

HARKOVER LEE

ENIGMATIC WIZARD



ABILITIES

STR 25 (+7)

DEX 8 (-1)

CON 14 (+2)

INT 20 (+5)

WIS 16 (+3)

CHA 10 (+0)

ATTRIBUTES

Initiative -1

Speed 30 feet

Hit Dice 10d6

Darkvision

- Arcana +1d12
- History +1d8
- Intimidate +1d6
- Search +1d8
- Spot +1d6

14

ARMOR CLASS

HIT POINTS

62

COMBAT

Cantrips (At-Will)

- **Burning Touch.** Dex save (DC 20) or 1d8 damage and target catches on fire. Free Dex save (DC 10) per round to put out.
- **Daze.** Range 25 ft., 10-ft. radius. Wis save (DC 18) or 1 round vulnerable. If 15 hp or fewer, stunned instead.
- **Gather Fire.** 10-ft. radius flames surround you until your next turn. Creatures that enter or end their turn in area take 5 damage. Quadruple the range of any spell you cast next turn.
- **Mage Hand.** Telekinesis, range 25 ft.
- **Minor Illusion.** Concentration plus 1 minute, range 25 ft.
- **Thunderwave.** 15-ft. blast, 2d6 damage, Str save (DC 18) or target is pushed 10 ft.

Major Spells (10/day)

- **Clairvoyance.** Concentration. See and hear. Range 250 ft.
- **Dispell Magic.** Range 25 ft., Int check (DC 10 + spell level). You may cast as 10-minute ritual to not use a spell slot.
- **Feeblemind.** Range 25 ft., 4d6 psychic damage. Wis save (DC 18) or target drops to Int 3 for 1 round. If 30 hp or fewer, duration is permanent.
- **Fireball.** 50 ft., 20-ft. radius, 3d6 fire damage. Dex save (DC 20) or target catches fire.
- **Portal.** Concentration. Create two portal openings within 100 ft. Creatures can step between areas.
- **Silence.** Concentration. 50 ft. No sound in 20-ft. radius.
- **Wall of Force.** Concentration. 25 ft. Create ten 10-ft. square panes of invisible force, 30 HP, hardness 20.

BACKGROUND

You do not speak of your history, but you will not eat in front of others, nor may you fight with your physical might, only your magic. And—for one more year at least—you must obey your pledge of loyalty to Risur. King Lorcan asks you to aid him against the witch coven of Cauldron Hill, and so you shall.

Share this information with the king and his council:

The coven's leader, the Red Contessa, can sense any blood spilled within 3 miles, and can speak and observe through pools of blood. Your gem will help.

The witch known as Sister Pernicity can command dark fey and the spirits of the dead. Sister Deliria confuses people's minds, using trickery, illusions, and enchantment. There may be more witches.

People have reported attacking the witches, inflicting mortal wounds, and then seeing no effect. They have many minions, some willing, some coerced, some enchanted. And not all of them human.

Serve the king well. Risur has done you a great favor.

EQUIPMENT & TREASURE

Golden Orb. Etched, functions as your spellbook.

Robe of the Pyromancer. Any creature that grabs you catches on fire. You have resistance to fire damage.

Black Gem. Scrying is blocked within 100 ft. Lasts only one day once activated.