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Your actual party

Verified from your PDFs

Yeshara: human Life Cleric 3, HP 24, printed AC 11, initiative +3 (Alert included), speed 30 ft., spell attack +6, spell save DC 14. Tala: human Genie (Efreeti) Warlock 3, HP 21, printed AC 11, initiative +1, speed 30 ft., spell attack +6, spell save DC 14. Current HP was blank; the Add buttons start them at full HP.

Armor setup before the first scene

Yeshara owns a chain shirt and shield: AC 13 + Dexterity 1 + shield 2 = 16 when both are equipped. Tala owns leather: AC 11 + Dexterity 1 = 12 when equipped. The tracker starts at the printed 11 and offers an explicit Equip listed armor button. This only changes the tracker, not D&D Beyond.

Your party is well suited to the story

Yeshara notices clues (passive Perception 16) and supports the group; Tala speaks Goblin and can handle bluffing and negotiations. Let Tala converse with the bakers and Yeshara recognize the need for care, cleanliness and fair treatment. Neither has thieves' tools on the provided sheet: allow the visible spring to be wedged with a spoon, not a mandatory lockpicking roll.

Keep the gentle encounter settings

Use two goblins at most, one helper with Rusk, and no reinforcement waves. Do not increase damage just because the party can heal. Both are fragile at their printed AC. If armor is equipped and Tala chooses to use False Life, they gain breathing room; the story still needs no mandatory combat.

Character-sheet cleanup

Yeshara lists Guidance twice (one from Divine Order); choose a different extra cleric cantrip before play. Sacred Flame is a useful suggestion, not an automatic change. Her export shows the full cleric spell list with only the four domain spells clearly marked always prepared. Choose six regular prepared spells; she cannot cast every spell on that printout.

Suggested preparation, pending player choice

Yeshara: Healing Word, Guiding Bolt, Command, Sanctuary, Hold Person, Detect Magic; plus always-prepared Aid, Bless, Cure Wounds and Lesser Restoration. Tala's listed warlock spells are Bane, Hex, Invisibility and Suggestion; Magic Initiate also grants one free Bane per long rest. No D&D Beyond selections were changed.

Yeshara • play guide

Your numbers

HP 24 • AC 11 as printed, or 16 with your chain shirt and shield equipped • Initiative +3 • Speed 30 ft. • Spell attack +6 • Spell save DC 14 • Concentration save +2. Skills: Perception +6, Insight +6, Medicine +6, Religion +6, Persuasion +3.

A helpful opening turn

Cast Bless using an action and a level-1 slot: choose up to three creatures within 30 ft.; they add 1d4 to attack rolls and saving throws while you concentrate, up to 1 minute. You may include both heroes. Then move to cover. You can use Dodge on later turns while maintaining Bless.

Healing you can rely on

Cure Wounds: action, touch, level-1 slot heals 2d8+7 HP; level-2 slot heals 4d8+8. Healing Word, if prepared: bonus action, a creature you can see within 60 ft., level-1 slot heals 2d4+7; level-2 slot heals 4d4+8. These totals include Wisdom +4 and Disciple of Life. Never exceed the target's current HP maximum.

Channel Divinity: two uses

Divine Spark: action, another creature you can see within 30 ft.; roll 1d8+4 and heal it, or force a DC 14 Constitution save to take that amount of radiant/necrotic damage (half on success). Preserve Life: action, distribute 15 HP among Bloodied creatures within 30 ft. including yourself; cannot heal anyone above half maximum HP (12 for you, 10 for unbuffed Tala). No spell slot; Disciple of Life does not add to it.

Your daily resources

Four level-1 slots, two level-2 slots; all recover on a long rest. Two Channel Divinity uses; recover one expended use per short rest, all on a long rest. Hit Dice: three d8; each spent during a short rest heals 1d8+2. Alert lets you swap initiative with a willing ally immediately after you roll, if neither is incapacitated.

Focus on choices, not every spell

Keep your shield equipped and your other hand available for spell components. Your current cantrips are Guidance, Spare the Dying and Thaumaturgy, with Guidance duplicated; the extra selection needs cleanup. Divine Spark gives an offensive option without changing your choices. A prepared Guiding Bolt attacks at +6 for 4d6 radiant using a level-1 slot.

Tala • play guide

Your numbers

HP 21 • AC 11 as printed, or 12 with leather equipped • Initiative +1 • Speed 30 ft. • Spell attack +6 • Spell save DC 14 • Concentration save +1 with advantage from Eldritch Mind. Deception +6, Intimidation +6; speaks Goblin.

Your dependable attack

Eldritch Blast: action, range 120 ft., one ranged spell attack at +6; a hit deals 1d10+4 force. Genie's Wrath can add 2 fire damage once during each of your own turns when you hit with an attack roll. At level 3 this is ONE beam, not two. Fire-immune oven creatures ignore the fire bonus, not the force damage.

Prepare for danger

Fiendish Vigor lets you cast False Life on yourself as an action without a spell slot, granting 12 temporary HP. They do not stack: keep the existing amount or the new amount. They absorb damage first, cannot be healed and do not revive you at 0 HP. The tracker button applies 12, keeping a higher existing amount.

Your four warlock spells

Hex: bonus action, target you can see within 90 ft.; add 1d6 necrotic when you hit it, and choose an ability for disadvantage on ability checks (not saves); concentrate up to 1 hour at your slot level. Bane: action; choose up to three visible creatures within 30 ft.; DC 14 Charisma saves or subtract 1d4 from attacks and saves while you concentrate, up to 1 minute.

Other ways through the bakery

Invisibility: action, touch, concentration up to 1 hour; ends on a target after it attacks, deals damage or casts a spell. Suggestion: action, one creature within 30 ft. that hears and understands you; DC 14 Wisdom save, concentration up to 8 hours. State an achievable course of action in no more than 25 words, without obvious damage to it or allies. A friendly pie-making bargain often needs no magic.

Your limited resources

Two level-2 Pact slots; both recover on a short or long rest. Magical Cunning: one-minute rite, once per long rest, recover one expended Pact slot. Magic Initiate gives a separate free Bane once per long rest; it still requires concentration. Bottled Respite: action, once per long rest, enter your vessel alone up to 4 hours; bonus action to leave early. You cannot yet bring Yeshara inside.

Other useful magic

Minor Illusion can make a sound or an image of an object in a 5-foot cube, not a moving creature. Mending repairs a small break in 1 minute, not an action, and cannot repair lost magic. Spare the Dying stabilizes a living creature at 0 HP within 15 ft.; it restores no HP.

2024 rules for this party

Turns and spells

Move plus one action, with a bonus action only when a feature grants one. On a turn you can expend only one spell slot to cast a spell. A slot-free cantrip or Channel Divinity can share a turn with a bonus-action spell if the action economy permits. Do not apply the old blanket bonus-action spell restriction.

Healing potions

A Potion of Healing restores 2d4+2 HP. Drinking it, or administering it to a creature within 5 ft., takes a BONUS ACTION under the 2024 rules. The four starting adventure potions remain a gift from Tyndareus; they are not listed on your uploaded sheets.

Concentration

Only one concentration effect at a time. Damage requires a Constitution save: DC 10 or half the damage, whichever is higher, with maximum DC 30. Tala rolls with advantage and +1; Yeshara rolls +2. Taking damage absorbed by temporary HP can still require a save. Incapacitation ends concentration.

Human Heroic Inspiration

Both characters gain Heroic Inspiration after a long rest. Spend it to reroll any die immediately after rolling; use the new result. Track at most one per hero. This is not the older advantage-before-a-roll version.

Hide and knockout

The combat Hide action requires DC 15 Stealth, being out of enemy line of sight, and heavy obscurement or three-quarters/total cover. The dock's easier group check is a specific exploration challenge. A melee attacker who would reduce a creature to 0 may instead leave it at 1 HP and unconscious; a short rest ends that condition, or healing/first aid can end it earlier. In the tracker, set HP to 1, add Unconscious, and mark it Out of fight.

Rest and useful corrections

A short rest takes at least one hour. Spend available Hit Dice to heal. A completed long rest restores all HP and all spent Hit Dice in 2024. Guidance now names a skill and adds 1d4 to checks using it for up to 1 minute with concentration. Spiritual Weapon requires concentration in 2024.

Rules sources

Character numbers and legacy Genie features: your supplied D&D Beyond PDFs. Core rules verified against Wizards of the Coast SRD 5.2.1:

https://media.dndbeyond.com/compendium-images/srd/5.2/SRD_CC_v5.2.1.pdf. This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under Creative Commons Attribution 4.0: <https://creativecommons.org/licenses/by/4.0/>. Creature cards remain explicitly homebrew adventure versions.