

15
ARMOR CLASS

53
HIT POINTS

ROLAND STANFIELD

DEVA GOVERNOR

ABILITIES

STR 8 (-1)

DEX 12 (+1)

CON 10 (+0)

INT 16 (+3)

WIS 19 (+4)

CHA 14 (+2)

ATTRIBUTES

Initiative +1

Speed 30 feet

Hit Dice 10d8

Resist necrotic, radiant

- **Bluff** +1d10
- **History** +1d6
- **Insight** +1d6
- **Persuade** +1d10
- **Spot** +1d6



COMBAT

Short Sword +1 (1d6)

Many Incarnations

You can spend an action to call forth one of your previous selves. He appears beside you and lasts as long as you concentrate. You lose 1 hit die when you call him, and regain the hit die if you spend an action to dismiss him. You can use an action to replace one incarnation with another without first needing to dismiss.

Your incarnations have 10 HP, resistance to non-magical attacks, and use your stats unless otherwise noted.

- **Mage.** AC 12, resistance to magical attacks. Can turn invisible or shoot 3 *magic missiles* as an action, 1d4+1 damage, 100 ft.
- **Skulk.** AC 17, Str 12, Dex 17. Stealth +1d6. Uses barbed poison dagger +6 (1d6+1 plus target makes Con save DC 14 or be slowed to speed 5 ft.). Extra +2d6+2 damage if target is granting advantage
- **Warrior.** AC 18, Str 17, Dex 14. Uses two bastard swords +9/+9 (1d10+3 each).
- **Wisp Swarm.** Several wispy incarnations fill a 20-ft. radius, and can fly 60 ft. Area is obscured, and creatures that end their turn within take 3d6 cold damage.

BACKGROUND

Four centuries ago you saw the eladrin goddess Srasama die. You felt different after that, and years later when you eventually perished you reincarnated, reappearing fully-grown in the wilderness with only vague memories of your former life.

Over the course of a hundred years and several incarnations you found your way to Risur, and you ended up becoming mayor of the coastal town of Flint. Upon your next death, the people of Flint found you and asked you to maintain your leadership. You have been mayor ever since.

Flint grew steadily, but then forty years ago a witch known as The Red Contessa established a coven atop a looming peak in the city's center, which the locals have renamed Cauldron Hill. As she and her sisters began to terrorize your people and curse the families who looked to you for protection and guidance, you tried to drive her out.

She killed you. Your next incarnation opposed her as well. She killed you again, then a third time, all the while gathering power that made her ever more impossible to confront.

Your current incarnation is not a warrior, but you are a far better politician. The previous queen was too busy defending against overseas nations, but the new king Lorcan has listened to your pleas. He has now gathered great warriors to free your city.

Normally you'd be no use in a fight, but recently you were contacted by a man named Nicodemus, who taught you to manifest your previous incarnations. Though you aren't trained for battle, they are.

Now as you prepare to ascend Cauldron Hill and fight for your city, Nicodemus has asked one favor: ensure that the tiefling Amielle, one of your allies, perishes on that mountaintop.