

# Cedric

November 8, 2023



---

## (Orthotist Arcanowright)

Medium humanoid ([human](#)), neutral good

**Armor Class** 14 (leather armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 7 ft. (30 ft. with prosthesis)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

**Saving Throws** Con +5, Int +7

**Skills** Arcana +7, Investigation +7, Medicine +3, Perception +3

**Senses** passive Perception 13

**Languages** Common, Elvish, Gnomish, understands Texture Writing in these languages

**Challenge** 5 (1,800 XP)

**Spellcasting.** Cedric is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Cedric has the following arcanowright spells prepared:

Cantrips (at will): [Mending](#), [Spare the Dying](#)

1st level (4 slots): [Cure Wounds](#), [Healing Word](#), [Heroism](#), [Sanctuary](#)

2nd level (3 slots): [Aid](#), [Lesser Restoration](#), [Spiritual Weapon](#)

**Healing Hands.** Cedric adds his Intelligence modifier HP to the benefit of healing spells.

**Mystic Prosthetics.** Cedric can create magic prostheses, up to two active at a time.

[Missing Legs](#) [IE 4]. He is missing both legs (IE 4). In the case of two feet or legs missing, he can use his hands to move one fourth his speed for a number of minutes equal to his Constitution score before needing to rest.

## Actions

**Multiattack.** The Cedric makes two attacks with his warhammer.

**Acid Flask.** Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 7 (2d6) acid damage.

**Soothing Balms (4/day).** Cedric can apply a balm to restore 2d6+5 HP.

**Warhammer.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

## Reactions

**Flash of Brilliance (4/day)**. Cedric can come up with solutions under pressure. When he or another creature within line of action within 30 feet makes an ability check or saving throw, Cedric can use his reaction to add his Intelligence modifier to the roll.

## Assistive Items

### Cedric's Serpentine Strider

Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.