

Lanark

July 29, 2023



*Large Monstrosity ([Minotaur](#)), Lawful Good
Cisgender, he/him*

Armor Class: 17

Hit Points: 170

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
20 (+5)	17 (+3)	18 (+4)	13 (+1)	13 (+1)	11 (+0)

Skills: Acrobatics +8, Athletics +10, Intimidation +5, Perception +6, Survival +6

Senses: Passive Perception 16

Languages: Common, Dwarvish, Minotaur

Challenge: 15

Abilities

Rage. As a bonus action, he can enter a rage for up to 1 minute (10 rounds).

He gains advantage on Strength checks and saving throws (not attacks), +3 melee damage with Strength weapons, resistance to bludgeoning, piercing, slashing damage. He can't cast or concentrate on spells while raging.

His rage ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage as a bonus action.

Brutal Critical. *He can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.*

Danger Sense. *He has advantage on Dexterity saving throws against effects that he can see while not blinded, deafened, or incapacitated.*

Feral Instinct. *He has advantage on initiative rolls. Also, if he is surprised at the beginning of combat but not incapacitated, he can act normally on his first turn if he enters a rage before doing anything else.*

Frenzy. *While raging, he can choose to frenzy. He can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level of exhaustion.*

Goring Rush. *Immediately after he uses the Dash action on his turn and moves at least 20 feet, he can make one melee attack with his horns as a bonus action.*

Hammering Horns. *Immediately after he hits a creature with a melee attack as part of the Attack action on his turn, he can use a bonus action to attempt to shove that target with his horns. The target must be no more than one size larger than him and within 5 feet of him. Unless it succeeds on a Strength saving throw (DC 18), he pushes it up to 10 feet away from him.*

Intimidating Presence. *He can frighten a creature that he can see within 30 ft. If it can see and hear him, it must succeed*

on a Wisdom saving throw (DC 13) or be frightened until the end of his next turn. He can use his action to extend the duration of this effect each turn unless it moves out of line of sight or more than 60 ft. away from him.

Labyrinthine Navigation. He can find the exit to any structure or maze by sensing air pressure changes and the echoing of his own hooves, which he can interpret to feel the direction of and most direct route to the nearest outlet.

Mindless Rage. He can't be charmed or frightened while raging.

Persistent Rage. His rage ends early only if he falls unconscious or if he chooses to end it.

Reckless Attack. When he makes his first attack on his turn, he can decide to attack recklessly, giving him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he's raging and doesn't die, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. The DC increases by 5 each time he uses this after the first, resetting to 10 after a short or long rest.

Retaliation. When he takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Extra Attack. He can attack twice, instead of once, whenever he takes the Attack action on his turn.

Greataxe. Melee Weapon Attack: +10 to hit, reach 5 ft., one

target. Hit: 11 (1d12 + 5) slashing damage.

Horns. His horns are natural melee weapons, which he can use to make unarmed strikes. If he hits with them, he deals piercing damage equal to 1d6 + 5, instead of the bludgeoning damage normal for an unarmed strike.

Traits

Diverse Face Shape [IE 3]. Lanark's missing horn draws immediate attention. Due to its break, it isn't within the typical range of shapes of his ancestry. Consequently, when people who don't know them see Lanark, they usually only see his face with a missing horn. This gives him +3 to Dexterity (Sleight of Hand) rolls but -3 to any rolls involving disguise or stealth rolls to blend into a crowd as well as a -3 penalty on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances.

Phobia (Agoraphobia) [IE 1, Triggered]. Lanark's Labyrinthine Navigation makes him more comfortable in enclosed spaces where he has a better sense of the environment. The more open the space, the more uncomfortable he becomes. When in an open environment, he must succeed on a Wisdom saving throw each minute: DC 8 in a dense city or forest, DC 9 in an open village, DC 10 in an open plain. On failure, he must move away from the stimulus or have a -1 penalty on all Intelligence, Wisdom, and Charisma ability checks due to distraction.

Background

Lanark was imprisoned in a labyrinth as an executioner for the enemies of a terminally unimaginative Duke. Stumbling around near-blind in the dark, twisting passages eventually resulted in

a bad fall and the loss of his horn. He resolved to make the labyrinth safer, both for himself and others. He put up a lot of torches, fluorescent mold on stairwells, and most importantly, lots and lots of safety fencing.

He began employing the Duke's victims in his quest to make his home safe and eventually amassed enough of an army to overpower the guards and escape. He was also able to capture the Duke as he continued to hone his strength and all his skills. The Duke has learned the error of his ways and has altered his life.

He still visits the labyrinth to check up on how the work's going and to keep the Duke in line, but you'll most often find him plumbing the deepest, most dangerous dungeons, disabling traps, and grumpily shouldering past bewildered monsters to place warning signs, most importantly the WARNING: BOTTOMLESS MAGIC PIT signs. He has also had many encounters with monsters that disguise themselves and does his best to warn any incoming adventurers. It has helped people's perception of this large Minotaur become a protective guard over the people around him.

Personality

Lanark gets equally angry when adventurers or dungeon denizens are placed in harm's way by sloppy construction. He would often share different safety facts about areas. One of his favorite examples would be: Did you know more kobolds are killed by falling stalactites every year than by adventuring parties and dragons combined? Many individuals are not sure if he is telling the truth, but due to his size and stature, they seem to believe him at first. At the end of the day, Lanark has a desire to keep everyone safe, but allows them to have fun and explore the world.

Plot Hooks

1. Adventurers may find Lanark in the middle of a dangerous dungeon, disarming all of the traps.
 2. Adventurers may find Lanark in a trap at the center of a dungeon. A villain was frustrated with all the good Lanark was doing.
 3. Lanark may request the help of a group of adventurers because he does not know how to disable this strange magic trap he has found.
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Tiefling

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Tiefling Traits

Tieflings share certain ancestral traits as a result of their [infernal](#) descent.

Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the [Thaumaturgy](#) cantrip. When you reach 3rd level, you can cast the [Hellish Rebuke](#) spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the [Darkness](#) spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

No posts found.

Half-Orc

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Half-Orc Traits

Your half-orc character has certain traits deriving from your [orc](#) ancestry.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Half-Elf

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Half-Elf Traits

Your half-elf character has some qualities in common with [elves](#) and some that are unique to half-elves.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Alignment. Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common, Elvish, and one extra language of your choice.

Rock Gnome

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As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes.

Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with [artisan's tools](#). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Gnome

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Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment. Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior

vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

- [Rock Gnome](#)
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Dragonborn

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Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase. Your Strength score increases by 2, and

your Charisma score increases by 1.

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as

shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

No posts found.

Human

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Human Traits

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: [Orc](#) curses, [Elvish](#) musical expressions, [Dwarvish](#) military phrases, and so on.

No posts found.

Hill Dwarf

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As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dwarf

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Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

- [Hill Dwarf](#)