

Leshko, Prince of The Warrens

Small Fey (Fairy), CN — Paragon 3 (Myth of the Trickster)

Armor Class 15 (Unarmed Defense)

Hit Points 30 (3d8 + 2*3)

Speed 40ft., 40ft Fly.

STR 9 (-1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 15 (+2)

Saving Throws DEX +5, WIS +3, CHA +4

Skills *Sleight of Hand +7, *Acrobatics +7, History +3, Persuasion +4, Deception +4,

Tools Dice Sets +5,

Senses Darkvision (60ft), Passive Perception #

Background Noble

Fey Mark My eyes swirl with iridescent colors and my skin sparkles in moonlight. A noticeable, harmless chill surrounds you.

Languages Common, Sylvan, Primordial

Armor Light, Medium, Shields

Weapons Simple, One Martial

Challenge 3 (1525 XP)

Proficiency Bonus +2

Equipment Set of Fine Clothes, Signet Ring, Scroll of Pedigree, Purse, Holy Symbol (Titania), Dagger, Explorer's Pack, 25 GP

Position of Privilege. Thanks to my noble birth, people are inclined to think the best of me. I am welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Dagger Expert Feat. Daggers are particularly deadly in my hands. I gain the following benefits...

When you attack with a dagger, you score a critical hit on a roll of a natural 19–20.

I have advantage on attack rolls with daggers against creatures I am grappling and that are grappling me.

I do not have disadvantage on attacks with daggers when I am restrained, nor do I have disadvantage on dagger attacks at long range.

Hand of Fate (1/SR). When I make an ability check, saving throw, or attack roll, I can use Hand of Fate to gain advantage. I can do so only during combat or other situations of immediate danger, and I must declare this choice before making my roll.

Sly Hand of Fate. Whenever I use Hand of Fate, I gain one additional action that you must use before the end of your next turn. This action can be used only to Dash, Disengage, Dodge, Hide, or attempt to escape a grapple or other restraining effect.

Alternatively, you can expend Hand of Fate to take this additional action immediately, even during another creature's turn.

Serendipitous Encounter (1/ Level [3/3]). I tend to come across individuals who aid me at crucial moments throughout my journeys. Starting at 1st level, I can use Serendipitous Encounter while taking a short or long rest, or during downtime. In doing so, a helpful NPC appears and assists me in some way. Common archetypes for this NPC are a wise man or a seeress, though the GM may provide an NPC that better fits the scenario, even one that is non-humanoid or a spirit. The NPC provides one of the following...

- Gives information or clues helpful to my current situation.
- Makes an ability check with a +8 bonus
- Casts one spell of 2nd level or lower (spell save DC 12)
- Gives me a helpful item

Spry Combatant. I possess an astounding amount of precision and versatility with weapons. I treat all one-handed melee weapons as having the finesse property. When you make a melee attack with a one-handed weapon, you treat the weapon as having 1d10 damage. This feature does not function if you are two-weapon fighting or using a shield, nor does it function with reach weapons or improvised weapons.

Unarmored Defense. While I am wearing no armor and not using a shield, my AC equals (10 + DEX MOD + CHA MOD).

Innate Spellcasting. Leshko's Innate Spellcasting ability is Charisma (Spell Save DC 12, +4 to hit with Spell Attacks). He can innately cast the following spells, requiring no material components:

At will: *Druidcraft*

1/LR each: *Faerie Fire (1st Level)*, [5th Level Unlock] *Enlarge Reduce (2nd Level)*,

—ACTIONS—

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60ft., one target. *Hit:* (1d10 + 3) Piercing Damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* (1d6 + 3) Piercing Damage.

Madcap Tricks [Epic]. No one knows how I produce such peculiar tricks, and like any good magician, I never tell...

1st, 2nd, & 3rd Rounds: I produce a tiny object and throw it up to 30ft. Roll (1d4)...

1. **Bee Swarm:** Bees emerge from the object, buzzing and stinging in a 5-foot radius. Each creature in the area must succeed on a Dexterity saving throw or take (1d6) Poison Damage per two paragon levels I have (minimum 2d6) and suffer disadvantage on its next attack roll before the end of the wonder.
2. **Crackling Blast:** Searing, crackling embers burst from the object in a 5-foot radius. Each creature in the area takes (1d8) Fire Damage per two paragon levels you have (minimum 2d8), or half damage on a successful Dexterity saving throw.
3. **Shrieker:** The object erupts with a piercing shriek in a 5ft radius. Each creature in the area must succeed on a Constitution Saving Throw or be deafened and stunned until the end of my next turn.
4. **Tanglefoot:** Sticky strands burst from the object in a 5ft radius. Each creature in the area must succeed on a Dexterity Saving Throw (DC 12) or be restrained until the end of the wonder. As an action, a restrained creature can attempt to escape with a Strength (Athletics) or Dexterity (Acrobatics) Check.

—BONUS ACTIONS—

Cat's Claw. I can make a Dexterity (Sleight of Hand) check contested by the Wisdom (Perception) check of a creature within 5ft of me. If I win the contest, choose one or both of the following options:

- I have advantage on my next melee attack roll against the creature this turn, and if I use a one handed weapon, this attack deals an additional 1d6 damage per two paragon levels you have. (+2d6)
- I steal an object from the creature. The object must be no larger than a one-handed weapon to me, and the target must not be actively using it.

I cannot use Cat's Claw against the same target again until I complete a SR or LR.

Tread The Path of Blades [Epic]. I have passed the threshold into the realm of peril, and I flit through gauntlets that would slash others to ribbons. I can use the bonus actions of this wonder even if you are incapacitated, as long as you are conscious.

- **1st Round.** I enter a state of preternatural agility. For the duration of the wonder, you are immune to the grappled, paralyzed, restrained, and stunned conditions. Furthermore, your movement does not provoke opportunity attacks, and you cannot inadvertently trigger traps or environmental hazards.
- **2nd & 3rd Round.** I move up to my speed. The next time an attack hits me before the start of my next turn, I can make a Dexterity (Acrobatics) check, and I can use the result in place of my AC.

—REACTIONS—

Satyr's Ploy (1/SR). I can use this wonder as a reaction when a creature I can see moves into a space within 5ft of me. The target must succeed on a Dexterity Saving Throw [DC 12] or fall Prone. Whether the save succeeds or fails, I then make a melee weapon attack against the target and move up to half my speed without provoking opportunity attacks.