

Hero Maker School

Introduction: This is a one shot adventure for first level characters.

With the accention of Nim-Aer, Lord Neverember has desided to make a training school to train stronger soliders in a short amount of time or atleast the basics. In return they serve the neverwinter guard for so much time. But one Younger member has been rash and now the party must go after them.

A 1-2 hour adventure for first level characters



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Damos in his past life.



Speacial thanks to pyromancers.com for the program for the map

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'Do you think its wise to Let him go?'
'He's fine he wrested with an owlbear and won'
'Thats exactly why I'm asking!'

—Rosa talking with George about

Nim-Aer

Adventure

Lord Neverember seeing the many would be heroes flocking to neverwinter for a chance to train with heroic icrons like Drizzt Do'urden or worship the newly accended god and his ex-captain Nim-Aer inspired him to recreate the Neverwinter Academy. With the promise of Experence for the cost of service to Neverwinter. While not offical yet and still in it's early steps. Located in one of the more hostile parts of Neverwinter that haven't been fully taken back from The Many Arrows. In this small camp there is the barriks a mess hall. A small library. A small training camp. Each year 5 groups of 4 are sent out to do a mission. If they complete it they graduate. In the center of this camp are four statues each pointing a direction. To the West is Nim-Aer. To the East is Drizzt Do'urden. To the south is of Damos. To the north is Lord Neverember.

Read or paraphrase the following when ready: 'You have just completed morning drills when a half-elf woman approaches your group with a look of worry.' you know her as head of the young groups Alice. She has soft brown eyes, red hair and freckles. 'Excuse me but have you seen a young Dragonborn around here? You might know him as Damaian? Brass colored only about three feet tall. I haven't seen him since yesterday. If you see him please tell him i'm looking for him.' she then heads off trying to find him.

Shortly after noon Alice's brother a human named kenny approaches you. He has brown hair, blue eyes and scars along his face. You know his as sarge is is one of the head trainers here. 'Hello I know I'm interrupting your training but I need your help. You are one of the next groups to be tested.' he sighs. 'I need your help. You know my sister is in charge of taking care of some of the younger ones. One who showed great promise Damaian became very upset when he found out he couldn't join the next group of adventurers coming in.' he looks at the party. 'Kid has lots of potenal but thats the thing he is still a kid.' he turns away from the party. 'Some scouts said they saw a dragon like creature heading towards a goblin cave to the south east. It could be him. If you can bring him back I will give you each 25 gp Each.' he turns to the party. 'If you complete this I'm sure I can convince the other trainers to let this be your mission. So what do you say?'

They might want to ask some questions.

Why does Neverwinter train children? 'It's not so much we train children but more so they can develop. They are taught how to read and write, given a roof over their heads, and less likely to resort to criminal dealings'

How Did you get this job? 'I was a member of the Flaming Fist before I went north to Neverwinter and was hired to teach new heroes to be.' he smirks I never thought I would be doing this.

So whats the deal with you and Alice? 'We have the same Father but different Mothers. It matters not though we are still siblings.'

Why don't you go yourself? 'The thing is Alice is incharge of them. And she hasn't reported him missing yet. Until that point I cannot step in,'

Can we get more rewards? 'Are you Asking for a reward you know that is against the rules. Now if I was to give you a personal gift thats a different story. But in theory said gift is 25 gold to each of you.'

If you knew about the goblins why not get rid of them? 'We were going to give them for one of the groups to retrieve but it looks like things have changed.'

What can you tell us about those statues? 'he puts his hands to his face.' Those are some of the greatest heroes of Neverwinter's history. If you don't know who they are I wouldn't go around saying so.'

He doesn't have much to say else and wishes the party good luck.

The Goblin Den.
X1 bugbear
x12 goblins

It takes only a few hours to get to the den. Kenny gave good directions.

Outside are 4 goblins. 2 are by the mouth of a cave and armed with shortbows. The other 2 are patrolling around.

The next chamber is large. In here is there is 4 goblins. Unless they hear combat or voices they aren't ready to fight. It is easy to tell this is a common area.

To the east there are 4 blankets on the floor and 2 sleeping goblins. In here is also a pool of drinkable water.

To the north leads to to paths further up north leads to a bugbear who is the leader of these goblins. He has a bed a

personal treasure horde of a 50 CP and 15 SP in a chest in the corner. He has 2 goblins in here with him.
 When the party enters this room read or paraphrase the following. 'In side you see a bugbear laughing and pointing at the limp body of a dragonborn who is tied up and mussled. Once he sees the party (unless he or the goblins are attacked) he says in broken common. 'What you do in my cave. This is my cave! Why trespass in my Cave?!' he looks at the dragonborn then back at the party. 'Oh me see. We make Deal. You Give me all your Shiny and I'll let dragon child leave with you.' what he wants is all the coins in the party possession. If they do reward them the full xp. He may be dumb but he does know he like shiny and doesn't care if the damian lives or die.

To the east is 2 more goblins guarding the suply room. It's filled mostly with wine and meat. But inside is a +1 shortsword.

(damaian will help fight if given the chance.)

Some questions they might ask damaian.

What were you thinking? 'I needed to prove myself.'

Who did you need to prove to? 'to myself, I think.' he looks down. 'I'm not sure'

What do you meen? 'Lately i've been having dreams of being a half dragon who took care of some halflings. Fighting for the greater good. Even having unique weapons.'

Have you told anyone about them? 'Yes I did at first but nobody would listen.'

Why did you join the Neverwinter hero camp? 'I always felt like I needed to get stronger to protect others.' he looks down. 'I thought I was stronger then what I was.

Can you tell us about these weapons? 'well the kinda looked like dragon claws but were made to pierce, slam and slash. They did look uncomfortable though.'

Did those goblins/bugbear do anything to harm you? 'no if anything I harmed them I was able to take out three and damage 1 before being captured.'

he doesn't have much else to say.

When he is brought back you are greeted by alice and kenny.. Alice walks up to Damaian and scolds him before pulling him by his nosrils to be punished. Kenny then hands the party containing the gold he promised. 'She does care for him almost like her own child.' a smile appears on his face. 'He isn't a normal boy. Some of the local clerics of Nim - Aer believe he might be the reincarnation of the hero Damos. I personally don't believe in that stuff but the boy does show

promise. Well I'll go speak with the other trainers. I hope you Well. ' he starts to walk off.

Reward the party with 100 xp each if they brought back Damaian alive and the party gains 1 renown.

NPC

Damaian (damos)

small humanoid (brass dragonborn)

Lawful Good

Armor class 10

Hit points 11 (3d6)

speed 20 ft

STR	Dex	CON	INT	WIS	CHA
12	10	12	7	8	7
+1	+0	+1	-2	-1	-2

Damage reistance: fire

Sences: passive perception 9

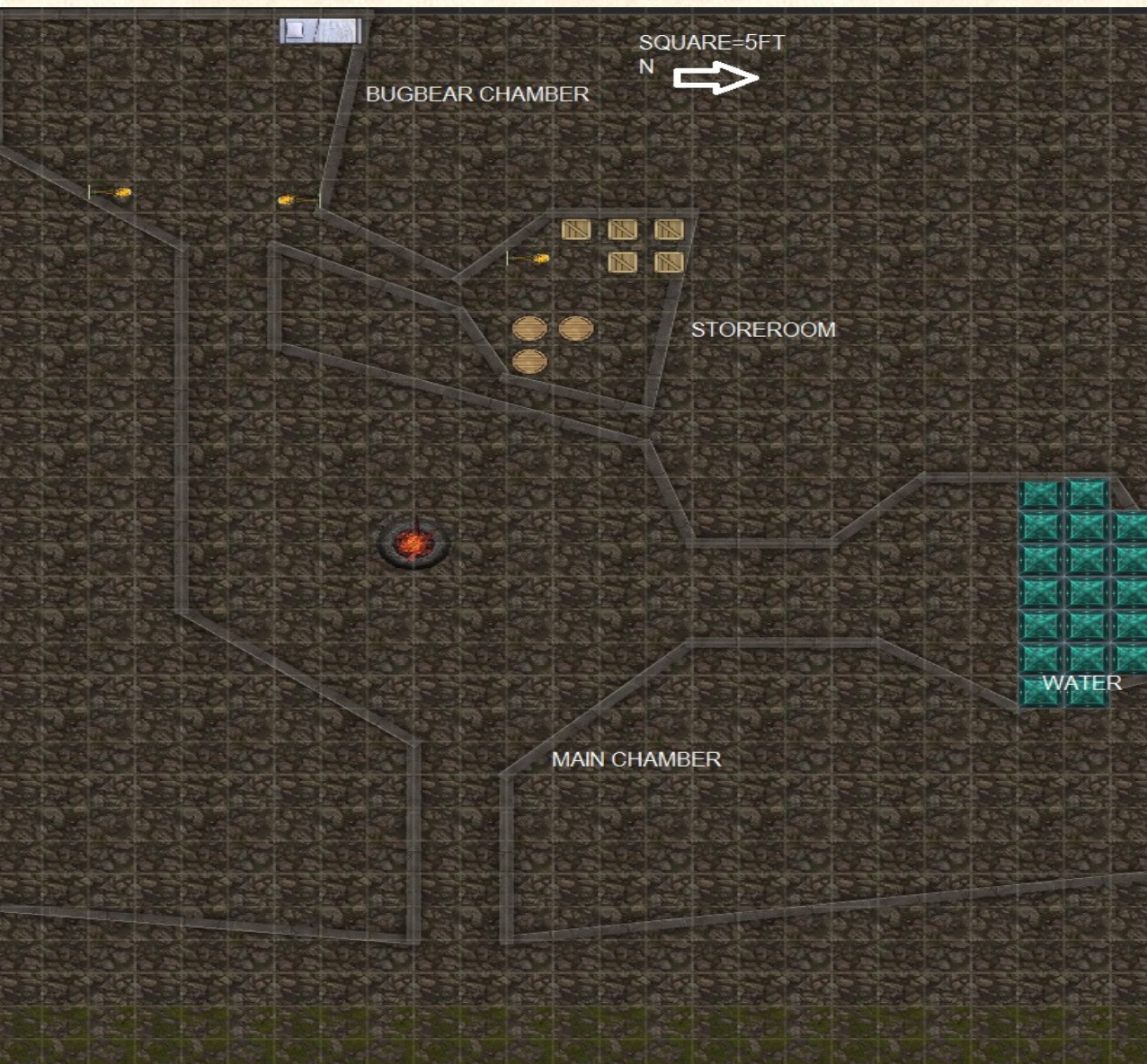
Languages: common, draconic

Challenge rating:1/4(50xp)

Fire breath: Once a day can fire a 5 by 15 ft line of fire.
 Creature caught in it take 1d6 fire damage or Dex save
 DC7 for half damage

shortsword: Melee weapon attack,+2 to hit, reach 5ft. One target.Hit 4(1d6+1) slashing damage

Map & Character sheets



D&D ADVENTURERS LEAGUE



Ginger

CHARACTER NAME

Barbarian 1

CLASS & LEVEL

Human

RACE

outlander (trapper)

BACKGROUND

N

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

Emerald Enclave

FACTION

DCI NUMBER

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

11

+0

WISDOM

13

+1

CHARISMA

9

-1

INSPIRATION

+2

PROFICIENCY BONUS

+5

Strength

+4

Dexterity

+2

Constitution

0

Intelligence

+1

Wisdom

-1

Charisma

SAVING THROWS

+2

Acrobatics (Dex)

+3

Animal Handling (Wis)

0

Arcana (Int)

+5

Athletics (Str)

-1

Deception (Cha)

0

History (Int)

+1

Insight (Wis)

-1

Intimidation (Cha)

0

Investigation (Int)

+1

Medicine (Wis)

0

Nature (Int)

+3

Perception (Wis)

-1

Performance (Cha)

-1

Persuasion (Cha)

0

Religion (Int)

+2

Sleight of Hand (Dex)

+2

Stealth (Dex)

+3

Survival (Wis)

SKILLS

14

ARMOR
CLASS

+2

INITIATIVE

30ft

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

NAME GREATSWORD +5 1d12+3slashing

hand axe +5 1d6+3 slashing

Javelin +5 1d6+3 piercing

the hand axe has a range 20/60

javelin has a range 30/120

while raging add +2 to melee damage

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

common, sylvan, goblin

light armor, medium armor, shields

sipile and martial weapons

drums

OTHER PROFICIENCIES & LANGUAGES

10

10

10

10

10

10

10

10

10

10

10

10

10

greatsword

x2 hand axes

x4 javelins

staff

hunting trap

travler's clothes

explorer's pack (included

backpack, bedroll, mess

kit, waterskin, 10 day rations,

10 torches, tinderbox, 50ft hemp

rope

EQUIPMENT

I don't want to loose another family so I work hard to make sure my new family stays safe.

PERSONALITY TRAITS

There must be balance between the wilds and civilazations

IDEALS

my friends are my new family

BONDS

I'm always right, and if someone wants to prove me wrong they have to do it in a bout of strength

FLAWS

while not wearing armor can add Con mod to AC (included)

When gathering food and water if you can find it for yourself and enough for 5 other people.

[[Rage: twice a day can enter a rage as a bonus action. While in the rage you have advantage on Str saving throws and Skill rolls. Your melee damage does +2 damage and you gain reistance to slashing, piercing, and buledgion damage. the rage lasts for 1 minute. to keep up the rage you must either make a melee attack against a enemy. or take damage since your last turn.

While raging cannot cast any spells.

FEATURES & TRAITS

D&D ADVENTURERS LEAGUE

Monk 1

CLASS & LEVEL

Urchin

BACKGROUND

Emerald Enclave

FACTION

Leah of the Northern fist

Elf (drow)

RACE

N.G.

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

10

0

DEXTERITY

16

3

CONSTITUTION

13

1

INTELLIGENCE

8

-1

WISDOM

15

2

CHARISMA

13

1

INSPIRATION

+2

PROFICIENCY BONUS

+2

Strength

+5

Dexterity

+1

Constitution

+1

Intelligence

+2

Wisdom

+2

Charisma

+

Saving Throws

+

Saving Throws

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Saving Throws

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Saving Throws

15

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESS 0/0/0/0/0/0

FAILURES 0/0/0/0/0/0

DEATH SAVED

NAME unarmed strike

ATK BONUS +5

DAMAGE TYPE 1d4+3

dart(range20/60)

ATK BONUS +5

DAMAGE TYPE 1d4+3

club

ATK BONUS +5

DAMAGE TYPE 1d4+3

ATK BONUS

DAMAGE TYPE

ATK BONUS

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ATK BONUS

DAMAGE TYPE

She is kind to everyone and wants everyone to get along

PERSONALITY TRAITS

She thinks she is the reincarnation of the daughter of Nim-Aer and must follow his teachings so she can be with him once

IDEALS

We made a new family now I hope we can get along.

BONDS

She is terrified of harming nature

FLAWS

armor defence wis (included): if not wearing armor add wis mod to ac.

Martial arts: while not wearing armor or shields

monk weapons and unarmed strikes can use dex instead of strength.

unarmed strikes do 1d4 damage. if

performing an unarmed strike can use bonus

action to make another unarmed strike

city secrets: while in Neverwinter and not

in combat you can travel twice as fast

Trance: Elves meditate for 4 hours a

day for a long rest. and are

semiconscious

Fey Ancestry: you have advantage

on saving throws against being

charmed and magic can't put you to

sleep

Darkvision 120 ft

Sunlight sensitivity: you have

disadvantage on attack rolls and

perception saving throws that rely on sight

during direct sunlight

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

common, elfen

Disguise kit, thief tools, simple weapons, shortswords, and leaf whistle (instrument)

hand crossbow, rapiers

OTHER PROFICIENCIES & LANGUAGES

club

small knife

D&D ADVENTURERS LEAGUE

John (spangles) Arkum

wizard 1

Noble (Balder's Gate)

Lord's Alliance

ALLIANCE

LEVEL

BACKGROUND

PLAYER NAME

FACTION

LG

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

8

DEXTERITY

16

CONSTITUTION

10

INTELLIGENCE

16

WISDOM

13

CHARISMA

12

INSPIRATION

+2

PROFICIENCY BONUS

+3

Strength

+0

Dexterity

+5

Constitution

+5

Intelligence

+1

Wisdom

+1

Charisma

SAVING THROWS

+3

Acrobatics (Dex)

+5

Animal Handling (Wis)

-1

Arcana (Int)

+1

Athletics (Str)

+1

Deception (Cha)

+5

History (Int)

+1

Insight (Wis)

+1

Intimidation (Cha)

+5

Investigation (Int)

+1

Medicine (Wis)

+3

Nature (Int)

+1

Perception (Wis)

+1

Performance (Cha)

+3

Persuasion (Cha)

+3

Religion (Int)

+3

Sleight of Hand (Dex)

+3

Stealth (Dex)

+4

Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum

6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d6

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

NAME

quarterstaff

ATK BONUS

+1

DAMAGE TYPE

1d6-1

bludgeoning

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

common, draconic, gnomish
cards, daggers, lit crossbow, darts, slings,
quarterstaves,

OTHER PROFICIENCIES & LANGUAGES

spellbook

quarterstaff,

component pouch,

set of fine clothing,

signet ring,

scroll of pedigree

25

explorer's pack (includes: a

backpack, a bedroll, a mess kit,

a waterskin, a tinderbox, 50'

hemp-rope, 10 days rations, 10

torches

EQUIPMENT

I may be living like a lower classed
person but that doesn't mean i can't be
civilized

PERSONALITY TRAITS

I want to become an adventurer to bring
glory back to my clan.

IDEALS

Those who show respect deserve
respect

BONDS

my brother embarest the family name
by becomming a druid.

FLAWS

Darkvision 60ft, advantage on Int, Wis, &

Cha saves vs Magic DC

Spellcaster: Uses Int as main stat. +5 to hit
with magic, and spell DC 13

knows the following cantrips: Minor Illusion
Acid Splash, Mage hand, Fire Bolt

has (2) Level 1 spell slots with the

following spells prepared

☐ ☐

Magic missile, Alarm, Sleep, Find Familiar,

You can secure an audience with a local
lord.

regain half your level (min 1) in spell slots

during a short rest.

through simple gesters and sounds you
can communicate simple ideas with small

or smaller beasts

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FEATURES & TRAITS