

Drakkenheim: Resurrection

A Campaign Guide by O;N

Appendix C: Wandering Bosses

I Roam Around, Around, Around ...

Wandering bosses breathe life into the dead streets of Drakkenheim: instead of random encounter number X where you stumble upon some monsters and kill them all, wandering bosses have more of a story baked in. These are random encounters with some kick, both in the power department and in the story department.

One design goal I have with these is that these bosses should be impactful, but not oppressive. The goal is to push our players into a corner, not outright dominate them. In the base list of encounters, I find the Lord of the Feast is lacking in this department, because your options are basically “run away” or “TPK”, while the Crimson Countess I consider a good example, as she isn’t oppressively powerful, she has high mobility so she can fly away, and she can be tracked to her lair for a satisfying conclusion to the encounter.

The Schönberg Brothers

Ismael and Isaak Schönberg are the scions of a long line of religious monster-hunters. Their family have long been practitioners of a more extreme sect of the Sacred Flame. They bitterly hate each of the five factions: they deem the Falling Fire mad for their Sacrament; the Academy overambitious for their dealings in delerium; the Silver Order impotent as the Hierarch was slow to act and even now didn’t bother to send the full force of the Church; the Hooded Lanterns deluded to think their city could ever be reclaimed; and the Queen’s Men impure and vile.

The Schönbergs believe fervently that contamination is more than just a physical malady, it impinges the very soul. They haunt the outskirts of Drakkenheim, lying in wait for the contaminated, and keep careful tabs on the comings and goings of such individuals, marking them for their “judgment”.

Players can hear of the Schönbergs’ fearsome reputation and their vendetta against the contaminated from nearly anyone. The Schönbergs themselves would be only too happy to deliver their solemn warning to the party as they happen to meet them in the city outskirts before or after an early mission. Players can discover the remnants of their pyres, which leave black scars and crushed bones scattered in a patch across a city block in the Outer City.

When a party enters the ruins, if one member is contaminated, they have a 25% chance of encountering the Schönbergs when the party tries to leave the city. This chance improves by 25% for each additional party member contaminated. If a party member is mutated, that counts for an additional 25% (e.g. if a party of four has two contaminated members, one of which is mutated when they enter the city, the party has a 75% of triggering the encounter).

The monster-hunters have marked the party, and observe them from stealth, noting that they didn't heal their contamination in Emberwood Village when they had the chance. They then prepare their ambush, laying traps and coaxing their pyre, and they confront the party on their way out of the ruins. If, when leaving, any of the party members is mutated, the brothers attack; otherwise, they still have a 25% of attacking for each contaminated PC. They abjure the party for their sins, declare that their souls are lost for having succumbed to the temptation of the inchoate flesh, and forfeited their salvation and their lives, then attack.

The Schönberg brothers are both well into adulthood, trained both body and mind to kill monsters. They practically drip with holy symbols, amulets, charms, scripture, as well as the implements of their trade: holy water, herbs and wards, silver weapons, poisons and antidotes, simple torture devices, oil, and anything else appropriate for combating the creatures of the night. The older, Ismael, is more burly, and wields a long metal whip that sports a wicked hook on the end, used for ensnaring foes and dragging them onto the pyre. The younger, Isaak, is leaner and wears a pair of round spectacles.

The men each have the stats of **gladiators**, with the following changes:

- They wield whips instead of spears. Their special metal whips deal 1d6 instead of 1d4, and have 15' of reach
- They are both carefully prepared with holy wards. They have this feature: **Greater Magic Resistance**. This creature automatically succeeds all saving throws of spells of 2nd level or lower. It has advantage on saving throws of all other spells and magical effects.
- As a bonus action, Ismael can reel a creature he hit with a whip up to 15' towards him.
- As a bonus action, Isaak can apply [manacles](#) to a creature within 5' of the pyre. These holy manacles prevent the creature from teleporting or casting spells with a somatic component. The manacles are chained to the pyre's central post, preventing egress.
- As an action, either brother can reassemble the pyre.

A creature that starts its turn on the pyre takes 3d6 fire damage. Besides the normal escape methods of manacles, the PCs can also destroy the pyre. It is an object that has AC 10 and 30 hp, and is immune to damage from ranged weapons.

The Four Footmen

A twist on the Four Horsemen of the Apocalypse, the Four Footmen are incarnations of destructive and ruinous forces that underpin the universe. As such, they don't have true statblocks, but rather act as plot devices or harbingers of doom.



Time

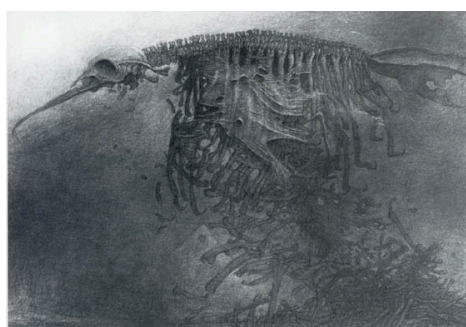
Time appears as a steadily-shambling humanlike entity with a mask covering its face. Its arrival is heralded by the sound of the rhythmic ticking of a clock, the world silent besides the sonorous omen. Getting within a few feet of Time causes aging to accelerate at an alarming rate, to the point that anything that fully touches Time is reduced to dust, including magical effects. When it approaches mutated

creatures, the mutations rapidly accelerate, reducing the creatures to quivering masses of flesh without form, the ultimate destiny of mutated creatures a thousand years into the future.



Death

Skull-faced and wearing a crown of lead and a heavy black cloak, Death follows the party but rarely confronts them. When Death is present, nonlethal strikes become impossible, and someone important is bound to die. If confronted, it has a death-gaze like a **bodak**. If PCs attempt to kill Death, it gives a cackling laugh. “*KILL DEATH? THAT’S A NEW ONE!*” Casting *revivify* or similar magic on it banishes it for 24 hours.



Loss

Loss appears as a skeletal buzzard, but its edges fade away and slip off like a dissolving fog of skin. Its face has been stripped away, leaving a featureless bony skull. Its wings trawl like dissolving worms, and it floats above the ground in a mutinous defiance of existence itself. Creatures who get too close irrevocably lose something: roll on the table below to find out.

1d4	Loss
1	They lose an important item. This could be a Relic, a Seal, or other item important to the character. It is teleported to a location of the DM’s choice. Most probably, it is sent to one of the Inner City Locations, a Faction Stronghold, or Castle Drakken.
2	The character loses a core personality trait or attribute. Examples include their hope, their restraint, their sense of justice, their suspicion, or their trust.
3	The character loses a memory. Perhaps when the party met, or a key moment when they came to believe an important thing they believe now.
4	The character suffers personal loss. A loved one dies, or is otherwise lost to them. They lose their hair, or some teeth or fingernails, or otherwise lose bodily health.

Entropy / Chaos

The greatest of the Footmen is the incarnation of Chaos, the Amalgamation.

The Lost One

As proposed in chapter 1, there might be a wandering boss of the dregs and husks of the city. If it has possession of the Lord Commander's Badge, that would probably give it power over its fellows. A good starting point for such a monster might be the **Mouth of Grolantor** or the **Fomorian** stablocks. A point of inspiration for such a creature might be the named titans from Attack on Titan.

Area Bosses

Bosses and lieutenants from areas can wander elsewhere, becoming a juicy plothook for that area. Good examples for this include (in the Outer City) Backbreaker, the Rat Prince, the Frog Prince, or (in the Inner City) the Ur-Chimera, the Evertroll, a fungus treant from the Mass, the Guildmaster, the Guilhall's Shadow Dragon, Ryan Greymere, the Courtyard's Viscount. Be careful in each of these cases that the boss isn't too deadly, as it can be an inconvenient disruption to the flow of play.

Faction Champions

Let's say you're getting to the lategame. Your party has completed or is nearly at the Convocation at the Cathedral. They're starting to stir the pot. They're causing real trouble. It's time for the factions to turn up the heat. What do you use?

In the factions sections, each faction has strike teams that scale up. These can provide appropriate challenge for players, but the PCs may find themselves mowing down faceless goons, which will only serve to anger the factions all the more. It also dehumanizes the factions, presenting them as a faceless pack of mooks. It's nice to have a leader that the PCs can hang their relationship with the faction on - while this can be done with the lieutenants, I find that many of the lieutenants don't pack enough of a punch. Likewise, you could do so with the faction leader, but they hit too hard, and if they're defeated in the field, the campaign will radically shift. I felt the factions needed "champions", late-game bruisers that can challenge PCs with their own mooks, or team up with the Faction Leaders for epic final battles.

All faction champions need not exist in the game - they're here for factions that need a challenger. For instance, if your PCs are teamed up with the Falling Fire, there's no need for the Saint to exist in your game.

IGOR, Shield Guardian Mark III

The Integrated Golem Responder, or IGOR, is the latest in shield guardian technology. It would replace the iron golem that Eldrick would bring with him to the Tower (see pg 168).

Shield Guardians are non-sentient intelligent robotic constructs. The Academy Rings serve as a control amulet for the shield guardian, and can only be attuned to by specific individuals.



The latest design, the Mark 3, has unique features from other shield guardians. It is larger, stronger, and more durable. While earlier versions could only hold one spell of up to fourth level stored, the Mark 3 can hold up to three. The Mark 3 also comes with needles that can inject priming solution into targets, weakening their resistance to the spells of their masters. IGOR specifically has a special warp cannon that can teleport targets to a location it chooses, either beside it to soak them in its poison vents, or into an area of effect that it or Eldrick is making.

IGOR is stoic and robotic. It follows orders precisely. Eldrick can command it to accompany a mage other than himself, but when he does so, he often equips it with Dimension Door so it can make a quick getaway, if necessary.

The art for IGOR was found here: <https://www.pinterest.com/pin/590253094891725742/>

IGOR, SHIELD GUARDIAN MK. III

Large Construct, unaligned

Armor Class 20 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Con +9

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Existence. IGOR is immune to any spell or effect that would alter its form or banish it.

Magic Resistance. IGOR has advantage on saving throws against spells and other magical effects.

Spell Storing. Eldrick can cause IGOR to store three spells, each of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

IGOR currently has the following three spells stored: Sickening Radiance (save DC 19), Greater Invisibility, and Dispel Magic (4th level) (+11 to checks).

ACTIONS

Enfeebling Injection. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3d10 + 5 piercing damage. The target has disadvantage on all saves until the start of IGOR's next turn.

Warp Cannon. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 2d8 + 5 psychic damage. The target is teleported to an unoccupied space of IGOR's choice that it can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

BONUS ACTIONS

Poison Vents. IGOR vents toxic gas. Each creature within 10' of IGOR must make a DC 17 Con save or take 6d6 poison damage and be poisoned until the end of their next turn. On a success, they take half as much damage and aren't poisoned. If they fail by 5 or more (roll 11 or lower), they additionally can't cast spells during this time.

REACTIONS

Shield. When a creature makes an attack against Eldrick or forces Eldrick to make a saving throw, the IGOR grants a +2 bonus Eldrick's AC or to the saving throw if IGOR is within 5 feet of Eldrick.

LEGENDARY ACTIONS

IGOR can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The iron golem regains spent legendary actions at the start of its turn.

TARGET ACQUIRED. IGOR chooses a target it can see. On IGOR's next turn, it makes attacks against that creature with advantage.

ENGAGE THRUSTERS. IGOR moves up to its speed without provoking opportunity attacks.

INJECTION PRIMED. IGOR makes one Enfeebling Injection attack.

Saint of the Falling Fire

I have trouble depicting the Falling Fire as characters. In my mind, they should definitely be strange, and they should feel a bit weird to interact with. When you look at Faction Leader vs. Lieutenant, I think you want a dichotomy, showing two different sides to the faction. So, I think what would naturally follow is that Lucretia knows everything, she's enlightened, magnanimous, unflappable. A counterpoint would be a zealot who is quick to anger, someone who might not be able to totally articulate the doctrine of the Falling Fire but who is completely convicted of it, a righteous knight who holds the Flame of the End Times aloft, beckoning all the righteous to come to it, and driving away all the wicked who would persecute it.

SAINT OF THE FALLING FIRE

Medium Humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 172 (23d8 + 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +4, Con +7, Wis +7, Cha +6

Skills Athletics +12, Perception +7, Religion +8

Damage Resistances psychic

Damage Immunities radiant

Condition Immunities stunned

Senses blindsight 10 ft., passive Perception 17

Languages —

Challenge 10 (5,900 XP)

Divine Providence. If the saint would fail a saving throw or ability check, it may succeed instead. Once it does so, it can't again until it finishes a short or long rest.

Unburdened Mind. The saint has advantage on saving throws against being frightened or charmed. It has resistance to psychic damage.

Special Equipment. The saint wears adamantine plate armor (any critical hit against it is treated as a regular hit), wears the Helm of Patron Saints (can see invisible creatures), and wields the Mace of the End Times (see attacks).

ACTIONS

Multiattack. The saint makes the stones sing, then makes two attacks with the Mace of the End Times.

The Stones Sing. The saint chooses any number of creatures it can see. If they are within 5' of delirium, they take 15 psychic damage. Creatures dealt damage this way must expend their reaction or fall to their knees (fall prone).

Mace of the End Times. *Melee Weapon Attack:* +9 to hit, *Hit:* 2d8 + 5 bludgeoning damage + 2d6 psychic damage. If either of the d6s rolls a 6, the target is frightened of the saint. If either of the d6s is a 6 and the target is already frightened, the target must roll a d12. They die in a number of days equal to the number rolled.

Cast a Spell. The saint can cast the following spells (DC 17, +9 to-hit):

At-will: Toll the Dead (Wis save or take 3d12 necrotic damage), Healing Word (target heals 1d4 + 3 hp).

3/day: Spiritual Weapon (cast at 4th level)

1/day: Command (cast at 4th level), Banishment

BONUS ACTIONS

Spiritual Weapon. *Melee Spell Attack:* +9 to hit, one target. *Hit:* 2d8+3 force damage.

Healing Word. A target heals 1d4+3

REACTIONS

Herald of the Apocalypse. When the saint sees an ally within 30' of it score a hit, the saint may use its reaction to turn that hit into a critical hit.

LEGENDARY ACTIONS

The saint can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The saint regains spent legendary actions at the start of its turn.

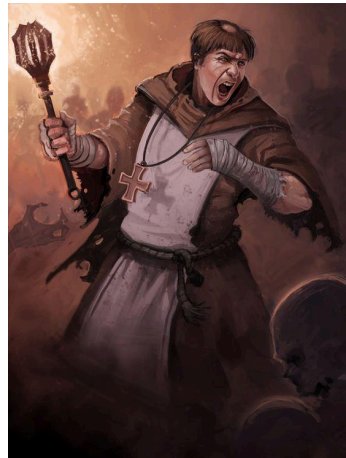
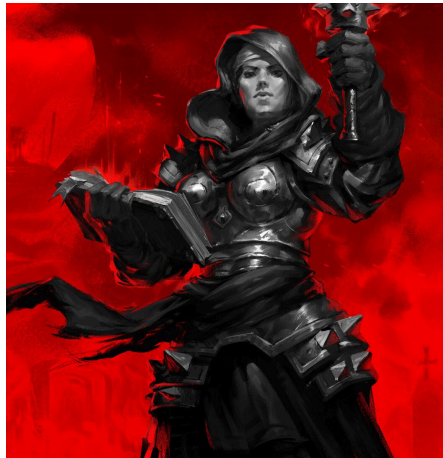
Cast a Spell. The saint casts a spell.

Mace. The saint attacks with its Mace of the End Times

The Stones Sing. The saint uses its The Stones Sing ability.

Dauntless Charge. The saint moves up to its speed without provoking opportunity attacks.

I'm unsure as to what art I'd use to depict him or her. For some reason, I envision them as bald.



Art found at: <https://www.pinterest.com/pin/556476097704981587/>,
<https://www.pinterest.com/pin/783204191418538734/>, and <https://www.pinterest.com/pin/749145719269585607/>

Silver Order Loremaster

The Silver Order are the most straightforward combatants. Almost all of them are melee fighters, supplemented by some cavalry and griffin cavalry. The Loremaster is meant to introduce more

SILVER ORDER LOREMASTER

Medium Humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +7, Con +6, Wis +5, Cha +8

Skills Arcana +5, History +9, Perception +5

Damage Resistances fire, necrotic, radiant

Senses passive Perception 15

Languages any four languages

Challenge 9 (5,000 XP)

I Write my Own Story (1/day). If the Loremaster fails a saving throw, it can choose to succeed instead.

A Tale Told Cannot be Untold. The Loremaster's spells do not require concentration

Special Equipment. The Loremaster wears a Breastplate of Fire Resistance, and wields the Sacred Rapier (grants the user necrotic and radiant resistance, and deals an extra 1d8 + Cha mod on a hit). When you draw it, you may ignite all unattended nonmagical objects of your choice within 30' of you.

ACTIONS

Cast a Spell. The Loremaster casts one of the following spells (save DC 16, +8 to-hit with spell attacks)

At-will: Vicious Mockery (Wis save vs 3d4 psychic, next attack has disadvantage),

3/day each: Slow (Wis save or speed halved, -2 AC, no multiattack, and 50% chance spell fails), Dispel Magic (+6 check), Fly, Misty Step (30' teleport)

1/day each: Counterspell (cast at 5th level, +6 check), Confusion (Wis save or act randomly), Wall of Stone,

Sacred Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage + 8 (1d8 + 4) radiant damage.

BONUS ACTIONS

Battle Magic. The Loremaster makes one Sacred Rapier attack, or if it cast Vicious Mockery, it makes two Sacred Rapier attacks.

REACTIONS

Lesson from History. When the Loremaster sees a creature within 60' make an attack roll, ability check, or saving throw, after knowing the outcome, the Loremaster may use its reaction to have the creature roll again. The Loremaster decides which of the two dice is used to determine the result.

LEGENDARY ACTIONS

The Loremaster can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Loremaster regains spent legendary actions at the start of its turn.

Charge of the Light Crusade. The Loremaster moves up to its movement speed without provoking opportunity attacks
Light, Guide My Blade. The Loremaster makes one Sacred Rapier attack

Cast a Spell (costs 2 actions). The Loremaster casts one spell.

battlefield control, more trickery, more support, stuff that you can expect from a bard-like character.

While Theodore is hard-nosed and serious, and Ophelia is kindhearted and meek, I see the Loremaster as clever, playful, and always grinning.

The Chirurgeon

Chirurgeon is an archaic word for surgeon. The Chirurgeon could replace the Apothecary that the Hooded Lanterns have to treat contamination. The Chirurgeon works best as the commander and support of a group of Hooded Lanterns troops, protecting them with Medic's Aura, Commanding them to attack, boosting their attacks, and healing them.

THE CHIRURGEON

Medium Humanoid (any race), any alignment

Armor Class 19 (half plate, shield)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	19 (+4)	15 (+2)	14 (+2)

Saving Throws Dex +6, Con +7, Int +8, Wis +6

Skills Animal Handling +6, History +8, Insight +6, Medicine +10, Nature +8, Perception +6, Stealth +6, Survival +6

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 10 ft., passive Perception 16

Languages any one language (usually Common)

Challenge 10 (5,900 XP)

Medic's Aura. If a creature within 10' of the Chirurgeon would fall to 0 hp, the Chirurgeon can force it to make a Constitution saving throw, DC 10 or the damage taken (whichever is higher). On a success, the creature falls to 1 hp instead.

Astute. The Chirurgeon can take two actions on its turn. They may not both be the same action.

I'm Taking You With Me. When the Chirurgeon is reduced to 0 hp, it may ignite explosives. A creature may use an action to attempt to make a DC 16 Dexterity (Sleight of Hand) check to defuse the bomb. Otherwise, at the beginning of the Chirurgeon's next turn, the bomb goes off as if a Fireball had been cast from the corpse's square (DC 16 Dex save vs 8d6 fire damage, half on a success).

ACTIONS

Bolster. The Chirurgeon bestows power to its allies, envenoming their blades or directing their attack. Until the beginning of the Chirurgeon's next turn, all creatures of its choice that can hear it within 30' of it gain a bonus 1d6 on each weapon attack hit they score.

Command. A creature within 30' of the Chirurgeon may use its reaction to make an attack or move up to its movement speed.

Bone Saw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. The creature is Poisoned until the start of the Chirurgeon's next turn.

Spread Necrosis. The Chirurgeon casts Blight without expending a spell slot (DC 16 Con save or take 8d8 necrotic damage, half on a success).

Cast a Spell. The Chirurgeon casts one of the following spells. It has four 5th-level spell slots, and recovers all on a short or long rest. It has +8 to-hit and a spell save DC of 16

Aura of Vitality, Corpse Explosion, Dispel Magic, Haste, Mass Cure Wounds, Revivify,

BONUS ACTIONS

Aura of Vitality. If the Chirurgeon has cast it, it may heal a creature within 30' 2d6.

LEGENDARY ACTIONS

The chirurgeon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gladiator regains spent legendary actions at the start of its turn.

Bark Order. The Chirurgeon uses its Command action

Bone Saw. The Chirurgeon makes one Bone Saw attack.

Redezvous. The Chirurgeon moves up to its movement speed without provoking opportunity attacks.

I think the principal inspiration for the design would be a Plague Doctor or a battlefield medic.

Big Linda

And, of course, Big Linda is Big Linda, as I described in [chapter 8](#).

BIG LINDA (ALT)

Huge Beast, unaligned

Armor Class 13

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Wis +5

Skills Athletics +10, Perception +5

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Headless. Big Linda has a large sword embedded in her neck. When she is reduced to 0 hp, instead of being killed or unconscious, she is incapacitated. In order to kill her, a PC must climb onto her (DC 13 Athletics or Acrobatics check, no action required), and then use an action to use the sword to sever her head from her shoulders.

On Big Linda's next turn, she stands, grabs her head and the sword, and gains 157 temp hp. When she is in this form, her head has 3/4 cover (AC 18). Whenever the head takes damage, she must make a DC 15 Str save, or the head is knocked free from her grasp and lands 15' away. She is then blinded until she uses a free object interaction or legendary action to grab it.

Once her temp hp are depleted, she survives, but the next attack to damage her head causes it to split apart, and the corpse falls limp. (E.g. if she has 15 temp hp, and an attack targeting the head deals 18 damage, she's outright killed; but if the same attack hits the body, she continues on, dying only the next time the head is hit.

Legendary Resistance (1/day). If Big Linda fails a saving throw, she can choose to succeed instead.

Fling. When Big Linda hits a Medium or smaller creature with two fist attacks on the same turn, or she reduces a creature to 0 hp, she can immediately grab and throw that creature up to 90'. If that creature lands beside another creature's square, the new creature must make a DC 16 Dex save, taking 3d10+6 bludgeoning damage on a failed save, or half as much as a successful one. The thrown creature lands prone.

ACTIONS

Multiaction. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

Thrash. Each creature within 5' of Big Linda must make a DC 16 Strength saving throw, taking 3d10+6 bludgeoning damage on a failed save, or half as much on a success.

LEGENDARY ACTIONS

Big Linda can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant ape regains spent legendary actions at the start of its turn.

Fist. Big Linda makes 1 fist attack

Ape's Bound. Big Linda moves up to her movement speed without provoking opportunity attacks.

Spot Hidden. Big Linda makes a Perception check to spot a hidden creature

Grab Head. If Big Linda's head is free from her shoulders, she moves up to 10' towards it, then picks it up if it's within 10' of her.

Design Principles

Each of these Champions are meant to serve as a bossfight in their own right (not solo, but with a company of faction grunts), but also serve as a team-up for the faction leader.

IGOR. In a fight with Eldrick, IGOR is a dastardly companion. Its Priming Injection will make it practically impossible to pass Eldrick's enormous spell save DC. Warp Cannon can reposition opponents so that more are caught in Eldrick's areas-of-effect spells or traps (e.g. *wall of fire*, *wall of force*, *forcecage*, etc.). It functionally serves as a battery for holding concentration - for instance, normally a spellcaster can't cast *greater invisibility* on him- or herself and then follow it up with another concentration spell and still be invisible, but if IGOR's the one concentrating on *greater invisibility*, it's all good. Technically, IGOR also does pretty well under *invisibility* itself, as Poison Vents nor Shield are an attack or spell, so regular-old-*invisibility* could stay up.

Saint of the Falling Fire. Lucretia is a powerful spellcaster, and difficult to attack at all. However, she has few ways to kill a party herself, short of *gating* in angels to fight the party or asking for a *meteor swarm* with Divine Intervention. The Saint is a bruiser in his or her own right, affecting positioning with The Stones Sing, frightening and pressuring enemies with the Mace, boosting allied damage, he or she brings the pain while Lucretia brings the ultimate support.

Loremaster. Paladins and clerics have little in the way of debuff and control spells, often turning fights with them into a slug-fest where both sides walk up to each other and attack back and forth. I felt that they needed so much help that I made it so the Loremaster can throw a bunch of concentration spells at once: raise a *wall of stone*, follow it up with *slow* or *confusion*, and the disoriented PCs will get smacked down by the carefully-coordinated knights. The Loremaster also packs a super-Silvery Barbs, one of my least-favorite spells, now turned on the PCs, let's see how they like it.

Chirurgeon. Elias empowers his troops greatly, but they die pretty easily. The presence of the Chirurgeon should extend the longevity and therefore power of the company by a substantial amount. Elias can get stuck in combat, so the Chirurgeon can get him out of there with Haste.

Big Linda. Unlike the others, Linda doesn't give big boosts or shore up weaknesses of the Queen of Thieves. It's hard to imagine fighting them in the same room together. They're more thematic complements - the Queen of Thieves is a subtle harasser, while Big Linda is an audacious brute.

[Previous Chapter - Appendix B: Mutations and Madness](#)

[Next Chapter - Appendix D: The Testament of the Falling Fire](#)