

## 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

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### Special Abilities

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

### Special Equipment

- {"Mac-Fuirmidh Cittern Wondro item. Instrument, major tier, uncommon (requires attunement by a bard). 2 lb. An instrument the bards is an exquisite example of its kind superior to an ordinary instrument in every way. Several types of these instruments exist each named after a legendary 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 be used to cast that spell again until the next dawn. The spells your spellcasting ability and spell save DC. You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw thereby imposing disadvantage on the save. This effect applies on the spell has a somatic or a

2500 x 3235

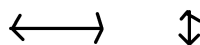


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- Bardic Inspiration; S Rest; Countercharm of Inspiration; Enth Performance; Mant Majesty | Spells: 1 - 4; 4 - 3; 5 - 2

Special Equipment

- {"Mac-Fuirmidh Cittern Wondrous item. Ins major tier, uncommon (requires attunement bard). 2 lb. An instrument the bards is an exquisite example of its kind to an ordinary instrument every way. Seven of these instruments are named after a legendary bard college. A creature attempts to play the instrument without attuned to it must succeed on a DC 15 Wisdom 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 the spell again until the dawn. The spells use your spellcasting ability save DC. You can play the instrument while casting a spell that causes an enemy targets to be charmed, failed saving throw imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component. 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

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 to 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

consider to 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 talents. It wasn't long before she was given the role of Master of Revels and took charge to create some of the most memorable events in recent history.</p>

## PERSONALITY

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