



14

ARMOR CLASS

HIT POINTS

62

HARKOVER LEE

WIZARD

ABILITIES

- STR 16 (+3)
- 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 +1d10
- Handle Animal +1d6
- History +1d6
- Insight +1d6
- Search +1d6



COMBAT

Cantrips

- Burning Touch.** Dex save (DC 20) or 2d8 damage and target catches on fire. Takes 1d6 fire per round. Action to put out.
- Gather Fire.** Aura of fire, 10-ft., 10 damage, 1 round. Spell cast in next round has its range quadrupled.
- Mage Hand.** Telekinesis, range 25 ft.
- Minor Illusion.** 1 minute, 25 ft.
- Thunderwave.** 15-ft. blast, Con save (DC 18), or target takes 2d6 damage and is pushed 10 ft.

Major Spells

You can cast 10 major spells per day.

- Clairvoyance.** Concentration. See and hear as if 250 ft. away.
- Dispel Magic.** 25 ft., Int check (DC 10 + spell level). Cast as 10-minute ritual to not use a spell slot.
- Feeblemind.** 25 ft., 4d6 psychic damage. Wis save (DC 18) or target drops to Int 3.
- Fireball.** 50 ft., 20-ft. radius, 3d6 fire damage. Dex save (DC 20) or target catches fire.
- Haste.** Concentration. Target gets +2 AC, advantage on Dex saves, one non-spell action per turn.
- Silence.** Concentration. 50 ft. No sound in 20-ft. radius.
- Wyrms Form.** Concentration. Become huge. Resistance to weapon damage, advantage on saves against magic. Str 22. Bite +6, 3d12+3 and grab. Fire breath per *burning touch* spell in 20-ft. cone.

BACKGROUND

You do not speak of your history. You have one year left in your pledge of loyalty to Risur, and now King Lorcan has called upon you to aid his assault on the witch coven that has terrorized the city of Flint from atop Cauldron Hill.

Some supernatural sense warns you that there is a threat among your company, but your divinations say that all of you are devoted to defeating the witches.

The coven makes use of a dread ritual known as *bond of forced faith*, which transfers harm from the caster to a bonded victim.

The witch known as Sister Abortion can command goblins and the spirits of the dead.

Sister Delirium holds sway over the minds of the people of Flint, using trickery, illusions, and enchantment.

Their leader, The Red Contessa, has wed some dark entity that resides beyond the veil of the Bleak Gate. She can sense any blood that is shed within 3 miles, and can speak and observe through pools of blood.

EQUIPMENT & TREASURE

Golden Orb. Etched with miniscule text that functions as your spellbook. Weighs 30 lbs.

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

Decanter of Blood. Traps any blood that would be shed within 250 ft. Holds 20 medium creatures' worth.