

## 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 ( )	12	14	17	15

**CHA**

18

**Saving Throws**

TODO Saving Throws

**Skills**

Persuasion; Performance;

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**Proficiencies**

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**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

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**Senses** TODO Senses

**Languages**

Common Gnomish Elven Dwarv

**Adjectives** ,

**Special Abilities**

- Bardic Inspiration; Song of Rest; Countercharm; Mantle Inspiration; Enthralling Performance; Mantle of Majesty | Spells: 1 - 4; 2 - 4; 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 in every way. Seven types of these instruments exist each named after a legendary bard 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 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 casting a spell that causes a spell of its targets to be charmed or take 2d4 psychic damage. If a failed saving throw thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component. All

2500 x 3235  
Image Dummy

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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

Shortsword

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 drinkables!"

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

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## 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 performing and contribute to the kind of life experienced there. Studying magic 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 tasks. 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.

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