

[Previous](#)[Next](#)

anastasia dumas

2500 x 3235
↔ ↕

Image Dummy

Anastasia Dumas

Elderly Human

chaotic evil

Level 20 Sorcerer Shadow Magic

Pronouns -

she/her

Occupations -

Matriach

Armor Class -

21

Hit Points -

236 (TODO Hitdice)

Speed -

15ft walking and 30ft flying.

STR

8 (-1)

DEX

10 (+0)

CON

20 (+5)

INT

18 (+4)

WIS

19 (+5)

CHA

24 (+7)

Saving Throws -

Constitution

Strength

Skills -

Masonry

Proficiencies -

Intimidation, Persuasion, Mason's Tools, Woodcrafter's Tools,

Proficiency Mod -

Damage Immunities -

N/A

Condition Immunities -

N/A

Resistances -

N/A

Languages -

Common Abyssal Draconic

Adjectives -

Wicked, Wrathful, Vengeful,

Special Abilities

Special Equipment

-
-
-
-

Combat Tactics

Prefers to let her family do her fighting for her but is an exceedingly powerful spellcaster if it comes to it

Actions

-

Factions

The Dumas Family

Role: *Matriach*

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

Image Dummy

Roleplaying

Introduction

A withered elderly woman glares across the courtyard, /"Have you decided to join our little family, dearies?/"

Appearance

Ancient with sharp, angular features. Tiny, feeble and gray but with deep piercing eyes. Dressed like a rich old lady.

Expressions

Come my dearies, Feast!

Join our family, the Master will love you!

Burnnnn!!!

Mannerisms

Eerily calm and still except for a chronic cough.

Motivations

Serving her master and growing her "family"

Passions

Dark Magic

Secrets

She is the matriarch of the Dumas Family Cult. She is actually over 200 years old due to her pact with a powerful devil who is the family's patron

Anastasia Dumas

Elderly Human
chaotic evil
Level 20 Sorcerer Shadow Magic

Pronouns -

she/her

Occupations -

Matriach

Armor Class -

21

Hit Points -

236 (TODO Hitdice)

Speed -

15ft walking and 30ft flying.

STR

8 (-1)

DEX

10 (+0)

CON

20 (+5)

INT

18 (+4)

WIS

19 (+5)

CHA

24 (+7)

Saving Throws -

Saving Throws -

Constitution

Strength

Skills -

Masonry

Proficiencies -

Intimidation, Persuasion, Mason's Tools, Woodcrafter's Tools,

Damage Immunities -

N/A

Condition Immunities -

N/A

Languages -

Common Abyssal Draconic

Adjectives -

Wicked, Wrathful, Vengeful,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Dumas Family

Roleplaying

Introduction

A withered elderly woman glares across the courtyard, /"Have you decided to join our little family, dearies?/"

Appearance

Ancient with sharp, angular features. Tiny, feeble and gray but with deep piercing eyes. Dressed like a rich old lady.

Expressions

- Come my dearies, Feast!*
- Join our family, the Master will love you!*
- Burnnnn!!!*

Mannerisms

Eerily calm and still except for a chronic cough.

Motivations

Serving her master and growing her "family"

Passions

Dark Magic

Secrets

- She is the matriarch of the Dumas Family Cult. She is actually over 200 years old due to her pact with a powerful devil who is the family's patron*

Background Story

Many years ago, after the murder of her wealthy husband, Anastasia made a deal with a powerful devil for the power to seek revenge on her husbands killers. This deal gave her immense power in return for sending souls to the devil to feast upon. The deal has greatly extended Anastasia's life span, but has not stopped her from aging. As a result, she has become a frail, withered old raisin of a woman. This has in no way diminished her powers at all, on the contrary her magics are more powerful than ever. In the service of her devil master, she has built the cult known as the "Dumas Family", some of which are actual blood relatives and descendants, but most of which are cultists , followers and hangers-on. Her cultists cultivate the follwers and the best of them get innitiated into the family and the rest become sacrifices to their patron. The Family has developed an evergrowing following and because of Anastasia's power, keen mind and ruthlessness has made deep inroads into many local institutions including guilds, noble houses, city hall, the city watch and possibly even further. Because of her growing infirmity, she has predominantly become reclusive in the family home and passed all of the more public duties of leadership to her grandson Nickodeamus, a cocky and vicious litle cur. However, she still performs most of

the communion and sacrificial rites to her patron herself. She spends more and more time in a fugue state communing with her patron and less and less time in lucidity. She is capable of great feats of magic but will almost never engage in extended combat. If she can't immediately dispatch her eneies within or before the first round of combat, she will summon and allow her family to do her fighting for her and use her magic to make her escape as quickly as possible. It is unclear what her or her patron's endgame is beyond the accumulation of power and the devouring of souls, but theres no way it's good for anyone.