



18

ARMOR CLASS

HIT POINTS

109

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 +4

Speed 30 feet

Hit Dice 15d10

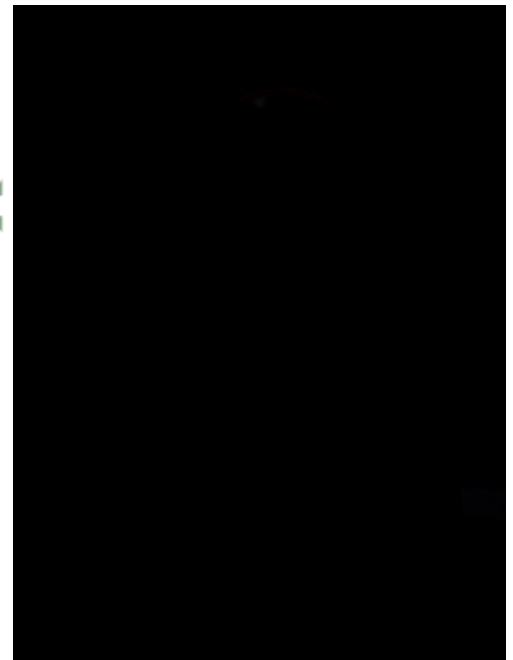
• History +1d6

• Insight +1d6

• Nature +1d6

• Persuade +1d12

• Philosophy +1d6



COMBAT

King's Claymore +9 (1d12+4)

Silent Shortbow +6 (1d6+1), 80/320

Expertise Dice

You get 5d6 after each short rest. You can spend them as follows.

- **Bolster.** Roll a die as a reaction to add to an ally's saving throw or his AC vs. one attack.
- **Order.** Roll a die when an ally attacks (before he rolls) to add to his attack roll.
- **Slay.** Roll a die, add to damage on a hit.

Fighting Style

Your attacks do four damage dice. You can divide these among different targets, making one attack roll against each (e.g., 1d12+4 and 3d12+4, two 2d12+4, four 1d12+4, or one 4d12+4). If you target one foe, you can contest Strength to push him 5 ft.

Twice per day you can take an extra action on your turn. That turn, double all expertise dice.

Rites of Rulership

While in Risur, as an action you can move four 5-ft. cubes of terrain up to 10 ft.

You cannot be charmed or poisoned if you have not named a successor. When you are reduced to 0 HP, your allies are stunned for one round.

BACKGROUND

The previous monarch of Risur, Queen Caroline, named you her successor twenty-seven years ago after you thwarted an assassination attempt on her by Lord Petty of the Unseen Court. As the trickster lord died on your blade, he said he would curse you with bountiful obnoxious children. Such is the way of the fey.

You intend to name Dame Melissa Gahlot the green knight as your successor, and if you're honest a big reason is just to stop your children's bickering. You're nearly sixty, and you want some quiet in your waning years. But the Rites of Rulership grant certain protections that you will need soon, so a formal announcement must wait.

Tomorrow night a lunar eclipse shall drape in blood red light the mountain Cauldron Hill, which looms over the city of Flint. You will lead an assault against the vile witch coven who have sought to carve out their own nation from atop that peak using torture and deceit.

You might not return, but there's more at stake than simply protecting your nation. 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.

EQUIPMENT & TREASURE

Glamoured mithral plate, silent shortbow.

King's Claymore. Teleports to your hand at-will. Grants allies +1 to any attack rolls or skill checks you attempted on your last round.

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 to break an effect.