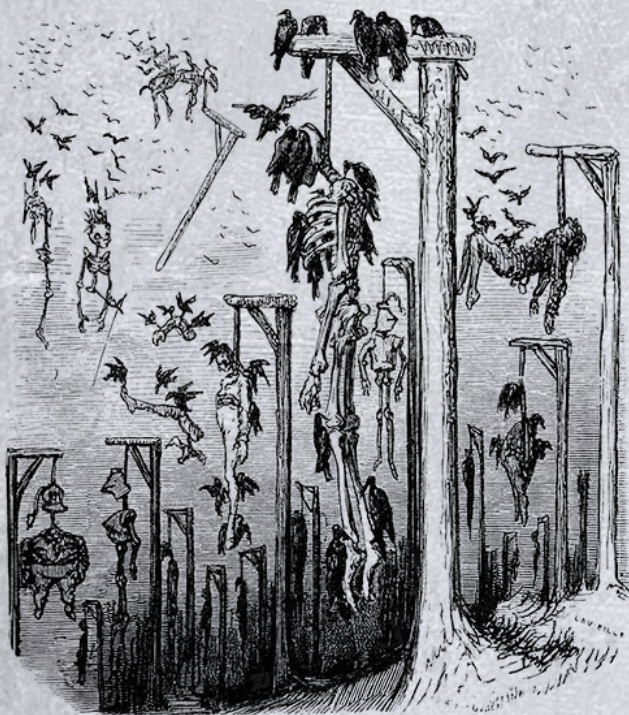


# JONEEN THE UNTARNISHED

## A SHADOW OF THE DEMON LORD NPC

Joneen the Untarnished is a fascinating changeling and a master clockwork maker. While she is famous for her beautiful, intricately sculpted living clockworks she creates, she is known more for her unbridled courage. She does what no other changeling dares do, she remains undisguised in her sticks-and-brambles form at all times; when people find a changeling in their midst, mobs form and the changeling must flee for its life. Her defiance and refusal to hide is startling to most folks, and she has established herself as the pinnacle of her trade, an irreplaceable innovator and inventor. She travels the land, forging exquisite clockworks and beautiful prosthetic limbs. Two loyal clockwork workers vet Joneen The Untarnished's potential customers and obtain tools and materials for her creations.



Joneen the Untarnished has been working on her own personal creation for 10 years, a delicate and beautiful glass and copper clockwork which Joneen has infused with mysterious forces in preparation for the soul she will house in the mechanism. The glass and copper clockwork is nearing completion.

A group of degenerate formors, wargs, and other bestmen, known collectively as bestials, have become dangerously obsessed with Joneen the Untarnished. These bestials have begun to uncover and kidnap changelings for use in a terrible ritual, and it seems Joneen the Untarnished has an important part to play.

If the bestials manage to use Joneen the Untarnished in their ghastly ritual, Joneen the Untarnished begins to scream in agony, swelling massively, and twisting, as black flames erupt from within her chest. She becomes Joneen The Tarnished and Defiled, and is compelled by the bestials, aware yet unable to stop herself.

### JONEEN THE TARNISHED AND DEFILED

DIFFICULTY 500

Size 4 horrifying demon

**Perception** 15 (+5); **truesight**

**Defense** 20; **Health** 200

**Strength** 20 (+10), **Agility** 15 (+5),

**Intellect** 13 (+3), **Will** 18 (+8)

**Speed** 18

**Immune** damage from disease or poison; gaining **Insanity**; charmed, dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned, asleep, charmed

**Spell Defense** Joneen takes half damage from spells and make any challenge roll to resist a spell with 1 boon. A creature attacking Joneen with a spell makes the attack roll with 1 bane.

**Alter Identity** When a creature gains **Insanity** as a result of Joneen's horrifying trait, Joneen makes a **Will** attack against the target's **Will**. On a success, the target assumes an aspect of Joneen The Tarnished and Defiled in the form of burning sticks and brambles shoving through the target's skin, permanently replacing some portion of their body according to the **Mutations** table. The target is impaired until it takes a rest.

#### ATTACK OPTIONS

**Clockwork Scythe** (melee) +10 with 3 boons (6d6, 21 average damage)

#### SPECIAL ATTACKS

**Frenzied Attack** Joneen attacks two different targets with her clockwork scythe, making each attack roll with 1 bane.

#### SPECIAL ACTIONS

**Void Step** Joneen uses an action or triggered action on her turn to teleport to a space she can see within medium range. Roll a d6. On a 1, the Joneen cannot use **Void Step** again for 1 minute.

## MUTATIONS

d6	Mutation
1	Half of face
2	1d6 fingers
3	Genitals
4	Mouth
5	Half of body
6	Entire body

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