

# Harkover Lee

## Level 10 Enigmatic Mage



### ABILITIES

STR	25 (+7)
DEX	8 (-1)
CON	10 (+0)
INT	20 (+5)
WIS	16 (+3)
CHA	14 (+2)



Mage  
armor  
spell



### Saving Throws.

INT +9, WIS +7

### Proficient Skills.

Deception	+10
History	+7
Medicine	+7
Perception	+12
Persuasion	+10
Religion	+7
Stealth	+9

### Combat.

As a consequence of your taboo, you cannot make melee attacks or otherwise use your physical might to cause damage to other creatures. You use your magical abilities instead.

### Melee.

Unarmed strike +11 (8 damage, objects only)

### Ranged.

Handheld flame +9 (1d10+5 fire, 120 ft.)

**Enigmatic Taboo.** You should keep your strength a secret; openly displaying it would raise questions you're not prepared to answer. You may not attack to injure another creature with your physical might, but you may use magic to do so. Your strength can still aid with skill checks, combat maneuvers like grappling, and attacks against objects.

**Friend to Flame.** You are immune to fire damage. You can see perfectly through smoke. You can conjure fire and throw it at-will.

**Spellcasting.** You have the following spells prepared. The save DC is 17, and any spell attack is at +9. Once per day at the end of a short rest you can regain up to 5 levels worth of spell slots.

You can shape the area of your evocation spells (marked with an asterisk) to ignore a number of creatures equal to 1 + the spell's level.

- Evocation spells you cast that deal damage deal an extra 5 damage.
- **Cantrips (at-will)** – *fire bolt\**, *mage hand*, *mending*, *message*, *minor illusion*
  - **1st Level (3/day)** – *burning hands\**, *detect magic*, *feather fall*, *identify*, *mage armor*
  - **2nd Level (3/day)** – *flaming sphere\**, *scorching ray\**, *see invisibility*, *shatter\**
  - **3rd Level (3/day)** – *dispel magic*, *clairvoyance*, *fireball\**, *remove curse*
  - **4th Level (3/day)** – *dimension door*, *fire shield\**
  - **5th Level (2/day)** – *wall of force*

**Equipment.** As a consequence of your taboo, you carry no weapons.

**Golden Orb.** Etched with arcane writings, this 4-inch diameter sphere of gold is your spellbook. It weighs 22 pounds, but you carry it easily.

**Robes of the Pyromancer.** Any creature that grabs you catches on fire, and takes 2d6 fire damage immediately and each round thereafter. Only if the creature releases you can it attempt to put out the flames, making a DEX save (DC 10) for free at the end of its turn. It can spend an action to automatically extinguish the flames.

**Black Gem.** Crack in order to release an aura that blocks scrying within 100 ft. Lasts one day once activated.

**Rune of Succor.** Inscribed into your flesh but hidden from view, this rune triggers if you remain at 0 HP or below for more than two rounds. If triggered, you teleport to your sanctum hundreds of miles away in the city of Slate, where minions can revive you. You cannot share this contingency with anyone else. You have a *scroll of teleport* at your sanctum, but it would take you a few minutes to retrieve it.

**Scrolls.** You have three *scrolls of dispel magic* and three *scrolls of remove curse*. Dispelling has a chance of removing curses, but might be better saved to thwart other spell effects.



## Background.

You do not speak of your history, and you will not eat or drink in front of others, nor may you fight with your physical might, only your magic. And – for one more year at least – you must obey your pledge of loyalty to Risur and continue to serve as principal minister to the monarch, whomever he or she may be.

King Lorcan, fifty years old tomorrow yet still strong for a

human his age, asks you to aid him against the witch coven of Cauldron Hill, and so you shall. You have never been to the city of Flint before, but you and your apprentices have scryed it and learned information that will be critical in defeating the witch known as the Red Contessa. The king intends to strike at dawn.

Serve the king well. Risur has done you a great favor.

### SUGGESTED STARTING INTERACTIONS.

Share this information with the king and his council:

The coven's leader, the Red Contessa, can sense any blood spilled within 3 miles, and can speak and observe through pools of blood. Your *black gem* will help you sneak up on her.

The witch known as Sister Pernicity can command dark fey and the spirits of the dead. Sister Deliria confuses people's minds, using trickery, illusions, and enchantment. There may be more witches.

People have reported attacking the witches, inflicting mortal wounds, and then seeing no effect. The witches have many minions, some willing, some coerced, some enchanted. And not all of them are human. The witches are never seen far from their minions, so perhaps they derive power from them.

The witches have captured more than a hundred hostages in the past month, and hundreds more in the past decade. Ritual sacrifice in the past has drawn the peak of Cauldron Hill in close contact with the realm of spirits, but you cannot determine what the Contessa intends her current crop of blood sacrifice for.

The visitor Tomas Masaryk has come from the nation Crisillyir, who follow a religion known as the Clergy. Tomas claims he has information that will be useful, and you have used magic to verify the truth of his claims. He can be trusted as an ally, at least for the mission of defeating the Red Contessa.

### CHARACTER GOAL.

While you are fond of King Lorcan, you are more loyal to Risur as a nation than to its monarch. You worry Lorcan plans to name Dame Melissa his successor. She would be a terrible queen, so try to make sure if he names a successor that he names someone else. You would *prefer* not to actively harm Dame Melissa, but you will if it's the only way to stop her from taking the crown.

