

King Lorcan Finn

Level 11 Human King



ABILITIES	
STR	16 (+3)
DEX	10 (+0)
CON	12 (+1)
INT	14 (+2)
WIS	16 (+3)
CHA	16 (+3)



Plate armor; defense fighting style



Saving Throws.

STR +7, CON +5

Proficient Skills.

Athletics	+7
Deception	+7
History	+6
Nature	+6
Performance	+7
Persuasion	+7
Survival	+7

Combat.

You get two attacks per action, and your weapon attacks score critical hits when you roll a 19 or 20 to attack.

Melee.

King's Claymore +8 (2d6+4), or
Dagger +8 (1d4+3)

Ranged.

Silent Shortbow +7 (1d6+1, 80/320)

Inspiring Leader. By spending 10 minutes offering inspiring and encouraging words, you can grant up to six creatures (including yourself) 14 temporary hit points.

Polyglot. You can speak every language used by every creature and NPC in this adventure.

Rites of Rulership. You have a magical connection with the kingdom of Risur that accords you several benefits.

You gain a +5 bonus to saves against charm, fear, and poison.

As long as you are above 0 HP, at the start of your turn you heal 10 HP.

The first time each encounter that you fall to 0 HP or below, each of your subjects within three miles is overcome with weakness and falls prone.

Once per round as a bonus action you can move up to four 5-ft. cubes of earth, stone, or foliage up to five feet while on Risuri land. This cannot affect land that is within 5 feet of a hostile creature, so no dropping people in pits.

When you are in the presence of a creature who is contesting control over Risuri land, you gain a +5 bonus to Strength-, Dexterity-, and Constitution-based checks. For the purpose of effects like grappling or shoving that depend on size, you can choose to be treated as that contesting creature's size.

Equipment.

In addition to a variety of mundane gear (daggers, rope, etc.), you have the following items.

Coat of Armor. Your royal attire defends you as well as a suit of plate armor. You cannot be teleported against your will.

King's Claymore. This cold iron greatsword teleports to your hand at your command. Attacks against fey deal an extra 3d6 damage.

Silent Shortbow. Creatures damaged by this weapon cannot speak above a whisper for one round. Your enchanted quiver contains nigh-unlimited cold iron and silver arrows. Attacks against fey deal an extra 3d6 damage.

Crown of Risur. You always know the preferred name of those you can see. On your turn you can say someone's name to grant them a new save against an effect with an ongoing duration, but only once per person per day.



Background.

You've chosen to give yourself an unusual gift for your fiftieth birthday: you intend to abdicate.

A year ago you declared an armistice with the godless, technologically superior nation of Danor, ruled by tieflings. Risur lost territory in the war, and you can already feel your people's fading trust weaken the power granted you by the Rites of Rulership.

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 as your successor Dame Melissa Gahlot, your chief bodyguard, known as the Green Knight. But the rites are only strong if the monarch is beloved by the masses and approved by the nobility, so Melissa needs to be seen as a hero.

A tragedy has given you a rare opportunity, though. During the war a coven of witches in one of your less-important cities – Flint – grew bold and deadly. Led by a woman known as the Red Contessa, they terrorized the townsfolk, these witches killed the

mayor three times (he reincarnated, though), and now they seem bent on laying claim to the area.

In the last month they have abducted dozens of hostages, and you intended to help, but a skyseer named Rachel Lang – one of Risur's folk prophets who sees the future in the stars – warned you not to move against the witches before this night, the night of a lunar eclipse, which you know as an ill omen. In any event, tomorrow is your birthday. You have gathered trusted allies to plan an assault on the witches' stronghold, the mountain known as Cauldron Hill, which looms over Flint's city center. You will strike at dawn.

You might not return, but there's more at stake than simply saving your citizens. Dame Melissa is noble and mighty, but she has no bond with the common folk. 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're not sure who will succeed you.

SUGGESTED STARTING INTERACTIONS.

Ask your allies to brief you. Let Roland Stanfield, mayor of Flint, tell what has happened so far in his city, and have your chief advisor Harkover Lee explain the nature of the witches. The foreigner Tomas Masaryk claims he knows a secret of the witches' power. Impress on Dame Melissa that protecting the people of Flint is your chief concern and that this is the proper attitude of a responsible monarch.

CHARACTER GOAL.

Do not tell anyone you intend to abdicate. It would be wise to keep it quiet that you're considering Dame Melissa as your successor, though you think she already suspects, as she has grown haughty and overconfident. Make sure that you do not die before passing the crown on to someone else.

You could declare almost anyone to be your successor, but not Mayor Stanfield (the rites demand the monarch must be "mortal"; because he is a deva, Stanfield perpetually reincarnates) nor your principal minister Harkover Lee (the rites disqualify anyone who has ruled another nation from wearing the crown of Risur).

