

Resistance against Hadaar Information

Description:

This group began in Session 30 of Minaria. The purpose of this group is to halt the influences of Hadaar and support the party in their adventures. The Resistance currently is only within Shesmont and Qrand. There are some NPCs that will also be kept safe within the walls of either Kingdom so that the party can have people sent there to be safe. Some NPCs when recruited can have perks that may help the party.

In an out-of-game context, this is a main hub for their adventures and a safe space. This can be extended to other towns if the party can convince the town to join their cause. If they do, after some time, they can become a part of their Kingdom's direct support and will gain some benefits. This is also part of the *Safe Haven* in the perks list below.

- **Better Trade:** They will become a part of the direct trade exchanges of the gems of the town and will get better trade and funds to further the town and create a happier place for everyone.
- **Call on Help:** Each of the smaller towns and kingdoms can call on help from the other kingdoms. This can involve sending knights certain NPCs can go and protect towns. This creates a safe line for assistance when needed to protect all within the the resistance no matter where they are.
- **Teleportation Circle:** After consent, a Wizard from one of the towns or kingdoms, thats part of the resistance, goes to their they will begin working on a teleportation circle that will be guarded of whos going in and out for the safety of not only the resistance but the connecting towns or kingdoms.

Other benefits may come for the NPCs within the town but all towns gain the benefits above.

NPCs & Towns List:

Below is a list of towns that are apart of the resistance:

- [Shesmont](#)
- [Qrand](#)

Here is a list of NPCs that are on the party size, some give certain perks while some are there just to be supported and support the party. This is only a list of some characters this is definitely not the complete list. This list will be added upon when the party uses their service so it can be a simple list to be used in the future easier.

Name	Part of Group	Character Info
Annette Qrand	Qrand	Queen of Qrand who is a strong Sorceress.
Ellis Qrand	Qrand	Princess of Qrand who is an upcoming powerful sorceress like her mother but uses her innate magic to put into tools to help others.
Kera Shereen	Shesmont	Queen of Shesmont who has recently been shook from the grasps of Hadaar. Her thanks to the party for not only saving her but her kingdom and friends was to make this resistance. Hadaar Touched Version: https://www.dndbeyond.com/monsters/3844059-ker-shereen
Camus Krisrieth	Shesmont	The Royal Consort, soon to be King, to the Queen and will always be by her side. Knew of the Kera growing up and defender her from bullies. Hadaar Touched Version: https://www.dndbeyond.com/monsters/3844662-camus-krisrieth
Ildra Duskdancer	Shesmont	The Vizir and Military leader of Shesmont. Best friend of Kera and grew up with her since childhood. Hadaar Touched Version: https://www.dndbeyond.com/monsters/3844624-ildra-duskdancer

Perks:

Safe Haven

Resistance perk

The party can send people to a town/kingdom for them to be safe. They can also ask a town to join their forces and they gain certain special perks.

Magical Engineering

Ellis Qrand perk

With Ellis wanting to help her mother and the party with the fight against a strange eldritch being she wants to put her skills of Artificery to good use. She is, in basic terms an Artificer for the party and will be able to enchant their equipment. Although there are rules against an Artificer tinkering with other magical items, with her strength of innate Sorcery from her mother she can bypass that rule slightly.

She somewhat levels up with the party and will gain new perks when the party levels up. She can only give out one of these effects each. Each creature can only wield a single infusion at a time, other than the infuser.

Base Magical Engineering Perks		
Name	Effect	
Sorcerous Cannon	Ellis creates a small cannon on a hilt, gun-like, that has different abilities depending on the type of cannon. Each ability has a deiscerning symbol on the gun denoting the ability type.	
	Cannon	Effect
	Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw DC 15, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
	Force Ballista	Make a ranged spell attack with a +7, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.

	<table border="1" data-bbox="565 226 1409 384"> <tr> <td data-bbox="565 226 816 384">Protector</td><td data-bbox="816 226 1409 384">The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 +3.</td></tr> </table> <p data-bbox="565 426 1409 562">This is not an Infusion so needs special conditions to get access to the cannon again. If the cannon is destroyed in any way the party can spend 250 gold and 1 day of wait time to get the ability to create one back.</p> <p data-bbox="565 594 1409 625">Currently Being Used?: No</p>	Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 +3.
Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 +3.		
Artificer Infusions - Replicate Magic Item	<p data-bbox="565 657 1409 793">Using this infusion, you replicate a particular magic item. The infusions that can be created can only be from the level 2 Replicate Magic Item Table. This ability can not be done for potions and scrolls.</p> <p data-bbox="565 825 1409 919">The items that can be made can be found on the Replicable Items table, some items that are not on the table can be negotiated.</p> <p data-bbox="565 951 1409 982">Currently Being Used?: No</p>		
Artificer Infusions - Enhanced Defense	<p data-bbox="565 1024 1409 1119">Ellis takes a non-bonus (i.e. any +1 armor) armor or shield gifts a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.</p> <p data-bbox="565 1150 1409 1245">If this armor or shield was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p data-bbox="565 1276 1409 1308">Currently Being Used?: No</p>		
Artificer Infusions - Resistant Armor	<p data-bbox="565 1360 1409 1455">Ellis can take any armor and inscribe it with magical writing over the armor to grant a specific resistance to a certain type of damage.</p> <p data-bbox="565 1486 1409 1623">While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.</p> <p data-bbox="565 1780 1409 1812">Currently Being Used?: No</p>		

Artificer Infusions - Enhanced Weapon	<p>Ellis takes a non-bonus (i.e. any +1 weapon) weapon gifts a +1 bonus to attack and damage rolls made with the infused item.</p> <p>If this weapon was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p>Currently Being Used?: No</p>
Artificer Infusions - Enhanced Arcane Focus	<p>Ellis takes a non-bonus (i.e. any +1 arcane focus) arcane focus gifts a +1 bonus to spell attack and spell damage rolls made with the infused item.</p> <p>If this arcane focus was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p>Currently Being Used?: No</p>
Artificer Infusions - Spell-Refueling Ring	<p>Ellis can create a small magical gold ring that has arcane writing along the side of it.</p> <p>While wearing this ring, the creature can recover one expended spell slot as an action. The spell slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.</p> <p>Currently Being Used?: No</p>
Magical Improvement	<p>Ellis has the ability to bend the weave of magic to her will, although still being an up and coming sorceress her magical abilities still need work before she has completely mastered magic.</p> <p>She can take special requests from the party for certain abilities or effects to be made onto a weapon. This perk does not have a limit but will require time and gold depending on certain perk. The DM has complete say on what can and can not be done.</p>

Level 12 - Magical Engineering Perks

Name	Effect
<p style="text-align: center;">Improved Sorcerous Cannon</p>	<p>Ellis creates a small cannon on a hilt, gun-like, that has different abilities depending on the type of cannon. Each ability has a discerning symbol on the gun denoting the ability type.</p> <p>Flamethrower. The cannon's damage rolls increase by 1d8 and the DC increases to 17.</p> <p>Force Ballista. The cannon's damage rolls increase by 1d8 and the plus to hit increases to 9.</p> <p>Protector. The cannon's number of temporary hit points granted is increased to 1d8+5.</p> <p>As an action, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much damage on a successful one.</p> <p>This is not an Infusion so needs special conditions to get access to the cannon again. If the cannon is destroyed in any way the party can spend 250 gold and 1 day of wait time to get the ability to create one back.</p> <p>Currently Being Used?: No</p>
<p style="text-align: center;">Improved Artificer Infusions - Replicate Magic Item</p>	<p>Using this infusion, you replicate a particular magic item. The infusions that can be created can be from the level 10 and below Replicate Magic Item Table. This ability can not be done for potions and scrolls.</p> <p>The items that can be made can be found on the Replicable Items table, some items that are not on the table can be negotiated.</p> <p>This improvement overwrites the previous ability and only one of the "Replicate Magic Item" infusions can be used at a time.</p> <p>Currently Being Used?: No</p>

<p>Improved Artificer Infusions - Enhanced Defense</p>	<p>Ellis takes a non-bonus (i.e. any +1 armor) or +1 armor or shield gifts a +2 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.</p> <p>If this armor or shield was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p>Currently Being Used?: No</p>
<p>Improved Artificer Infusions - Enhanced Weapon</p>	<p>Ellis takes a non-bonus (i.e. any +1 weapon) or +1 weapon gifts a +2 bonus to attack and damage rolls made with the infused item.</p> <p>If this weapon was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p>Currently Being Used?: No</p>
<p>Improved Artificer Infusions - Enhanced Arcane Focus</p>	<p>Ellis takes a non-bonus or (i.e. any +1 arcane focus) +1 arcane focus gifts a +2 bonus to spell attack and spell damage rolls made with the infused item.</p> <p>If this arcane focus was non-attune item prior it becomes one after the infusion is placed. This infusion can be taken off easily as long as the infuser can treat it for 10 minutes.</p> <p>Currently Being Used?: No</p>
<p>Artificer Infusions - Mind Sharpener</p>	<p>Ellis creates a crown that the user can wear to grant them to recous their mind by sending harmless joltts of magic into their mind to refocus it.</p> <p>The item has a max of 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 charges daily.</p> <p>Currently Being Used?: No</p>
<p>Artificer Infusions - Boots of the Winding Path</p>	<p>Ellis creates a special pair of boots that hums with magical energy and glows with light green writing over the boots.</p> <p>While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see.</p> <p>Currently Being Used?: No</p>

Level 17 - Magical Engineering Perks

Name	Effect
Infusion Advancement	Ellis's ability for magical infusions has shrunk in size and outbursts of magical abilities and allows a creature to use up to 2 infusions at once instead of the normal maximum of one.
Sorcerous Cannon Mastery	<p>Ellis's ability over these cannon is mastered and she can now have two different cannon types in a single cannon. Also the different cannons get another upgrade.</p> <p>Flamethrower. The cannon's DC increases to 19. Force Ballista. The cannon's plus to hit increases to 12. Protector. The cannon's number of temporary hit points granted is increased to 1d8+6.</p> <p>As an action, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much damage on a successful one.</p> <p>Currently Being Used?: No</p>
Artificer Infusions - Arcane Propulsion Armor	<p>Ellis creates a arcane symbol that will magically connect itself to any armor without and infusion already on it and have it surge with magical capabilities.</p> <ul style="list-style-type: none"> • The wearer's walking speed increases by 5 feet. • The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches. • The armor can't be removed against the wearer's will. • If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace. <p>Currently Being Used?: No</p>

Artificer Infusions - Repulsion Shield	<p>Ellis creates a magical armband that can magically form a shield like barrier around the arm of the creature using it.</p> <p>This armband can be used by anyone using it and does not require a proficiency with shields to use. Even when the armband is active the hand is still free to be used and does not hold the limitation of other shields requirteing the use of the users hand.</p> <p>A creature gains a +1 bonus to Armor Class while wielding this shield. The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.</p> <p>Currently Being Used?: No</p>																																				
Spell-Storing Item	<p>Ellis can touch any object and import it with magical properties normally incapable by normal means or add more magical properties to a already magically made item.</p> <p>Only a single spell, no matter the level, can be placed into an object at a time but can be used 3 times. She can do this up to 3 times per long rest. If the spell requires concentration, the creature must concentrate.</p> <p>The Casting Information is as follows:</p> <ul style="list-style-type: none">● Spell Attack Roll: +12● Spell Save DC: 19 <p>She can store the following spells in any object:</p> <table><tr><td>● Blur</td><td> </td><td>-----</td></tr><tr><td>● Cure Wounds</td><td> </td><td>2d8+5</td></tr><tr><td>● Detect Magic</td><td> </td><td>-----</td></tr><tr><td>● Grease</td><td> </td><td>DEX DC 19</td></tr><tr><td>● Invisibility</td><td> </td><td>-----</td></tr><tr><td>● Lesser Restoration</td><td> </td><td>-----</td></tr><tr><td>● Sanctuary</td><td> </td><td>WIS DC 19</td></tr><tr><td>● Scorching Ray</td><td> </td><td>+12 to hit (2d6 Fire)</td></tr><tr><td>● See Invisibility</td><td> </td><td>-----</td></tr><tr><td>● Shield</td><td> </td><td>-----</td></tr><tr><td>● Shatter</td><td> </td><td>CON DC 19 (3d8 Thunder)</td></tr><tr><td>● Thunderwave</td><td> </td><td>CON DC 19 (3d8 Thunder)</td></tr></table> <p>Currently Being Used?: No</p>	● Blur		-----	● Cure Wounds		2d8+5	● Detect Magic		-----	● Grease		DEX DC 19	● Invisibility		-----	● Lesser Restoration		-----	● Sanctuary		WIS DC 19	● Scorching Ray		+12 to hit (2d6 Fire)	● See Invisibility		-----	● Shield		-----	● Shatter		CON DC 19 (3d8 Thunder)	● Thunderwave		CON DC 19 (3d8 Thunder)
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