

# 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

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18  
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**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; History  
**Proficiencies**  
**Damage Immunities**  
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TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Gnomish Elvish  
**Adjectives**

### Special Abilities

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

### Special Equipment

- {"Mac-Fuirmidh Cittern Wondrous item. Inscribed on a major tier, uncommon (requires attunement by a bard). 2 lb. An instrument of the bards is an 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 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 another spell again until the next dawn. The spells use the bard's spellcasting ability save DC. You can play the instrument while casting a spell that causes a creature's 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

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

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### Actions

Shortsword

### Factions

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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 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 discerning eye for festival tales. 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

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