



## SCHEUCHZERI

early tweens under  
newt  
lawful good  
Level 0 civilian

**Pronouns:**  
he/him (though many refer to him as "it")  
**Occupations:**  
Wharfside spectacle / exhibit  
**Armor Class** 12  
**Hit Points** 3 (TODO Hitdice)  
**Speed** 20 (swim 40).

### STR DEX CON INT WIS

13 14 11 7 6  
(+2) (+2) (+1) (-1) (-2)

### CHA

15  
(+3)

**Saving Throws** TODO Saving Throws  
**Skills** Nature; Survival  
**Proficiencies**  
**Damage Immunities**

## ROLEPLAYING

### Introduction

From the wharfside water comes a hoarse croaking voice - "WILL PELHAM BEAUTY OR GOBERNADOR WIN THIS YEAR'S DERBY?"

### Appearance

Brown sleek furred skin, snout, black eyes, gilled

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**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

**Languages** Human Newt ,

**Adjectives** Slick ,

### Special Abilities

- Underwater Breathing

### Special Equipment

### Combat Tactics

Scheuchzeri will avoid combat at all costs

### Actions

None

### Factions

## ROLEPLAYING

### Introduction

From the wharfside water comes a hoarse croaking voice - "WILL PELHAM BEAUTY OR GOBERNADOR WIN THIS YEAR'S DERBY?"

### Appearance

Brown sleek furred skin, snout, black eyes, gilled cheeks. Webbed fingers, flippers feet, spinal ridges to his tail.

### Expressions



**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human Ne  
**Adjectives** Slick ,

### Special Abilities

- Underwater Breathing

### Special Equipment

### Combat Tactics

Scheuchzeri will avoid combat if possible, but if forced to fight, it will use its claws and teeth. It costs

### Actions

None

### Factions

cheeks. Webbed fingers, flippered feet, spinal ridge to his tail.

### Expressions

WILL THERE BE A WAR?; DEATH RAYS TURN WHOLE CONTINENTS INTO DUST; DO YOU WANT PERFUMED BREATH? USE "FRESH" TOOTHPASTE.

### Mannerisms

Wags tail underwater when excited; barks when happy or scared; performs "the newt", his underwater dance, on request.

### Motivations

Gossips incessantly, and strangers gossip to him; reads every pamphlet ever printed; parrots the town crier verbatim.

### Passions

Gossip

### Secrets

Cell3

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## BACKGROUND STORY

<p>Nobody can be sure how Scheuschzeri ended up in the ponds. But everyone knows that he hears the best of the news because he's always treading water in a well-placed pond. Scheuschzeri will spend most of his time in deeper waters by the wharf, the sea-side frontier village of Gript Keep [Any Seaside Trading Village] overlorded by the pirate baron Koor The Bold. He spends daytime hours skipping out of the wharf into the various marshy puddles that characterize the paths of the village, overhearing conversations. He's become so attuned to these interactions and the value of their content to others that he often positions himself in the best spots to overhear the best possible information.</p><p>How did poor Scheuschzeri become this way? Nobody is completely certain. Some claim that he was once a pirate who had fallen in love with a Siren while at sea and upon his attempt to capture her heart she laughed in his face and banished him to the ponds and wharveside. Others tell a story of how it was his own choice; that he is actually a powerful sorcerer who grew tired of his capabilities and cast this polymorphous himself in reverence of the greater society.</p>

## PERSONALITY