

Cedric's Sensible Scroll

November 8, 2023

Scroll, uncommon

This scroll is a flexible overlay that transcribes written scrolls into textured writing and embosses images, diagrams, and other non-alphanumeric writing. When used, it can transcribe any written content placed upon it into a format that can be felt and interpreted through touch. The transcription converts the writing into the textured pattern associated with the written language but does not translate it.

Orrelius

November 8, 2023



Medium humanoid ([human](#)), Lawful Good

Cisgender male, he/him

Armor Class 15 ([blue dragon](#) scale mail)

Hit Points 116

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	9 (-1)	11 (+0)	18 (+4)

Skills Athletics +9, Insight +5, Medicine +5, Religion +4

Damage Resistances lightning (when wearing armor)

Senses passive Perception 10

Languages Celestial, Common, Draconic, Elvish

Challenge 14 (11,500 XP)

Spellcasting. Orrelius is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Orrelius has the following [paladin](#) spells prepared:

1st level (4 slots): [Protection from Evil and Good](#), [Sanctuary](#)

2nd level (3 slots): [Lesser Restoration](#), [Zone of Truth](#)

3rd level (3 slots): [Beacon of Hope](#), [Remove Curse](#)

4th level (1 slots): [Freedom of Movement](#), [Guardian of Faith](#)

Aura of Courage. While Orrelius is conscious, he and friendly creatures within 10 ft. can't be frightened.

Aura of Devotion. While Orrelius is conscious, he and friendly creatures within 10 ft. can't be charmed.

Aura of Protection. While Orrelius is conscious, he grants all friendly creatures (including himself) within 10 ft. a +4 bonus to all saving throws.

Channel Divinity. Orrelius's oath allows him to channel divine energy to fuel magical effects. When he uses his Channel Divinity, he chooses which option to use. He must then finish a short or long rest to use his Channel Divinity again. Some Channel Divinity effects require saving throws (DC 17).

Channel Divinity: Sacred Weapon. As an action, Orrelius can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, adds +4 to Orrelius' attack rolls, and the weapon emits bright light for 20 ft. and dim light for 20 ft. beyond that. Orrelius can end the effect either as part of any

other action, if he is no longer holding the weapon, or if he falls unconscious.

Channel Divinity: Turn the Unholy. As an action, Orrelius can censure (mark with his holy symbol) fiends and undead. Each fiend or undead that can perceive him within 30 ft. must make a Wisdom saving throw (DC 17). On failure, the fiend or undead is turned for 1 minute or until it takes damage.

Cleansing Touch. Orrelius can use his action to end one spell on himself or on one willing creature that he touches, up to 4 times per long rest.

Divine Sense. As an action, Orrelius can detect good and evil. Until the end of his next turn, he can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. Orrelius can use this feature 5 times per long rest.

Improved Divine Smite. When Orrelius hits with a melee weapon attack, he can expend one spell slot to deal 3d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

Fighting Style: Great Weapon Fighting. Orrelius can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Lay on Hands Pool. Orrelius has a pool of healing power that can restore 70 HP per long rest. As an action, he can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

Actions

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

Greatsword, +2. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Staff of Healing. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: [Cure Wounds](#) (1 charge per spell level, up to 4th), [Lesser Restoration](#) (2 charges), or [Mass Cure Wounds](#) (5 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Traits

Blindness [IE 4, Chronic]. Orrelius's vision is absent completely, and he has learned to navigate the world with no reliance on his eyes, depending on other senses instead. Because he has grown accustomed to this condition, he has a -4 on sight-related attack rolls, ability checks, and saving throws, including ranged combat beyond 10 ft., but a +4 bonus when using other senses to compensate, not because they've become stronger, but because he's learned to use them more effectively.

Orrelius does not have disadvantage to hit invisible creatures.

Background

In his early years, Orrelius, with the help of household servants, barely escaped a [dragon](#) raid on his ancestral homeland, but during his escape, cinders burned his eyes and permanently eliminated his vision. He spent many years training to adapt.

Due to the traumatic loss of his family and friends, Orrelius swore to fight evil in all its forms, and took the Oath of Devotion with an order of paladins who assisted in his training. Through his adaptive techniques, he has been able to productively battle evil and aid to preserve the good in the world. Orrelius hopes to one day soon track down those responsible for the destruction of his family and their holdings.

Personality

Orrelius is fun-loving, loyal to his friends, and devoted to his faith. His drive for perfection motivates and frustrates him at the same time, leading to unwarranted criticism of himself and his allies. Because of the skills he learned in order to navigate the world and vanquish evil independently while blind, he has grown accustomed to acting on his trained impulses but sometimes forgets to include his companions in his plans, which can put them in danger.

Orrelius's enjoyment of life extends to female companionship, which can distract him and cause him to neglect personal security. He is haunted by the memory of revealing to one woman information that led to a party member's death, and while he learned from his mistake, he's still vulnerable to temptation.

Plot Hooks

- The party has a run-in with a dragon and finds themselves trapped. Orrelius appears, applies healing, and joins in the fray as they take another stab at it.
 - Rumors of a fire-breathing dragon have spread across the countryside, and Orrelius is looking for valiant warriors willing to test their mettle against the creature. The creature turns out to be a chimera.
 - Orrelius has just returned from a rescue mission in the mountains, his wagon hauling three traumatized villagers and a wyvern head. He reports that the wyvern had a nest on a high ledge that was out of his reach, and he wants someone to go destroy the nest before the eggs hatch.
-

Dread

November 8, 2023



Medium humanoid ([tiefling](#)), Neutral Good

Nonbinary, she/they

Armor Class 10 (leather armor)

Hit Points 39

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	13 (+1)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wisdom +5, Charisma +7

Skills Arcana +3, History +3

Damage Resistances fire

Senses passive Perception 12

Languages Common, Infernal

Challenge 6 (2,300 XP)

Spellcasting (2 slots). Dread is a 6th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Dread has the following [warlock](#) spells prepared:

Cantrips (at will): [Eldritch Blast](#), [Mage Hand](#), [Minor Illusion](#), [Thaumaturgy](#)

1st level (at will): [Mage Armor](#)

1st level (once/long rest): [Bane](#)

2nd level: (each once/long rest): [Darkness](#), [Hellish Rebuke](#)

3rd level: [Darkness](#), [Dispel Magic](#), [Enthrall](#), [Fear](#), [Find Familiar](#), [Protection from Evil and Good](#), [Spider Climb](#), [Vampiric Touch](#)

Dark One's Blessing. When Dread reduces a hostile creature to 0 HP, the tiefling gains 10 temporary HP.

Dark One's Own Luck. Once per short rest, when Dread makes an ability check or a saving throw, they can use this feature to add a d10 to their roll. They can do so after seeing the roll but before the effects occur.

Gaze of Two Minds. Dread touches a willing humanoid and perceives through the humanoid's senses until the end of Dread's next turn (with an action to maintain on following turns) . The humanoid is blinded and deafened to their own surroundings.

Traits

Blindness [IE 4]. Dread's vision is absent completely; they have learned to navigate the world without reliance on their eyes, depending on other senses instead. Because they have grown accustomed to this condition, Dread has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft., but a +4 bonus when using other senses to compensate, not because they've become stronger, but because they've learned to use them more effectively. In addition: Dread does not have disadvantage to hit invisible creatures. Dread is proficient in the use of a stylus for tactile reading and writing.

Disinhibited Social Engagement [IE 3]. Dread has trouble understanding the nuances of relationships, such as the difference between "friend" and "friendly". As a child, they were overly trusting of people they didn't know and at the same time had trouble forming stable or meaningful bonds with others. As a result, Dread experienced multiple betrayals and now holds all people at an emotional distance, even though they long for connection. This gives them a -3 penalty on all Wisdom (Insight) and Charisma (Deception) checks and saving throws against being charmed.

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one

target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Background

Dread was born in a noble human house. At birth, their mother loved them regardless of their unexpected appearance, but their father rejected them and insisted Dread be eliminated. Dread's mother gave her beloved child to her handmaiden, who took the child to a local farmer, who passed the child to a traveling merchant. In their first year, Dread moved from home to home, each of their foster parents caring for them but unable to give them a forever family until a vigneron (winemaking) couple in a distant country finally adopted them. Over time, the tiefling chose the name "Dread," after the reaction their appearance caused, embracing the irony of people's reaction based solely on their vision.

Dread loved their family and worked hard in the vineyard, learning to assess the health and maturity of the grapes by touch and smell. On the other hand, they found their relationship with their parents strained, both desperately clinging to and pushing them away. As Dread tried navigating relationships with other children in the countryside, they often found themselves betrayed by those they believed to be friends.

Dread decided to trust nobody, not even their parents, and set out on their own, hiring themselves out to farms but never staying long, always looking for companionship but unable to discern true friends.

Eventually, they met a person they believed to be a fellow tiefling who offered them the promise of true companionship and power to protect Dread from those who would betray them. Though

wary, Dread accepted the offer for what they wanted most, and learned too late that the tiefling was a devil. They did finally gain a trusted companion – their raven familiar, Void – and the warlock abilities to protect themselves, but their difficulties with relationships remain.

Personality

Dread listens more than they talk, but if asked to commit to anything, they begin talking, asking many often-redundant questions before agreeing. Dread keeps to themselves and prefers to work alone but will help those in need if Dread perceives an opportunity to help.

Dread uses Void's Perception or Gaze of Two Minds when needing to see something, but they find vision disorienting and uncomfortable, so they only use it when necessary.

Plot Hooks

- Dread is investigating rumors of a fiend sighting to determine the truth, and suspects the party's involvement based on circumstantial evidence. The party must find the truth to clear their names.
- Dread is trying to find their birth family and uncover their origins. They enlist the adventurers to follow a lead while Dread investigates another.
- A local farm has been attacked, and Dread is rushing to investigate and help if possible. Dread encounters the party on the way, notices the adventuring gear, and insists that the party help.

Valentine's Hood of the Bat

November 8, 2023



Wondrous Item, rare

This hood enables you to use echolocation, granting blindsight 30 ft. You cannot perceive colors or subtle details such as facial expressions.

Soltan's Gloves of Seeing Touch

November 8, 2023

Wondrous Item, common

These silk gloves fit tightly on the wearer's hands and heighten the sensation of touch. While wearing them, you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks based on touch. Additionally, you can perceive visual elements of the surface of any object or creature you touch, such as darkness, patterns, and a vague sense of color range. You can

perceive any written text on the surface, provided it is written in a written language you understand or any arcane text (such as a scroll or spellbook) that your class would normally grant you the ability to understand. It takes about 1 minute to read one page of text in this manner. You must remove them during a long rest or experience [Nightmares](#) (IE 2). Those with [Sensory Processing Difference](#) may find these beneficial or challenging, depending on their experience, which the player and GM can discuss.

Rashida Robinson-Terrell's Headband of Enemy Detection

November 8, 2023

Wondrous Item, uncommon

This red and black headband detects hostile creatures within a 30 ft. radius and vibrates in their direction, the frequency increasing as they approach. This reduces your Impact Extent by 2 for rolls to hit and gives you a +2 to hit invisible creatures within range. You must remove it during a long rest or experience [Nightmares](#) (IE 2) while wearing it.

Orrelios' Quill of Relief Writing

November 8, 2023



Wondrous Item, common

This writing quill causes its ink to coagulate as it writes, forming hardened nodules on a page or other surface, allowing you to write using the tactile alphabet invented by the great wizard Louis Braille. This quill can use any kind of ink, including the specialized inks required for writing in spellbooks, and it uses the same amount of ink as other quills to write the same amount of content.

Marrh's Mindful Marker

November 8, 2023



Wondrous Item, common

You can use this parrot feather pen to transcribe spoken words, and it requires no ink to write. When waved in the correct pattern and placed on a writing surface, it will begin transcribing the words of the closest speaker within a 10 ft radius. It can fit 1 minute of speech on a standard sheet of paper, and if the surface is a stack of paper, bound or unbound, it will attempt to turn the page and continue on the next sheet once it reaches the end until it runs out of paper or you stop the effect by grasping the pen. The pen writes in the language and alphabet of the speaker and does not translate.

Heirloom Blade

November 8, 2023

Weapon (longsword), uncommon

While holding this sword, you gain tremorsense out to a range of 30 feet, but due to the sensitivity that it grants to vibrations, you have disadvantage on saving throws against thunder damage while holding it. Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

GleamForth Wayfinder

November 8, 2023



Wondrous Item, legendary

This labyrinthine eye provides protection and direction to those who would be lost without it. Unlike most prosthetic eyes, you hold this one instead of inserting it. When held in the left hand, it provides 5 feet of blindsight. When held, you cannot use that hand for any other purpose.

As an action, you can hold it mid-forehead and cast the [Find the Path](#) spell once per day.

Once per day, as your action, you may touch the heart of a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

When held at the solar plexus, once every seven days, you can cast either [Plane Shift](#) or [Teleportation Circle](#) to your home. Your home need not have a teleportation circle inscribed, but when you acquire this eye, you must declare your home location as the destination of this function. You have advantage on all saving throws affecting your dreams.

*Follow the Gleam, and find your way.
Hold me leftward lest you stumble.*

Let the third eye guide your path.

Look to your heart to find your Truths.

*Center me, and I will bring you home though the darkness
envelops you.*