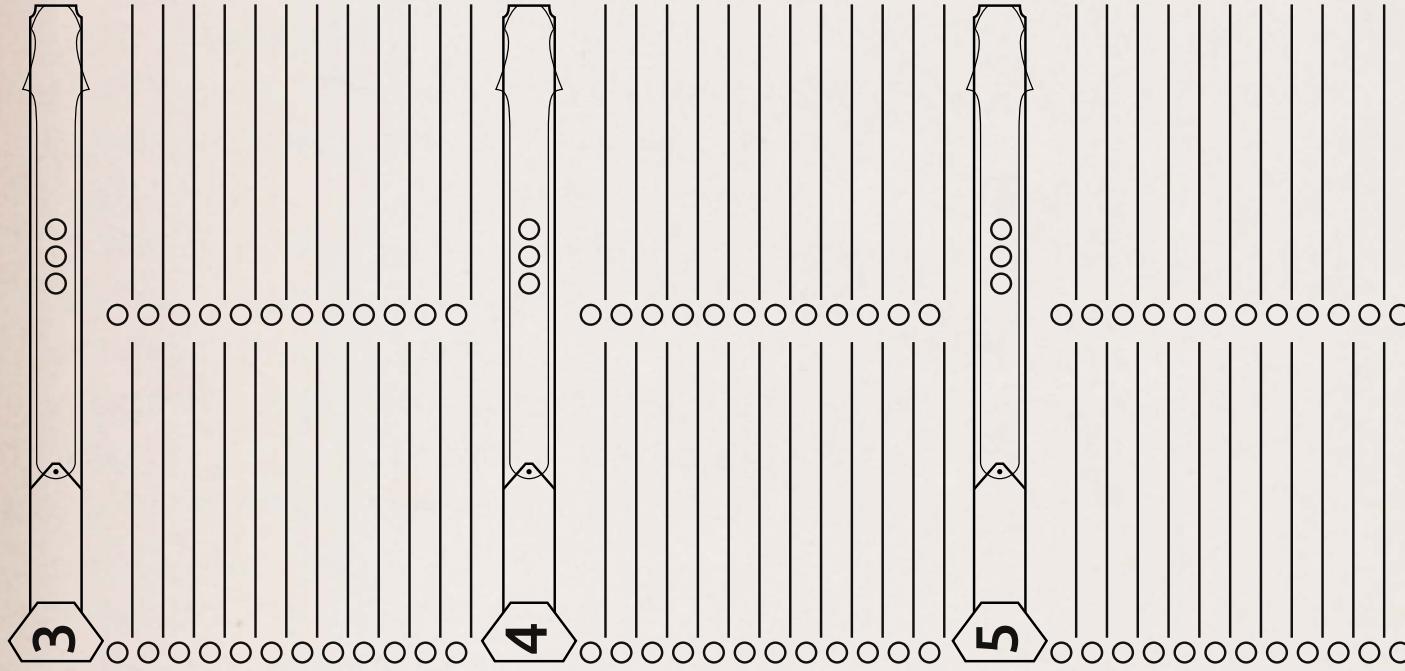
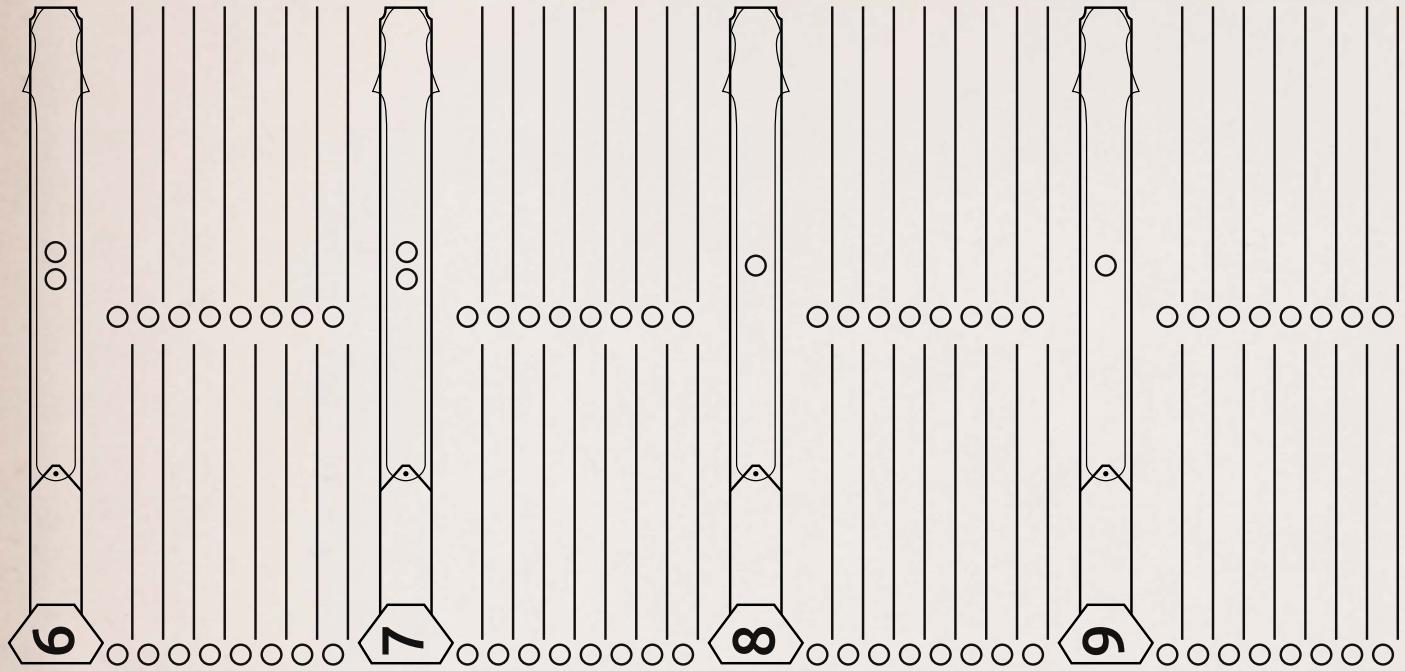
MAGIC ITEM

Name _____
Description _____

Attuned

MAGIC ITEM

NOTES



Relentless Endurance: When I Am Reduced to

When I am reduced to 0 hit points but not killed outright, I can drop to 1 hit point instead. I can't use this feature again until I finish a long rest.

Savage Attacks:

When I score a critical hit with a melee weapon attack, I can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Defense Fighting Style:
I gain +1 bonus to AC when I'm wearing armor

Second Wind: As a bonus action, I remain 1d10 + fighter level HP. I can use this once per short rest.

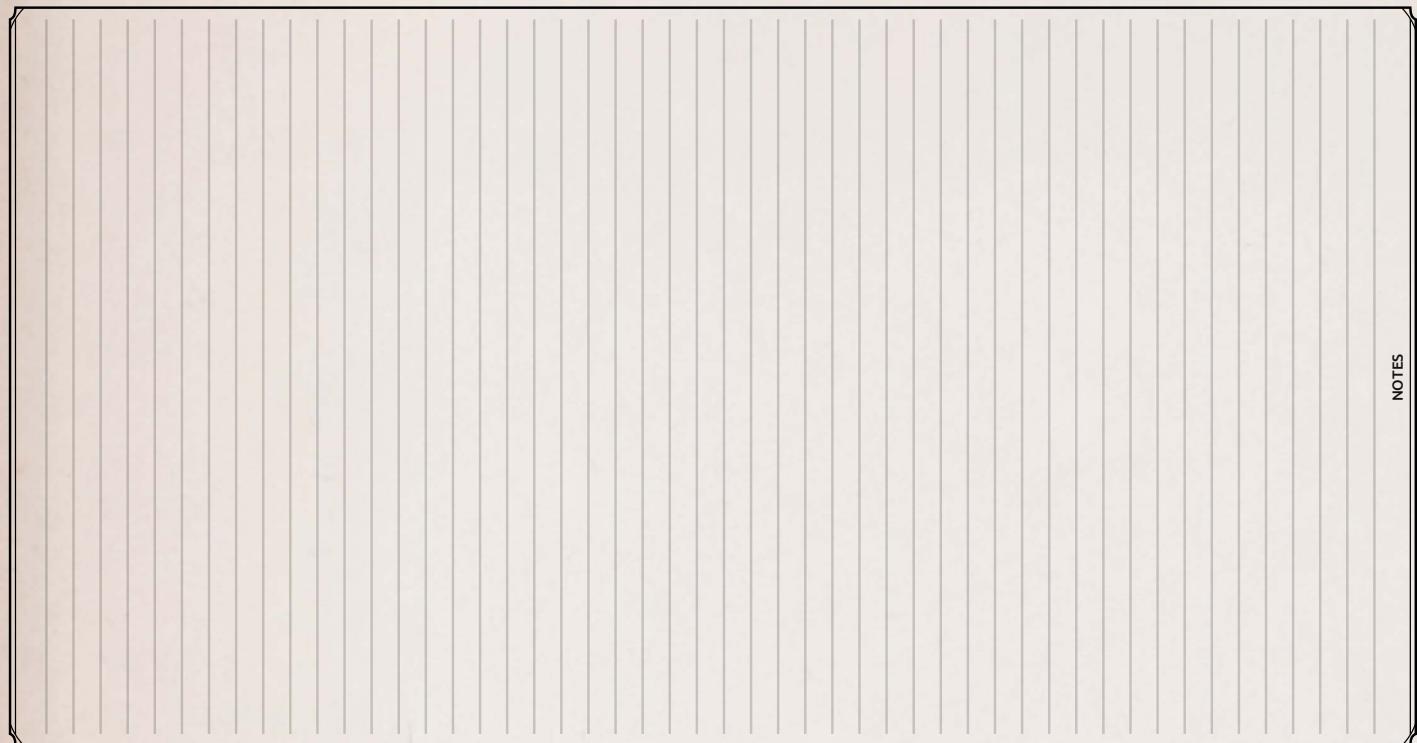
rest

Rustic Hospitality: Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners.

unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for

FEATURES, TRAITS & FEATS

FEATURES, TRAITS & FEATS



Copper pieces		5 sp = 1 ep		Silver pieces		10 sp = 1 gp		Electrum pieces		10 gp = 1 pp		Gold pieces		Platinum pcs	
10 cp = 1 sp		10 gp = 1 pp		10 sp = 1 gp		2 ep = 1 sp		10 gp = 1 pp		10 sp = 1 gp		2 ep = 1 sp		10 gp = 1 pp	

EQUIPMENT		MAGIC ITEM		MAGIC ITEM		MAGIC ITEM		NOTES	
Name	<input checked="" type="checkbox"/> Attuned								
Description		Description		Description		Description		Description	

a backpack,
a bedroll,
a mess kit,
a tinderbox,
10 torches,
10 days of rations,
a waterskin,
50 feet of hempen rope,
a chain mail,
a glaive,
a heavy crossbow with 20 bolts,
a set of smith's tools,
an iron pot,
common clothes,
a pouch

CHARACTER NAME	Rogue 1	Criminal
LEVEL & CLASS	Lightfoot Halfling	PLAYER NAME
RACE	Chaotic Neutral	EXPERIENCE POINTS
ALIGNMENT		

Lucky:
When I roll a 1 on an attack roll, ability check, or saving throw, I can reroll the die and must use the new roll.

Halfling Nimbleness:
I can move through the space of any creature that is of a size larger than me.

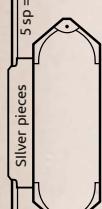
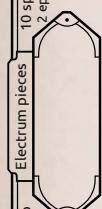
STRENGTH	<input checked="" type="radio"/> +0 STR	<input type="radio"/> +3 INT
DEXTERITY	<input checked="" type="radio"/> +5 DEX	<input type="radio"/> +2 WIS
CONSTITUTION	<input checked="" type="radio"/> +2 CON	<input type="radio"/> -1 CHA
SAVING THROWS	vs. frightened	
RESISTANCES	Adv. on saves	
SPELL ATTACK BONUS	+3	
SPELL SAVE DC	16	
PROFICIENCY BONUS	+2	
ARMOR CLASS	14	
MAXIMUM HIT POINTS	10	
INITIATIVE	+3	
DARKVISION	0 ft	
SPEED	25 ft	
PERSONALITY TRAITS	I always have a plan for what to do when things go wrong. The best way to get me to do something is to tell me I can't do it.	
IDEALS	I will become the greatest thief that ever lived.	
FLAWS	When I see something valuable, I can't think about anything but how to steal it.	
ATTACK NAME	Shortsword	TO HIT
DESCRIPTION	Finesse, light; Sneak attack 1d6	
ATTACK NAME	Dagger	TO HIT
DESCRIPTION	+5 1d4+3 piercing	
ATTACK NAME	Shortbow	TO HIT
DESCRIPTION	+5 1d6+3 piercing	
AMMUNITION	Ammunition, two-handed, Range (80/320); Sneak attack 1d6	
ARMOR	<input checked="" type="radio"/> Light	<input type="radio"/> Medium
WEAPONS	<input type="radio"/> Heavy	<input type="radio"/> Shields
WEAPONS	<input checked="" type="radio"/> Simple	<input type="radio"/> Martial
WEAPONS	<input type="radio"/> Others	
LANGUAGES	Hand crossbow, Longsword, Rapier, Shortsword	
TOOLS & OTHERS	Common Thieves' tools	
SKILLS	Halfing Thieves' Cant	
SKILLS	Dice set	
PROFICIENCIES AND LANGUAGES	Arrows	
PASSIVE WISDOM (INSIGHT)	Attacks, Weapons & Cantrips	
CHARISMA	+1	
WISDOM	+2	
INTELLECT	+1	
CONSTITUTION	+2	
DEXTERITY	+3	
STRENGTH	+1	
CHARISMA	-1	
WISDOM	+2	
INTELLECT	+1	
CONSTITUTION	+2	
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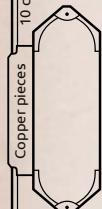
NOTES



15

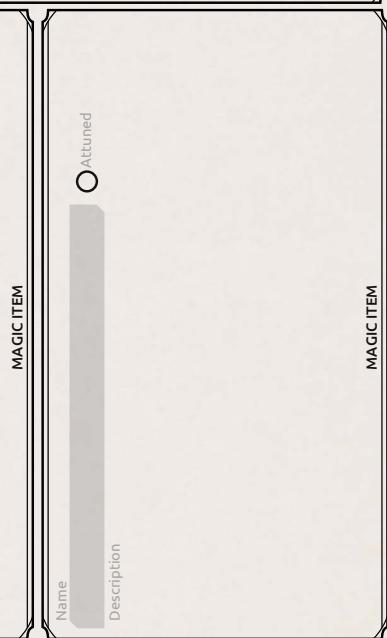


A croubar,
a set of dark common clothes including a hood,
a pouch,
a backpack,
a bag of 1,000 ball bearings,
10 feet of string,
a bell,
5 candles,
a hammer,
10 pitons,
a hooded lantern,
2 flasks of oil,
5 days rations,
a tinderbox,
a waterskin,
50 feet of hempen rope



EQUIPMENT

Name Attuned
Description



MAGIC ITEM

Name Attuned
Description

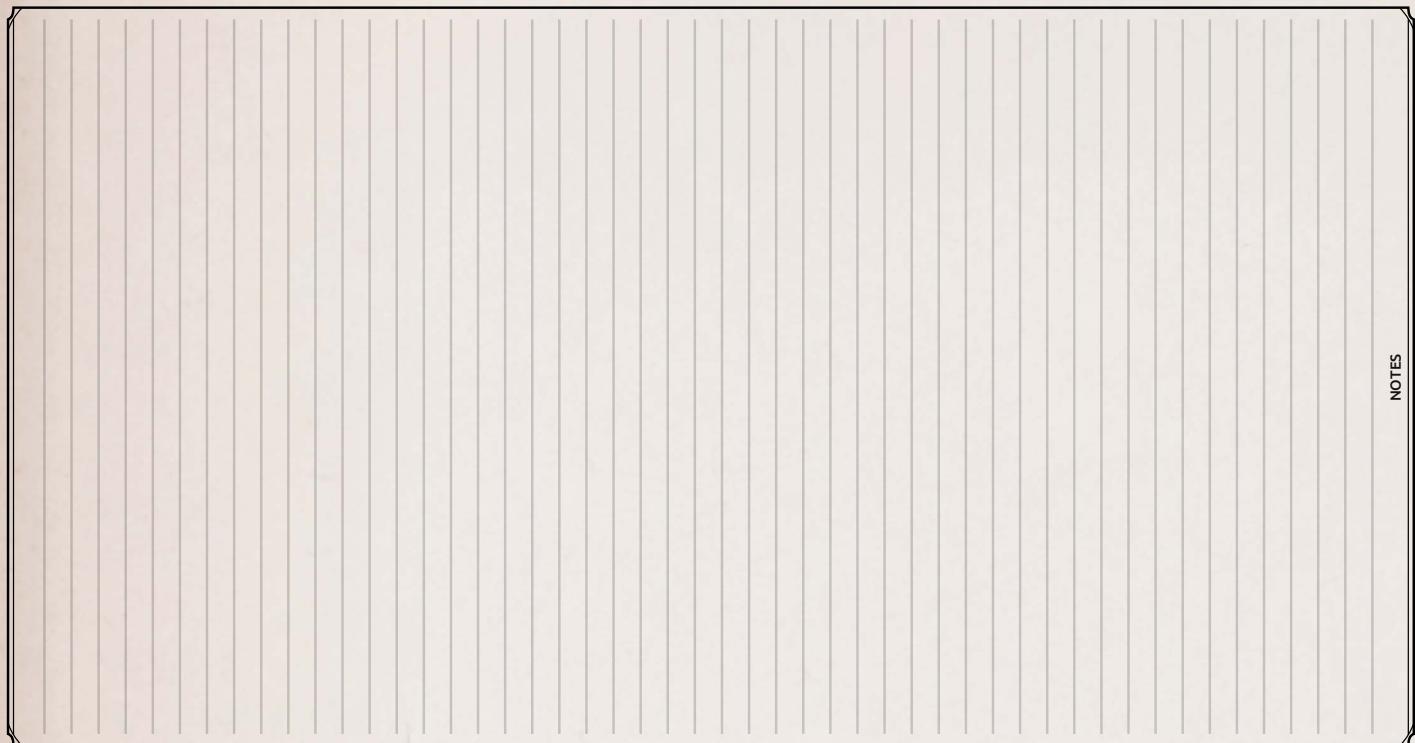


MAGIC ITEM

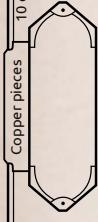
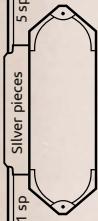
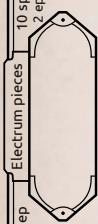
Name Attuned
Description

MAGIC ITEM

MAGIC ITEM

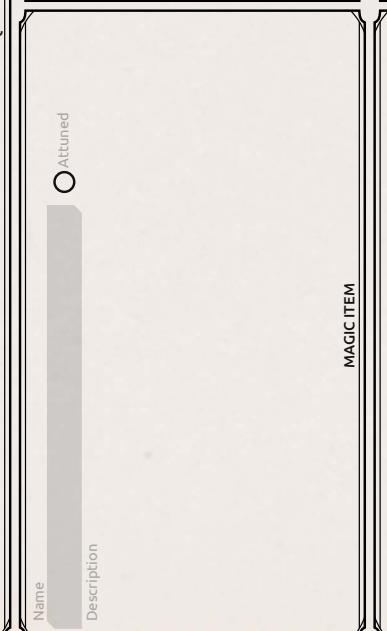
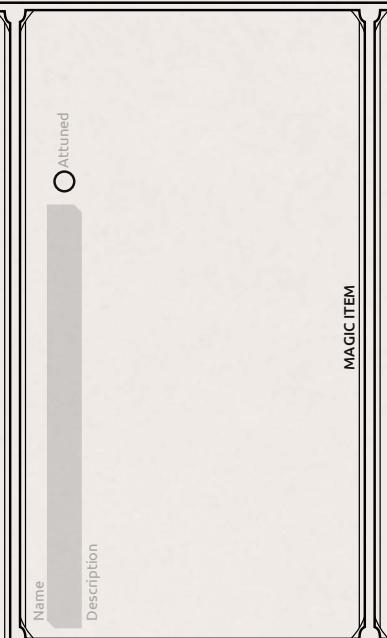


NOTES



a backpack,
a book of lore,
a bottle of ink,
an ink pen,
10 sheets of parchment,
a little bag of sand,
a small knife,
a wand (arcane focus),
a spellbook,
a quaterstaff,
common clothes,
Letter from dead colleague

EQUIPMENT



MAGIC ITEM

MAGIC ITEM

Intelligence
SPELCASTING ABILITY

Fire Bolt
Prestidigitation
Wand
MAGIC FOCUS

SPELL SAVE DC: 13
ATTACK MODIFIER: +5
TO PREPARE: 4

0

CANTRIPS

1

SPELL
LEVEL
SPELL SLOTS

USED SLOTS

2

000

4

SPELL
LEVEL
SPELL SLOTS

000

3

000

5

000

7

00

6

00

8

00

9

0

1

PREPARED

Alarm (ritual)

Comprehend Languages (ritual)

Detect Magic (ritual)

Magic Missile

Shield

Unseen Servant

Burning Hands



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LEGAL INFORMATION

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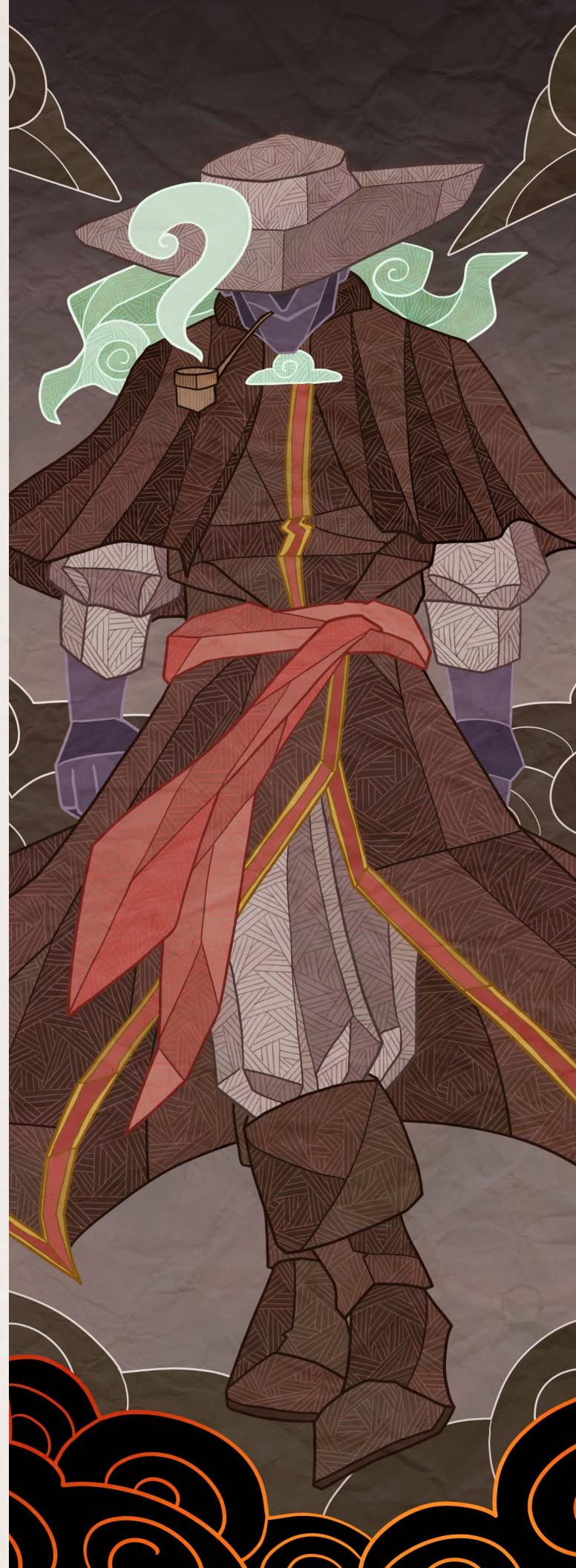
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