



18

ARMOR CLASS

HIT POINTS

80

# KING LORCAN FINN

## HUMAN FIGHTER

### ABILITIES

STR 16 (+3)

DEX 10 (+0)

CON 12 (+1)

INT 14 (+2)

WIS 16 (+3)

CHA 16 (+3)

### ATTRIBUTES

Initiative +5

Speed 30 feet

Hit Dice 11d10

- Bluff +1d6
- History +1d12
- Nature +1d6
- Persuade +1d10
- Philosophy +1d8
- Storytelling +1d8



### COMBAT

**King's Claymore** +8 (1d12+4), critical 18-20  
**Silent Shortbow** +5 (1d6+1), 80/320

#### Stances

On your turn, you may switch stances.

- **Alert.** Use reaction to make an opportunity attack vs. a foe who moves into your threatened area. Bows threaten 25 ft.
- **Brute.** You can't take reactions. Your attacks do +1d6 damage.
- **Close.** You can enter a foe's space, provoking opportunity attack. If you hit that foe, you can grab, trip, or disarm him.
- **Defensive.** Use reaction to add +4 to AC to self or adjacent ally.
- **Evasive.** Use reaction to move 30 ft.

#### Combat

You can normally make two attacks as an action. You may take an extra action on your turn, but need a rest before doing it again.

#### Rites of Rulership

While in Risur, as an action you can reshape four 5-ft. cubes of earth, stone, and foliage.

If you have not named a successor, you are immune to charm, fear, and poison. You can't be surprised. If you'd drop below 1 HP, make a Con save (DC 15) to remain at 1 HP. If you fail, your allies are stunned for one round.

### BACKGROUND

The monarchs of Risur pass their title based on merit, not blood, which is good because your children are all obnoxious. You intend to name Dame Melissa Gahlot as your successor. But the Rites of Rulership grant protections you will need soon, so a formal decree must wait.

A year ago you declared armistice with the godless, technologically superior nation of Danor. Risur lost territory in the war, and you fear your people do not trust you anymore. Worse, during the war a coven of witches in one of your major cities—Flint—grew bold and deadly. They terrorized the townsfolk, killed the mayor three times (he reincarnated, though), and seem bent on laying claim to the area.

In the last month they abducted dozens of hostages, and so now you have gathered trusted allies to plan an assault on their stronghold, the mountain known as Cauldron Hill, which looms over the city center.

You might not return, but there's more at stake than simply protecting your nation. Dame Melissa is noble and mighty, but she has no bond with the common folk. The real mission is to make Melissa save the people of Flint. You pray that she will see that the nation is nothing if its people do not have faith in their monarch. If you fail, you might have to let one of your bratty kids succeed you.

### EQUIPMENT & TREASURE

Glamoured mithral plate.

**King's Claymore.** Teleports to your hand at-will.

**Silent Shortbow.** Creatures hit cannot speak above normal volume.

**Crown of Risur.** You always know the names of those you can see. On your turn you can say someone's name to grant them a save against charm, fear, or poison, but only once per person per day.