

Zorilan

Level 2
LEVEL

Wizard
CLASS

Neutral
ALIGNMENT



INITIATIVE

Roll 1d20

+2

PASSIVE
PERCEPTION

13

SPEED

30 ft.



PROFICIENCY BONUS +2

SAVING THROWS

Roll
1d20

- +0 STRENGTH SAVES
- 1 DEXTERITY SAVES
- +2 CONSTITUTION SAVES
- +2 INTELLIGENCE SAVES
- +4* WISDOM SAVES
- +5* CHARISMA SAVES

* PROFICIENCY BONUS ALREADY APPLIED

PROFICIENCIES

Armour: none

Weapons: dagger, dart, light cross-bow, quarterstaff, sling

Tools: none

Saving Throws: INT, WIS

Skills: Arcana, Investigation, Medicine, Perception,

Languages: Common

SKILLS

Roll
1d20

- +2 ACROBATICS (DEX)
- +1 ANIMAL HANDLING (WIS)
- +5* ARCANA (INT)
- 1 ATHLETICS (STR)
- 0 DECEPTION (CHA)
- +3 HISTORY (INT)
- +1 INSIGHT (WIS)
- 0 INTIMIDATION (CHA)
- +5* INVESTIGATION (INT)
- +3* MEDICINE (WIS)
- +3 NATURE (INT)
- +3* PERCEPTION (WIS)
- 0 PERFORMANCE (CHA)
- 0 PERSUASION (CHA)
- +3 RELIGION (INT)
- +2 SLEIGHT OF HAND (DEX)
- +2 STEALTH (DEX)
- +1 SURVIVAL (WIS)

* PROFICIENCY BONUS ALREADY APPLIED

ATTACKS

Roll
1d20

Dagger. Finesse Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.).

Unarmed Strike. Melee Attack: +1 to hit, reach 5 ft. Hit: 1 bludgeoning damage.

Ray of Frost Cantrip. Ranged Spell Attack: +5 to hit, target one creature within 60 ft. range. Hit: 1d8 cold damage and target's speed reduced by 10 feet for one round.



ARMOUR CLASS (AC)

12

Attacks equal or higher than AC hit



HIT POINTS

Damage Reduces Hit Points

14

HIT DICE 2d6



DEATH SAVES

SUCCESS



FAILURE



FEATURES

Ritual Casting. Cast ritual spells from spellbook.

Arcane Recovery. Regain 1 spell slot on a short rest.

Evocation Savant. Cost and time to learn Evocation halved.

Sculpt Spells. 2 targets may be selected to pass saves from your evocation spells.

Cantrips Known. Light, Prestidigitation, Ray of Frost

Spellbook. (1st Level, 3 Slots)

Charm Person, Detect Magic, Grease, Mage Armor, Magic Missile, Shield



BACK STORY

The reality of privateer life has not really lived up to your expectations. Yes there's plenty of travel, but there are few fellow intellectuals to converse with. That's why you volunteered for the mission to visit Foxbeard's tomb for a bit of excitement.

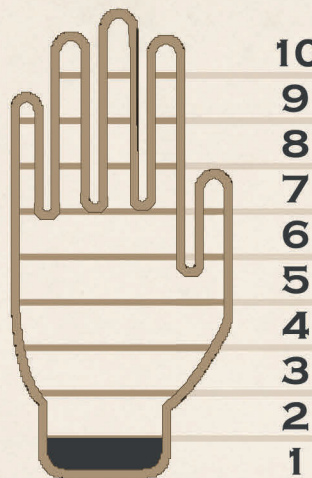
The tomb itself has some fascinating carvings that look arcane in nature, that you've roughly translated as 'Beware the Black Hand of the Dread Efreet.'

It was as you were translating and pondering the carvings that your fellow crew mates returned from the crypt and the stair entrance sealed shut.

Your flesh suddenly falling away has helped you discern the texts meaning, it's a warning about a curse!

Late as that warning is, it's enough to remind you that you believe this flavour of curse can only be lifted by returning a cursed item to it's resting place or destroying the curse giver and that violating the, as yet, unknown rules of the curse will make the Black Mark grow in size and severity.

CURSE OF THE BLACK MARK



10 You're Cursed!

While you don't seem to be harmed, your flesh has started to rot away, which leaves you with the appearance of a zombie.

There is also a mark on your hand, that right now is quite small...

EQUIPMENT & TREASURE

No Armour

Dagger, Spell Book, Arcane Focus

Backpack: Book of Lore (Legends of the Wraith Isles), Ink Bottle, Ink Pen, 9 Sheets of Parchment, Bag of Fine Sand, Knife, Waterskin, 2 Apples.

Cheap Green Gem (20gp value), 5gp, 16sp

SPELLS AND NOTES

Spell Attack Modifier +5 | Spell Save DC 13

Cantrips

These may be cast an unlimited number of times.

Light. (1 Action, duration 1 hour, range touch) You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Prestidigitation. (1 action, duration 1 hour, range 10 ft) You create one of the following magical effects within range; harmless sensory effect, light/snuff out a candle/torch, clean/soil an object, chill/warm/flavour nonliving material, make a colour/symbol appear or create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

Ray of Frost. (1 action, instant, range 60 ft) A ranged spell attack. On a hit, it causes 1d8 cold damage, and reduces speed by 10 feet until the start of your next turn.

Spell Book

These require a spell slot to cast, you have 3 spell slots.

Charm Person. (1 Action, duration 1 hour, range 30 ft) Target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it.

Detect Magic. (1 action, duration 10 minutes, range self) For the duration, you sense the presence of magic within 30 feet of you.

Grease. (1 action, duration 1 minute, range 60 ft). Slick grease covers the ground in a 10-foot square centred on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Mage Armor. (1 Action, duration 8 hours, range touch) add a protective magical force to a target without armour. The target's base AC becomes 13 + its DEX modifier. The spell ends if the target dons armour or if you dismiss the spell as an action.

Magic Missile. (1 Action, instant, range 120 ft) You create three glowing darts, each auto hits one or more targets that you can see within range. Each deals 1d4+1 force damage.

Shield. (1 Reaction, duration 1 round, range self) Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.