

Jasper Pincushion

April 23, 2024



Jasper Pincushion is an older adult TiggYWinkle Pact of the Chain Celestial Warlock who values conformity and hates the undead.

Small humanoid ([TiggYWinkle Therigen](#)), Lawful Good, He/Him

Armor Class 12

Hit Points 19 (3d8+6) (+8 temporary hit points)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +1, History +1, Insight +3, Persuasion +6, Tool Proficiency: Woodcarving +4

Senses passive Perception 11

Languages Common, [TiggYWinkle](#)

Challenge 1 (200 XP)

Proficiency Bonus +2

Spellcasting. Jasper is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Jasper has the following [Warlock](#) spells

prepared:

Cantrips (at will): [Chill Touch](#), [Light](#), [Quill Blast \(as Eldritch Blast\)](#), [Sacred Flame](#)

3rd Level (2 slots): [Charm Person](#), [Summon Calvien \(as Find Familiar but takes one action\)](#), [Manny Rebukes The Aggressor \(as Hellish Rebuke but causes radiant damage\)](#)

Friend to the Furry. Jasper can cast [Speak with Animals](#) at will, without expending a spell slot.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Bonus Actions

Love of Manny. Jasper possesses a pool of 4 d6s that he can use to heal one creature within 60 feet by spending up to 3 dice from the pool, restoring hit points equal to the total. This pool is refilled upon completing a long rest. The pool regains all expended dice when he has finished a long rest.

Manny's Resilience (1/rest). Jasper imbues himself with the power of his patron granting unusual resilience. He can gain 1d4 + 4 temporary hit points which last for an hour.

Personal Appearance

Size: 3ft 8in

Weight: 70 lb

Age: 60 years

[Tiggywinkles](#), members of the Beast-like [Therigen](#) people, look like a variety of small mammals such as skunks, mice, rabbits, and raccoons. The Pincushion family resembles hedgehogs but has wider faces and shorter snouts.

Jasper has long quills running down his back which end in purple tips. Often the quills lie flat, but when Jasper feels threatened, he curls up into a ball, presenting a thorny barrier to his adversaries. Jasper has a nub-shaped tail, known to wag when he's excited, so he avoids games of chance. His belly fur is a lovely off-white color whereas the fur on his face and the skin beneath are tanner.

Jasper has short legs, most of his height arising from his torso. His wardrobe is skimpy but stylish, including a battered and faded floppy hat that he never leaves the house without. From under the hat, his dark ears and a pair of small but startlingly blue eyes peer out. For modesty, he wears a loose-fitting kilt in the tartan of the Pincushion clan. The kilt is rather faded and showing signs of having been mended many times. On his feet, he prefers Birkenstock-style shoes for to easily slip on and off. He wears tattered wraps on his short arms as a compromise between warmth and avoiding the difficulties of coats getting caught on his quills. They cover the space between his hands and elbows, and whatever color they originally were has long since achieved a certain level of sun-aged brown. His smile is disarming and open with more than a hint of mischief, reminiscent of a life well-lived.

Jasper has a long, smooth, wooden staff cut from the blackthorn tree which he has fashioned for walking and which he has carved with a bewildering and eye-catching design that endlessly flows and curves with the start and the beginning impossible to find. He usually ties a bit of twine around his waist to which he has bound a series of leather pouches that carry various spell

components, money, and so forth.

Backstory

Jasper possesses a fierce hatred for the undead because his burrow was destroyed by undead [satyrs](#) and [gnomes](#). After the attack, an army of celestial Fluffiphants, The Ivory League, found him. Jasper joined the group to rid his land of undead. One of the fluffiphants, Manny, became Jasper's [patron](#) and asked him to mentor Calvin, a miniature satyr. Jasper is learning that not all undead are evil. Sometimes they just need a poke in the right direction. Calvin? What he's learning is still up for debate!

Calvin, Jasper's familiar and constant companion, is a small satyr with goat-like underparts. He wears copious black eyeliner and eyeshadow and carefully nurtures his hair and straightens it so that he can pull a tuft down over his left, or sinister, eye.

Calvin wears a sleeveless leather jacket covered in strange sewn-on sigils and bright colors which clearly possess some arcane meaning to him. Calvin wears soft, black, baggy trousers with an array of surprisingly capacious pockets where he keeps a rather suspect array of knick-knacks, hip flasks, and the odd carrot. He wears a brass chain from the rear of his studded leather belt to the front pocket, where hangs a keyring with several black iron keys that change in number whenever he draws them out. They are covered in glowing red runes, and sometimes they seem to have slitted eyes glaring from them.

Jasper constantly tries to direct Calvin to Jasper's idea of the right track.

Jasper collects small mementos from his victories and travels, something like a pebble from a battlefield, a clipping from a

tree, a button from a lost friend, and so on. Generally, as he collects them, he attaches a small paper label to the item reminding him of its origin, when he collected it, and a cryptic memo that reminds him of why he collected it. At his home burrow in the borough of Glenwood, his collection takes up several shelves, arranged in an order that he and no one else understands. In the field, Jasper relies on Calvien's capacious carrying capacity for labels, pen, ink, and string which the satyr readily supplies.

Jasper keeps encouraging Calvien to, "Get out of 'that phase,'" and cut his hair. If asked why, Jasper, who demonstrates a good heart and friendly demeanor, has such an odd-looking familiar, he smiles and says that he is looking after Calvien as a favor to an old friend.

Jasper has an excellent memory but often uses spoonerisms like the weather "roaring with pain" when he means "pouring with rain". At home, he enjoys an old rocking chair that has good lumbar support through well-placed wooden struts that pass between his quills. It is intensely uncomfortable for others to sit on.

A DC 5 Intelligence (History) check reveals that this is the Jasper Pincushion, a powerful mage and a great hero who has destroyed countless undead. In truth, Jasper has never really done much more than follow an army of celestial beings around as they purged undead influences from the world.

Designed by Corey Brown & PJ Coffey

Dread

April 23, 2024



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.
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Tyno Mala

April 23, 2024



Tyno Mala ([Bard](#)/[Warlock](#))

Medium/Humanoid (Human), Neutral

Cisgender Man, He/Him

Armor Class: 13

Hit Points: 87

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	12 (+1)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills: Animal Handling +6, Arcana +9, Athletics +5, History +5, Insight +10, Investigation +5, Persuasion +7, Survival +6

Senses: Passive Perception 14

Languages: Common, Dwarvish, Infernal

Challenge: 12

Abilities

Spellcasting. Mala is a 7th level (Bard) and 5th level (Warlock) spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following Bard/Warlock spells prepared:

Cantrips (at will): [Chill Touch](#) (W), [Eldritch Blast](#) (W), [Mage Hand](#) (B), [Message](#) (B), [Minor Illusion](#) (W), [Vicious Mockery](#) (B)

1st Level (4 slots): [Charm Person](#) (W), [Detect Magic](#) (B), [Feather Fall](#) (B), [Find Familiar](#) (W), [Hellish Rebuke](#) (W), [Thunderwave](#) (B)

2nd Level (3 slots): [Enhance Ability](#) (B), [Hold Person](#) (B), [Mirror Image](#) (W), [Ray of Enfeeblement](#) (W), [See Invisibility](#) (B)

3rd Level (3 slots/2 Warlock slots): [Bestow Curse](#) (B), [Fear](#) (B), [Gaseous Form](#) (W), [Major Image](#) (W), [Stinking Cloud](#) (B), [Tiny Hut](#) (B)

4th Level (1 slot): [Confusion \(Spell\)](#) (B), [Polymorph](#) (B)

Bardic Inspiration. As a bonus action, a creature (other than himself) within 60 ft. that can hear him gains an inspiration

die (1d8). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. He can use this feature three times. He regains any expended uses when he finishes a long rest.

Counter Charm. As an action, he can perform until the end of his next turn. During that time, he and any friendly creatures within 30 ft. that can hear him gain advantage on saving throws against being frightened or charmed.

Cutting Words. As a reaction when a creature (that's not immune to being charmed) he can see within 60 ft. makes an attack roll, ability check, or damage roll, he can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. He can do so after the roll but before knowing the result.

Dark One's Blessing. When he reduces a hostile creature to 0 HP, he gains 8 temp HP.

Dark One's Own Luck. He can call on his patron to alter fate in his favor. When he makes an ability check or a saving throw, he can use this feature to add a d10 to his roll. He can do so after seeing the initial roll but before any of the roll's effects occur. Once he uses this feature, he can't use it again until he finishes a short or long rest.

Jack of All Trades. He can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Pact of the Chain. He learned the [Find Familiar](#) spell; it doesn't count against his number of known spells, and he can cast it as a ritual. His familiar can take on a more powerful form, and when he takes the Attack action, he can forgo one of

his own attacks to allow his familiar to make one attack with its reaction.

Repelling Blast. When he hits a creature with [Eldritch Blast](#), he can push the creature up to 10 feet away from him in a straight line.

Song of Rest. If he or any friendly creatures who can hear his performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Voice of the Chain Master. He can communicate telepathically with his familiar, perceive through its senses, and speak through it in his own voice as long as he is on the same plane of existence.

Traits

[Attention Difference](#) [IE 1, Triggered by strenuous physical or mental effort]. He has trouble choosing subjects to focus on and switching between them. His mind unintentionally wanders, and he easily loses track of time. This leads to difficulties concentrating and indecision. This works the opposite when he's focused on something that holds his interest to the point that the rest of the world fades into the background. This can happen randomly with mundane tasks and often it is easier to maintain his focus on tasks that are enjoyable or interesting to him.

When anticipating an important upcoming event, he must succeed on a DC 7 Constitution saving throw. Failure indicates that he's distracted by that event as above until it begins.

When performing any sustained, potentially monotonous task, he must succeed on a DC 9 Constitution saving throw. Failure indicates that he's been distracted –on all related skill checks

take twenty percent times as long to complete. While distracted, he has a +1 on passive Wisdom (Perception) checks. On success, he becomes hyperfocused and has advantage on all related skill checks. While hyperfocused, he has a -1 penalty to passive Wisdom (Perception).

Baseless Emotion (Hopelessness) [IE 3, Periodic]. He has the overwhelming feeling that his circumstances will only get worse, either his immediate circumstances or his entire life or both (and which of those doesn't matter). While experiencing this, he loses advantage on all ability checks.

Baseless Emotion (Worrying) [IE 2, Periodic]. He has an overwhelming fear of the future, both near and distant. He has a -2 penalty on saving throws against the frightened condition and a -2 penalty to Charisma (Persuasion) checks as his own doubt makes him less convincing to others.

Brain Fog [IE 2, Periodic by strenuous mental effort]. He experiences mental fatigue that affects his memory, ability to concentrate and think clearly, and focus. He has a -2 penalty to concentration saving throws, and when he needs to make an Intelligence check to remember something, he has a -2 penalty to the check unless he takes three times as long to think about it.

Dizziness [IE 2, Triggered by strenuous physical or mental effort or sudden unexpected movements]. He loses his sense of balance and equilibrium and experiences a -2 penalty on Dexterity (Acrobatics) and Strength (Athletics) checks, requiring a successful DC 12 Constitution saving throw while prone to recover from the dizziness. This saving throw can be made once per round at the beginning of his turn. The saving throw can be made while not prone but with disadvantage. A critical failure results in Fainting, leaving him unconscious until he succeeds on the Constitution saving throw.

Fatigue [IE 2, Chronic and Triggered by strenuous physical or mental effort]. He is nearly always tired. After every long rest, he must either succeed on a DC 10 Constitution saving throw, or he does not benefit from the rest or take 1 level of exhaustion during the duration, regardless of the amount of rest he gets. Spending an entire day resting will automatically give him advantage on the Constitution saving throw.

Head and Neck Pain [IE 3, Chronic]. He experiences chronic pain in his head or neck. Any action that requires concentration (e.g. maintaining a spell) requires a successful DC 13 Constitution saving throw per round to maintain concentration. In the presence of bright light or loud noise, he makes the roll with disadvantage. Because he's used to managing pain, even though this doesn't reduce the experience of pain, he has a +3 bonus to saving throws against psychic damage.

Refractive Differences (Near-sightedness) [IE 2, Chronic]. The farther away things get, the blurrier they get. He has a -2 penalty on attack rolls and Wisdom (Perception) checks to see any details farther than $50 - 2 \times 10$ feet as well as other ranged actions such as jumping or throwing.

Speech Impediments [IE 1, Periodic and Triggered by Fatigue]. He has difficulty speaking, talking more slowly and stuttering. This gives him a -1 penalty to all speech-related roles, and he must modify spells with verbal components to work within his verbal range, so he cannot use spell scrolls, and when learning a new spell with a verbal component, it takes twice as long to copy it into his spellbook as usual.

Vertigo [IE 1, Triggered by strenuous physical or mental effort or sudden unexpected movements]. He feels dizzy, lightheaded, and nauseated, unable to easily orient himself in space. He has a -1 penalty on all Dexterity checks and saving throws,

including initiative and Dexterity-based attack rolls, until he takes a short rest. He feels [Nausea](#) and will vomit if he fails a DC 9 Constitution saving throw, which will leave him incapacitated for 1d4 rounds. If this is a triggered trait, quick movement and stress are common causes.

Actions

Longsword +1. Melee Weapon: +6 to hit, 5 ft., single opponent. Hit: 6 (1d8 + 2) or 7 (1d10 + 2) slashing damage, versatile.

[Eldritch Blast](#). Ranged Spell Attack: +7, 120 ft., multiple targets. Hit: 8 (1d10 + 3) force damage.

Assistive Devices

Spectacles (Vision Correcting). These spectacles reduce the Impact Extent of Refractive Differences by 1.

Cane. Reduces the associated Impact Extent penalty by 1 for Dexterity checks and saving throws. Requires at least one hand to be used for balance.

Theodore's Staff of Focus

Wondrous Item, very rare

Smooth and generally featureless, this unassuming staff, carved from an ancient oak struck by lightning, may be lost in a pile of mundane staves were it not for the soft blue glow given off when whoever is attuned to it searches for it. It is said the staff was carved by the Archmage Theodore when he was just an apprentice, and he continued to carry it on his person throughout his life. Every practice spell, every new enchantment, every new insight – all were first tested on this staff which slowly grew in power alongside its master. The staff

gives you +2 to [Attention Difference](#) Constitution saving throws, resistance to being charmed, and mind-altering magic such as the [Confusion \(Spell\)](#) spell. You have advantage to disbelieve illusions. When the staff moves further than 50 feet from you, you must succeed on a DC 10 Wisdom saving throw every minute or take 1d10 psychic damage, and if you are a spellcaster, you cannot maintain concentration and are unable to regain spells, even after a long rest, until recovering the staff. While thus separated, you feel the general direction of the staff's location if it's on the same plane. To become unattuned to the staff, you must hold it and receive a [Remove Curse](#) or equivalent spell.

[Durstain's Bracers of Equilibrium](#)

Wondrous Item, common

These studded leather bracers with sea stones near the wrists reduce the IE of [Dizziness](#) by 1 Extent while worn. Three times per day, you may press the sea stone into your wrist for 1 round to reduce Dizziness by an additional Extent for 1 minute. They must be removed to receive the benefits of a short or long rest and take 3 rounds to strap on or remove. When removed, you must lie prone for (IE) rounds or faint as described above.

Mala's Migraine Mints

Wondrous Item, common

Usually found in a red and white striped pouch that stays perpetually cool (60°F) inside with 3d6 doses, when you eat one of these mints, your head pain reduces by 2 Impact Extents for 1d4 + 2 hours.

Background

Tyno Mala was born to the wealthy Tyno family of a well-respected adventurer and barkeep. Being the eldest of his siblings, Mala was groomed to follow in his father's footsteps as a warrior and knight. However, one day while training, a blow to the head changed his life. Bedridden, he was overcome by nausea and a ringing in his head. It took months of treatment by the best healers and sages for Mala to be able to leave his bed. During this time, trapped in his thoughts, the boy heard whispers from the dark. He realized that he'd been hearing these voices for a long time, but not until the extended rest could he finally understand them. Doubt and ruin festered, echoing in the confines of his brain. To fight his inner demons, Mala turned to the magic of poetry. Through the written word, Mala was able to quell the worst of these thoughts, though they continued to linger in the back of his mind.

Once healthy enough to return to the greater world, Mala had lost much of his confidence in his athletic ability. Instead of pursuing the sword, as his father had, he instead turned to a bard college where he could cultivate his mind. Poetry, written word, and the oral histories of the world captivated him. Though Mala still struggled with nausea, migraines, and lapses in memory, with the support of professors and peers, he was able to develop tools that allowed him to engage deeply in his work. Further accidents happened while at the college, leading to more time spent with the healers. This led to much frustration as Mala took longer at his education than he would have wanted, leading to a deepening sense of despair at his own ability to move through the world.

Mala eventually took the Wanderer's Oath, officially traveling the countryside in pursuit of new knowledge for the college's libraries. Secretly, he sought a cure-all for his maladies. He

was still struggling with accepting his disabilities, even though the time before them had become barely a glimmer of a memory. In his quest for magical items, remedies, and lore, he became known as a folk hero of sorts both as an entertainer and fighter even as he began to regain his self-confidence and adapt to his circumstances.

All it took was one more accident – a glancing blow by a vengeful [dragonborn barbarian](#) – to send Mala spiraling back down. Those withering seeds of resentment bloomed once again, their thorns scarring his heart and mind. Overcome by his injuries, Mala retreated into himself and was out of contact for a period of time. His fate unknown to all, rumors spread about his possible demise. A year later, he returned to the world at large, changed once more, smiling, pleasant, and in many ways similar to what he had been prior to the last accident. He had come to accept his circumstances. However, behind his eyes, a new darkness lingers, and he is now accompanied by a large [raven](#) familiar on his shoulder, always looking for something or someone, though he will not say for which.

Personality

Mala is of two minds. Externally, he presents as a fast talking, thoughtful, jovial person that is enjoyable to be around. Those who know him at a glance value him for his quick wit and ability to create thoughtful plans. However, those who might know him better, though this is few, would know inside he struggles with dread and extreme doubt about his own abilities. When Mala becomes trapped in his own internal world, he can become closed off, irritable, and lack any motivation. He enjoys puzzles, word play, poetry, books, and seeing exciting new things. An empathetic and kind person, he sometimes falls shy of his aspirations in this department.

Plot Hooks

1. The party needs support in solving a problem and could benefit from a quick thinker.
 2. The party needs some secret knowledge that has been difficult to track down.
 3. The party runs into Mala as he confronts the person he has always been looking for; however, they are unclear who the victim is in this case.
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Kosha the Indigo Princess

April 23, 2024



Kosha the Indigo Princess ([Bard](#)/[Warlock](#))

Medium/Humanoid ([Half-Elf](#)), Lawful Good

Transgender woman (she/her)

Armor Class: 11

Hit Points: 38

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
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10 (+0)	8 (-1)	10 (+0)	14 (+2)	12 (+1)	20 (+4)
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Skills: Animal Handling +4, Deception +5, History +5, Nature +5, Religion +8

Senses: Darkvision 60ft., Passive Perception 12

Languages: Common, Elvish, Gnomish

Challenge: 7

Abilities

Spellcasting. Kosha is a 4th-level Bard and 3rd-level Warlock. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following Bard and Warlock spells prepared:

Cantrips (at will): [Dancing Lights](#), [Prestidigitation](#), [Eldritch Blast](#), Kosha's Delicate Touch

1st Level (4 slots): [Heroism](#), [Comprehend Languages](#) (W), [Healing Word](#)

2nd Level (4 slots; 2 Warlock slots): [Enthrall](#), [Enhance Ability](#), [Calm Emotions](#), [Silence](#), [Misty Step](#) (W)

Bardic Inspiration. As a bonus action, a creature (other than herself) within 60 ft. that can hear her gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. She can use this feature four times. She regains any expended uses when she finishes a long rest.

Beast Speech. She can cast [Speak with Animals](#) at will, without expending a spell slot.

Cutting Words. As a reaction when a creature (that's not immune to being charmed) Kosha can see within 60 ft. makes an attack roll, ability check, or damage roll, Kosha can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll.

Mask of Many Faces. She can cast [Disguise Self](#) at will, without expending a spell slot.

Song of Rest. If Kosha or any friendly creatures who can hear her performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Traits

[Involuntary Eye Movement](#) [IE 1, Frequent]. As a bonus action, Kosha needs to focus her eyes. She must make a DC 6 Constitution check before making any action requiring visual focus. Once she succeeds, she can retain this focus until either the situation changes (e.g., an encounter begins or ends) or she takes damage.

[Missing Hand \(Right\)](#) [IE 1]. Kosha is unable to use 2-handed weapons, a second weapon or shield, or anything else requiring two hands without a prosthesis. Kosha has a -1 penalty on Strength (Athletics) checks that require two hands, such as climbing, and in mounted combat, Kosha needs to succeed on a DC 8 Dexterity check whenever she attacks or takes damage or falls off her mount.

Refractive Differences (Near-sightedness) [IE 1, Chronic]. Kosha has a -1 penalty on attack rolls and Wisdom (Perception) rolls to see any details further than 40 feet, as well as other ranged

actions such as jumping or throwing.

Sensory Processing Difference (Sensory Over-Responsivity) [IE 2, Triggered]. Kosha is highly sensitive to loud sounds (volume) and textures (cold). Due to this any time she engages with these sensory experiences, Kosha must pass a DC 10 Constitution check to remain in contact with the stimuli or spend 2 rounds attempting to avoid it. Each round, she can continue to attempt to make the same Constitution check at a -2 penalty. Each time Kosha takes fire or cold damage, she must succeed a DC 10 Constitution check or take an additional one-half psychic damage. In addition, Kosha has a +2 bonus to all Wisdom (Perception) checks to noticing sounds and temperature changes.

Actions

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

Background

Kosha is a half-elf assigned male at birth, raised in a well-off family of half-elf merchants. However, Kosha did not desire to be a merchant; instead, she wished to be a princess in a castle. Worried how others would react, she kept this dream to herself and instead focused on supporting her family running the business as best she could. At times this was very challenging for Kosha due to her poor eyesight and occasional difficulty focusing on words for any long period of time.

Kosha's lot in life changed after a near death experience at age ten. While out running errands for her parents, Kosha was caught up in a blizzard that proved to be almost fatal. While she escaped with her life, her right hand could not be salvaged due to frostbite. After taking months to recover, Kosha dedicated

herself to finding a calling that would allow her to live a full life. She dedicated herself to becoming a bard at the prestigious Wyrmsong Academy.

After completing her studies, Kosha set out from her family with the hope of discovering herself. While on the road, she ran into a strange beast called the Scarlet Wolf. The beast offered her an accord: in exchange for her companionship, they would offer the ability to present more as her true self – a woman – and the power to move about the world to seek adventure. Kosha agreed to this, and together they now travel the world, the Scarlet Wolf by her side as the Indigo Princess.

Personality

Kosha is a kind, hardworking, and intelligent woman who struggles to trust others. While traveling with the Scarlet Wolf, she has often had to learn to navigate the world as an autistic, transgender woman. This has led to her often being in distress around most people, especially men. She is always willing to listen to the troubles of those around her and offer what solutions she can to aid them in their woes. However, faced with intolerance, discrimination, or purposeful ignorance, Kosha is quick to anger and defend those who are being attacked.

While she is not always sure how to engage with new groups of people as she meets them, she is a quick study, picking up knowledge of local customs, religious practices, and general folklore. She can also be found connecting with the local animals, with whom she often feels more of a connection with. Kosha delights not only in learning about the spiritual practices of others, but also is devout in her own religious rituals, including praying each morning.

At times Kosha can retreat into herself and present as aloof to

those who aren't close with her, however, she is often struggling with intense feelings of depression or anxiety. This happens when she is overwhelmed by loud noises, it is too cold or hot (especially if this happens suddenly), people misgender her, or she feels insecure about her gender presentation on that day. Adventurers who are able to show her empathy and support when this happens often earn an ally for life.

Plot Hooks

1. As a source of local knowledge to help the party prepare for an upcoming encounter or obstacle they are unfamiliar with, or to help with research.
2. Aiding the locals fight back against injustice or discrimination at the hands of someone more powerful.
3. Over hearing and offering her services to the party if they are serving a just cause that aligns with her values.