

The changeling Portentia can affect a range of disguises, and has spent long years engaged in a mission of manipulating the members of the Dran family. Years ago, it was Portentia who tricked her sister Auspica into exploring the depths of the Wandering Crypt. And she would have been successful in arranging for Omin to be claimed by that creature as well if he hadn't fled immediately in search of a weapon to aid his captured sister.

Whether in combat or social encounters, Portentia shifts frequently between different forms and mindsets, only some of which are fully humanoid. She fights to maim, with a cruel combat style that emphasizes surprise and painful instruction. She is willing to affect any appearance or attitude to achieve her goals. But what those goals are—for herself and Dran Enterprises alike—remain a secret known only to her.

### PROPHETESS DRAN

The elf matriarch of the Dran clan, Prophetess is a retired paladin of Tymora who now runs the inn known as the Dran & Courtier. Formerly owned by her parents (and once called the Omindran), the inn has been a central feature of the village of Red Larch since before there was a Red Larch.

## PORTENTIA DRAN

Medium monstrosity (shapechanger), lawful evil

**Armor Class** 17 (chain shirt)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

**Skills** Deception +6, Insight +3, Perception +3

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Elvish

**Challenge** 3 (700 XP)

**Sneak Attack (1/turn).** Portentia deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Portentia that isn't incapacitated and Portentia doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** Portentia makes three melee attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Change Shape.** Portentia magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. Any equipment she is wearing or carrying is absorbed or borne by the new form (her choice). In a new form, Portentia retains her game statistics and ability to speak, but her AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and she gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

Prophetess spent long years haunted by the fate of her daughter, Auspica. She never fully believed Omin's stories about the strange creature that had seized his sister, then created a false Auspica in her stead. Having long attempted to simply make her peace with the loss, she was overwhelmed by the real Auspica's dramatic and unexpected return to the world. Through all that time and currently, Prophetess has maintained a challenging relationship with her faith.

Though retired from active service to her deity, Prophetess can call on her spells and abilities in times of need, and remains in constant practice with Confessor, her maul. At her core, she believes that the gods help those who help themselves, and that people have a responsibility to their community. A practical sort who prefers to do things on her own, she doesn't like to fuss with prayer if she doesn't need to, as if bothering Tymora with trifles might seem rude.

Prophetess uses the **priest** stat block with the following changes:

- She is lawful good.
- She has Strength 14.
- She wears breastplate (AC 14).
- She has the following attack: **Maul.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.
- She has these racial traits: Prophetess has advantage on saving throws against being charmed, and magic can't put her to sleep. She has darkvision out to a range of 60 feet. She speaks Common and Elvish.

## AUSPICIA DRAN

Medium humanoid (half-elf), neutral good

**Armor Class** 15 (chain shirt)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Innate Spellcasting (Psionics).** Auspica's innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no components:

At will: *detect thoughts*

1/day: *augury*

### ACTIONS

**Multiattack.** Auspica makes two attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.