

# HEHLIAD DYS

young adult gnome  
neutral good  
Level 10 bard

**Pronouns:** she/her  
**Occupations:** Master of the Revels  
**Armor Class** 15  
**Hit Points** 65 (TODO Hitdice)  
**Speed** 45.

	STR	DEX	CON	INT	WIS
9 (0)	12 (+1)	14 (+2)	17 (+4)	15 (+3)	

## CHA

18  
(+4)

Saving Throws

# HEHLIAD DYS

young adult gnome  
neutral good  
Level 10 bard

**Pronouns:** she/her  
**Occupations:** Master of the Revels  
**Armor Class** 15  
**Hit Points** 65 (TODO Hitdice)  
**Speed** 45.

	STR	DEX	CON	INT	WIS
9 (0)	12 (+1)	14 (+2)	17 (+4)	15 (+3)	

## CHA

18  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Persuasion; Performance;  
Perception; Insight; History

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Gnomish Elven Dwarvish  
**Adjectives** ,

## Special Abilities

- Bardic Inspiration; Song of Rest; Countercharm; Mantle of Inspiration; Enthralling Performance; Mantle of Majesty | Spells: 1 - 4; 2 - 4; 4 - 3; 5 - 2

## Special Equipment

- {"Mac-Fuirmidh Cittern Wondrous item. Instrument major tier, uncommon (requires attunement by a bard). 2 lb. An instrument of the bards is an exquisite example of its kind superior to an ordinary instrument in every way. Seven types of these instruments exist each named after a legendary bard of the college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. You can play the instrument while



2500 x 3235  
Image Dummy

TODO Saving Throws  
**Skills**  
Persuasion; Performance  
Perception; Insight; Hist  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
Common Gnomish Elven  
**Adjectives**

### Special Abilities

- Bardic Inspiration; S  
Rest; Countercharm  
of Inspiration; Enth  
Performance; Mant  
Majesty | Spells: 1 -  
- 4; 4 - 3; 5 - 2

### Special Equipment

- {"Mac-Fuirmidh Cittern  
Wondrous item. Ins  
major tier, uncomm  
(requires attuneme  
bard). 2 lb. An instr  
the bards is an ex  
example of its kind  
to an ordinary instr  
every way. Seven t  
these instruments  
named after a lege  
bard college. A crea  
attempts to play th  
instrument without  
attuned to it must s  
on a DC 15 Wisdom  
throw or take 2d4 p  
damage. You can u  
action to play the i  
and cast one of its  
Once the instrumen  
been used to cast a  
can't be used to ca  
spell again until the  
dawn. The spells us  
spellcasting ability  
save DC. You can p  
instrument while ca  
spell that causes a  
targets to be charm  
failed saving throw  
imposing disadvant  
the save. This effect  
only if the spell has  
or a material compon  
All instruments of the bards can  
be used to cast the following  
spells"=>"fly, invisibility,  
levitate, and protection from  
evil and good. In addition, the  
Mac-Fuirmidh cittern can be  
used to cast barkskin, cure  
wounds, and fog cloud."}

### Combat Tactics

Hehliad will reluctantly engage with combatants if she feels she has the upper hand (because of numbers or the effects of her spells and performances). Otherwise, she seeks a respectable escape.

### Actions

2500 x 3235  
Image Dummy

## ROLEPLAYING

### Introduction

In the din of a remarkable festival - music, food, dancing - a gnome strides forward, examining a poster in her hands

### Appearance

Slender with high cheekbones. Long, beautiful gossamer hair. Glittering black eyes that harken the night sky.

### Expressions

"What talents have ye, then?"; "Too many things to organize, else the magistrates get ornery"; "Off to the drinktables!"

### Mannerisms

Very composed with overly conscious good posture. Elegantly and regally uses hands while describing events.

### Motivations

To create the greatest events that the people have ever seen. To balance the need for Order with desires of the commoner

### Passions

Art. Music. Gatherings.

### Secrets

casting a spell that causes  
of its targets to be charmed  
a failed saving throw there  
imposing disadvantage on t  
save. This effect applies on  
the spell has a somatic or a  
material component. All  
instruments of the bards ca  
be used to cast the followin  
spells"=>"fly, invisibility,  
levitate, and protection from  
evil and good. In addition, t  
Mac-Fuirmidh cittern can be  
used to cast barkskin, cure  
wounds, and fog cloud."}

### Combat Tactics

Hehliad will reluctantly engage with combatants if she feels she has the upper hand (because of numbers or the effects of her spells and performances). Otherwise, she seeks a respectable escape.

### Actions

Shortsword

### Factions

## ROLEPLAYING

### Introduction

In the din of a remarkable festival - music, food, dancing - a gnome strides forward, examining a poster in her hands

### Appearance

Slender with high cheekbones. Long, beautiful gossamer hair. Glittering black eyes that harken the night sky.

### Expressions

"What talents have ye, then?"; "Too many things to organize, else the magistrates get ornery"; "Off to the drinktables!"

### Mannerisms

Very composed with overly conscious good posture. Elegantly and regally uses hands while describing events.

### Motivations

To create the greatest events that the people have ever seen. To balance the need for Order with desires of the commoner

### Passions

Art. Music. Gatherings.

### Secrets

Actions

Shortsword

Factions

## BACKGROUND STORY

Hehliad was born and raised in Polsgaard, the capital city of the region and where the royal magistrates reside. As a child, her parents would bring her to the numerous festivals held on behalf of the nobility and her young mind could imagine doing nothing else with her life than perform and contribute to the kind of joy experienced there. Studying her craft throughout her younger years, she caught the attention of one of the lower magistrates who enlisted her as his assistant and a discerning eye for festival talent. It wasn't long before she was given the role of Master of the Revels and took charge to create some of the most memorable events in recent history.

## PERSONALITY

Hehliad was born and raised in Polsgaard, the capital city of the region and where the royal magistrates reside. As a child, her parents would bring her to the numerous festivals held on behalf of the nobility and her young mind could imagine doing nothing else with her life than perform and contribute to the kind of joy experienced there. Studying her craft throughout her younger years, she caught the attention of one of the lower magistrates who enlisted her as his assistant and a discerning eye for festival talent. It wasn't long before she was given the role of Master of the Revels and took charge to create some of the most memorable events in recent history.