

# Raicho the Recusant

1<sup>st</sup>-level human (variant) cleric, chaotic neutral

<b>Abilities</b>	<b>Str</b> 13 (+1) <b>Int</b> 13 (+1)	<b>Dex</b> 12 (+1) <b>Wis</b> 16 (+3)	<b>Con</b> 10 (+0) <b>Cha</b> 16 (+3)
<b>AC</b>	17 (scale mail, shield, +1 Dex)		
<b>HP</b>	8 (1d8)		
<b>Spd</b>	30 ft		
<b>Modified Saves</b>	Wis +5, Cha +5		
<b>Skills</b>	Deception +5, Insight +5, Knowledge (Religion) +4, Persuasion +5; <b>Languages</b> Common, Celestial, Infernal. <b>Tools:</b> Herbalism kit. <b>Feats:</b> Observant.		
<b>Special Features</b>	<b>Divine Magic:</b> Raicho casts spells as a 1 <sup>st</sup> -level cleric (Wisdom, DC 13). <b>Cantrips</b> (at will): <i>guidance, sacred fire, thaumaturgic wonder.</i> <b>1st</b> (2/rest): <b>charm person, disguise self, cure light wounds, protection from evil/good, sanctuary.</b> May sometimes prepare <i>purify food and drink</i> instead of <i>healing word</i> when meeting with strangers.		
<b>Attacks</b>	<b>Vulchum machete:</b> Range 5. +3 to hit, 1d6+1 slashing. (The machete, which Raicho calls <i>Dialectic</i> , has the same stats as a hand-axe and is a simple weapon.) <b>Kirin hammer:</b> Range 5. +3 to hit, 1d6+1 bludgeoning. (The hammer, which Raicho calls <i>Grammar</i> , has the same stats as a mace and is a simple weapon.) <b>Misericorde:</b> Range 5. +3 to hit, 1d4+1 piercing. (The misericorde is a long, narrow dagger, designed for stabbing between plates of armor. Raicho calls the dagger <i>Logos</i> .) <b>Shortbow:</b> Normal range 80, single target. +3 to hit, 1d6+1 piercing. See rules for long range. (Raicho's shortbow is called <i>Rhetoric</i> .) <b>Sacred Fire:</b> Range 60, instantaneous, Dexterity DC 13, 1d8 luminescent damage.		

# Raicho the Recusant

5<sup>th</sup>-level human (variant) cleric, chaotic neutral

<b>Abilities</b>	<b>Str</b> 14 (+2) <b>Int</b> 14 (+2)	<b>Dex</b> 12 (+1) <b>Wis</b> 16 (+3)	<b>Con</b> 10 (+0) <b>Cha</b> 16 (+3)
<b>AC</b>	17 (breastplate, shield, +1 Dex)		
<b>HP</b>	28 (5d8)		
<b>Spd</b>	30 ft		
<b>Modified Saves</b>	Wis +6, Cha +6		
<b>Skills</b>	Deception +6, Insight +6, Knowledge (Religion) +5, Persuasion +6; <b>Languages</b> Common, Celestial, Infernal. <b>Tools:</b> Herbalism kit. <b>Feats:</b> Observant.		
<b>Special Features</b>	<b>Divine Magic:</b> Raicho casts spells as a 5 <sup>th</sup> -level cleric (Wisdom, DC 14). <b>Cantrips</b> (at will): <i>guidance, resistance, sacred fire, thaumaturgic wonder.</i> <b>1st</b> (4/rest): <b>charm person, disguise self, cure light wounds, protection from evil/good, sanctuary.</b> May sometimes prepare <i>purify food and drink</i> instead of <i>healing word</i> when meeting with strangers. <b>2nd</b> (3/rest): <b>mirror image, pass without trace, augury, calm emotions, silence.</b> <b>3rd</b> (2/rest): <b>blink, dispel magic, dispel magic, spectral guardians</b>  <b>Channel Divinity</b> (1/rest): Turn Undead, Invoke Double.  <b>Domain Features:</b> Can grant advantage on some types of Dexterity checks.  <b>Items:</b> <i>Decanter of endless water.</i>		
<b>Attacks</b>	<b>Vulchum machete:</b> Range 5. +5 to hit, 1d6+2 slashing. (The machete, which Raicho calls <i>Dialectic</i> , has the same stats as a hand-axe and is a simple weapon.) <b>Kirin hammer:</b> Range 5. +5 to hit, 1d6+2 bludgeoning. (The hammer, which Raicho calls <i>Grammar</i> , has the same stats as a mace and is a simple weapon.) <b>Misericorde:</b> Range 5. +5 to hit, 1d4+2 piercing. (The misericorde is a long, narrow dagger, designed for stabbing between plates of armor. Raicho calls the dagger <i>Logos</i> .) <b>Shortbow:</b> Normal range 80, single target. +4 to hit, 1d6+1 piercing. See rules for		

long range. (Raicho's shortbow is called *Rhetoric*.)  
**Sacred Fire:** Range 60, instantaneous, Dexterity DC 14, 2d8 luminescent damage.

# Raicho the Recusant

10<sup>th</sup>-level human (variant) cleric, chaotic neutral

<b>Abilities</b>	<b>Str</b> 14 (+2) <b>Int</b> 14 (+2)	<b>Dex</b> 12 (+1) <b>Wis</b> 18 (+4)	<b>Con</b> 10 (+0) <b>Cha</b> 16 (+3)
<b>AC</b>	17 (breast plate, shield, +1 Dex)		
<b>HP</b>	53 (10d8)		
<b>Spd</b>	30 ft		
<b>Modified Saves</b>	Wis +8, Cha +8		
<b>Skills</b>	Deception +8, Insight +8, Knowledge (Religion) +6, Persuasion +8; <b>Languages</b> Common, Celestial, Infernal. <b>Tools:</b> Herbalism kit. <b>Feats:</b> Observant.		
<b>Special Features</b>	<p><b>Divine Magic:</b> Raicho casts spells as a 10<sup>th</sup>-level cleric (Wisdom, DC 16).</p> <p><b>Cantrips</b> (at will): <i>guidance, resistance, sacred fire, thaumaturgic wonder.</i></p> <p><b>1st</b> (4/rest): <b>charm person, disguise self, cure light wounds, protection from evil/good, sanctuary.</b> May sometimes prepare <i>purify food and drink</i> instead of <i>healing word</i> when meeting with strangers.</p> <p><b>2nd</b> (3/rest): <b>mirror image, pass without trace, augury, calm emotions, silence.</b></p> <p><b>3rd</b> (2/rest): <b>blink, dispel magic, clairvoyance, dispel magic, spectral guardians.</b></p> <p><b>4th</b> (3/rest): <b>dimension door, polymorph, banishment, divination.</b></p> <p><b>5th</b> (2/rest): <b>dominate person, modify memory, geas, planar binding.</b></p> <p><b>Channel Divinity</b> (2/rest): Options: Turn Undead, Invoke Double, Shadow Cloak.</p> <p><b>Domain Features:</b> Can grant advantage on some types of Dexterity checks. Weapon attacks inflict bonus poison damage.</p> <p><b>Deity's Intervention:</b> Raicho rarely uses this power. When he does, he calls on whichever deity he is serving at the time, but he has learned the responses can be unpredictable when the calling cleric isn't one of the god's sworn servants.</p> <p><b>Items:</b> <i>Decanter of endless water, folding boat, ever-smoking bottle.</i></p>		
<b>Attacks</b>	<p><b>Vulchum machete:</b> Range 5. +6 to hit, 1d6+1d8+2 slashing. (The machete, which Raicho calls <i>Dialectic</i>, has the same stats as a hand-axe and is a simple weapon.)</p> <p><b>Kirin hammer:</b> Range 5. +6 to hit, 1d6+1d8+2 bludgeoning. (The hammer, which Raicho calls <i>Grammar</i>, has the same stats as a mace and is a simple weapon.)</p> <p><b>Misericorde:</b> Range 5. +6 to hit, 1d4+1d8+2 piercing. (The misericorde is a long, narrow dagger, designed for stabbing between plates of armor. Raicho calls the dagger <i>Logos</i>.)</p> <p><b>Shortbow:</b> Normal range 80, single target. +5 to hit, 1d6+1d8+1 piercing. See rules for long range. (Raicho's shortbow is called <i>Rhetoric</i>.)</p> <p><b>Sacred Fire:</b> Range 60, instantaneous, Dexterity DC 16, 2d8+4 luminescent damage.</p>		

## Tactics & Role-Playing Notes for Raicho the Recusant

Raicho often works alone, so he tries to be prepared for most eventualities. He carries multiple types of weapons, all of which he thinks of as back-up options for when being clever isn't enough. Through impersonation, strategic use of the truth, and guile, Raicho often turns enemies against each other or lures neutral parties into conflict with them. Although he isn't evil and won't willingly hurt or endanger innocents, he has few other qualms about how he fulfills his mercenary work. For instance, he doesn't see poison as evil—it's merely efficient (which is why so many have tried to use it on Raicho!). At higher levels (5<sup>th</sup> and 10<sup>th</sup> in the stat blocks), he uses spells of divination, spells of control (such as *geas*), and unusual magical items he has deliberately collected (like the *decanter* and the *bottle*) in combination to baffle and frustrate enemies. While they are confused or lost, he goes right back to his original quest.

**Appearance:** Raicho has collected an assortment of holy symbols, and he wears, wrapped about his forearm, a length of prayer beads bearing small holy symbols of four different deities. Having been through several

initiation rites for various cults, he also features an array of ritual scars and tattoos on his arms. His gear is well-cared for and of solid quality, but Raicho otherwise has little interest in ornament or ostentation.

*Personality:* Perpetually amused, Raicho takes himself almost as seriously as he takes the notion of divine loyalty. He serves divine powers because that's what he's good at and it enables him to get by. Aside from having enough to live on, he has little interest in wealth and may spend days, weeks, or months between "jobs." On those rare occasions he ends up with treasure that would make him rich, he donates much of it in random acts of altruism that perplex other priests, who find the donations difficult to reconcile with their other impressions of him. A romantic, Raicho is typically in a relationship with a woman or else courting her, and cares little whether she is married.