

Arethkayn, Last of the Gale Lords

1st-level human (variant) cleric, neutral

Abilities	Str 10 (+0) Int 14 (+2)	Dex 10 (+0) Wis 14 (+2)	Con 14 (+2) Cha 11 (+0)
AC	14 (scale-mail)		
HP	10 (1d8+2)		
Spd	30 ft		
Modified Saves	Wis +4, Cha +2		
Skills	Insight +4, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Religion) +4, Persuade +2. Tools Horse-Riding. Languages Common, Giant, Primordial. Feats War-Casting.		
Special Features	<p>Divine Magic: Arethkayn casts spells as a 1st-level cleric of the Storm Court (Wisdom, DC 12).</p> <p>Cantrips (at will): <i>guidance, resistance, sacred fire.</i></p> <p>1st (2/rest): fog cloud, thunderblast; cure injury, detect magic, sanctuary.</p> <p>Domain Features: Wrath of Thunder (twice per long rest, as reaction, can inflict 2d8 lightning or sonic damage against foe who hits her; Dex save for half damage).</p> <p>Nobility: Arethkayn was born not only noble but a distant heir to the Yithillan throne, a member of House Ruoud. However, because her house matriarch was a hated tyrant, her entire house is now overthrown. She has no clout among other nobles, nor any sway with commoners. Her sole birthright: The Covenant of Ruoud makes her a Gale Lord, or priest of the Storm Court in Exile. The Covenant of Ruoud also at higher levels enables her to use <i>animate dead</i> to create thrall revenants (see 5th- and 10th-level stat blocks).</p> <p>Holy Symbol: Arethkayn wears a coin with symbols of the four gods of her house Covenant on a necklace under her armor, but she is careful about revealing it to others. She also has carved wooden rings, each with a symbol that she has turned to face palm-side. As a warcasting Gale Lord, she can wield a two-handed weapon while using the ring-symbols.</p>		
Attacks	<p>Long-staff: Range 10-ft. (reach, two-handed). +2 to hit, 1d8 bludgeoning.*</p> <p>Longbow: Normal range 100-ft. +2 to hit, 1d8 piercing.</p> <p>Sacred Fire: Range 60-ft. 1d8 (Dex save negates).</p> <p>* The long-staff is a pole-arm-length version of the quarterstaff. It is a martial, two-handed, reach weapon dealing 1d8 bludgeoning.</p>		
Suggestions for Playing Arethkayn	Arethkayn at 1 st -level is in a precarious position. She is the last of her family line – a line that is being actively hunted by agents of the new Saque royal family, and which is hated by many of those its Matriarch used to oppress. She is, moreover, without reliable allies – and without training in subterfuge, spycraft, or stealth. As a result, she is careful and cagey, willing to flee under <i>fog cloud</i> , surrender, make dangerous alliances, and conceal her own nature. Following the guidance of her Covenant’s seneschal, Hazzumkigh, she focuses her attention on locating old family caches of weapons, lore, and treasure, while learning the powers of her family’s deities. Faced with violence, she threatens with physical weapons – staff and bow – but if combat cannot be avoided, uses combat spells like <i>sacred fire</i> (at range) and <i>thunderblast</i> (if about to be overrun) until she can make an escape.		

Arethkayn, Last of the Gale Lords

5th-level human (variant) cleric, neutral

Abilities	Str 10 (+0) Int 14 (+2)	Dex 10 (+0) Wis 14 (+2)	Con 14 (+2) Cha 11 (+0)
AC	16 (+1 <i>brigandine armor</i> , with vambraces – treat as half-plate)		
HP	38 (5d8+10)		
Spd	30 ft		
Modified Saves	Wis +5, Cha +3		
Skills	Insight +5, Knowledge (Arcana) +5, Knowledge (History) +5, Knowledge (Religion) +5, Persuade +3. Tools Horse-Riding. Languages Common, Giant, Primordial. Feats Pole-Arm Expert , War-Casting.		
Special Features	<p>Divine Magic: Arethkayn casts spells as a 5th-level cleric of the Storm Court (Wisdom, DC 13).</p> <p>Cantrips (at will): <i>guidance, resistance, sacred fire, save the dying.</i></p> <p>1st (4/rest): fog cloud, thunderblast; <i>cure injury, detect magic, sanctuary.</i></p> <p>2nd (3/rest): gust of wind, shatter; <i>augury, lesser restoration</i></p> <p>3rd (2/rest): call lightning, sleet storm; <i>animate dead*</i>, <i>speak with dead</i></p> <p>---</p> <p>* <i>Animate dead</i> is typically renewed daily to maintain her thrall revenant.</p> <p>Domain Features: Wrath of Thunder (twice per long rest, as reaction, can inflict 2d8 lightning or sonic damage against foe who hits her; Dex save for half damage).</p> <p>Nobility: Arethkayn was born not only noble but a distant heir to the Yithillan throne, a member of House Ruoud. However, because her house matriarch was a hated tyrant, her entire house is now overthrown. She has no clout among other nobles, nor any sway with commoners. Her sole birthright: The Covenant of Ruoud makes her a Gale Lord, or priest of the Storm Court in Exile. The Covenant of Ruoud also at higher levels enables her to use <i>animate dead</i> to create thrall revenants.</p> <p>Holy Symbol: Arethkayn wears a coin with symbols of the four gods of her house Covenant on a necklace under her armor, but she is careful about revealing it to others. She also has carved wooden rings, each with a symbol that she has turned to face palm-side. As a warcasting Gale Lord, she can wield a two-handed weapon while using the ring-symbols.</p> <p>Channel Divinity (1/rest): Options: Turn Undead and Devastating Wrath (invoking grants maximum damage on a lightning or sonic attack).</p>		
Attacks	<p>Glaive: Range 10-ft. (reach, two-handed). +3 to hit (blade), 1d10 slashing.</p> <p>Glaive, double-attack: Range 10-ft. (reach, two-handed). +3 to hit (blade)/+3 to hit (butt-end), 1d10 slashing (blade)/1d4 bludgeoning (butt-end).</p> <p>Longbow: Normal range 100-ft. +3 to hit, 1d8 piercing.</p> <p>Sacred Fire: Range 60-ft. 2d8 (Dex save negates).</p>		
Tactics	<p>At 5th-level, Arethkayn remains cautious and calculating, willing to try any strategy to survive or get her way. Now pursuing an active campaign of vengeance against the house that hunted her own family to near extinction, she is accompanied by an undead servitor she calls Toltus, animated from the corpse of a former enemy and clad in mail and helmet. (See stats below.) In combat, she now employs a fluid blend of fighting and spellcasting: She strikes twice per turn with the two ends of her glaive, sometimes using Wrath of Thunder when struck or <i>thunderblast</i> when attacks of opportunity are triggered, so as to drive enemies 10 feet back where she can still strike with her glaive but they must close again.</p> <p>Toltus (thrall revenant): AC 16 (chainmail), Hit Points 22, Speed 20 ft, Str 19 (+4, wearing <i>gauntlets of ogre power</i>), Dex 6 (-2), Con 16 (+3), Int 3 (-4), Wis 6 (-2), Cha 5 (-3). Saving Throws Wis +0, Immune to poison, Darkvision 60 ft., Understands but cannot speak Common. Special: If reduced to 0 hit points by an attack that's not a critical hit or dealing holy damage, makes a Constitution save (DC 5 + damage); on a success, Toltus has 1 hit point. Attack: +6 slam (1d6+4) bludgeoning, or +6 grapple (1d4+4 bludgeoning damage through strangling each turn until grapple is broken).</p>		

Note: Thrall revenants are statistically identical to zombies, except that they retain armor proficiencies they had in life, give off no distinct odor, and have a grapple/strangle attack that inflicts 1d4 base damage plus Strength damage for each turn the grapple is held. A caster that elects to make a thrall revenant can maintain no other undead through the *animate dead* spell—she can only create a single thrall.

Arethkayn, Last of the Gale Lords

10th-level human (variant) cleric, neutral

Abilities	Str 10 (+0) Int 14 (+2)	Dex 10 (+0) Wis 16 (+3)	Con 14 (+2) Cha 11 (+0)
AC	16 (+1 <i>brigandine armor</i> , with vambraces – treat as half-plate)		
HP	73 (10d8+20)		
Spd	30 ft		
Modified Saves	Wis +7, Cha +4		
Skills	Insight +7, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Religion) +6, Persuade +4. Tools Horse-Riding. Languages Common, Giant, Primordial. Feats Pole-Arm Expert, War-Casting.		
Special Features	<p>Divine Magic: Arethkayn casts spells as a 10th-level cleric of the Storm Court (Wisdom, DC 15).</p> <p>Cantrips (at will): <i>guidance, light, resistance, sacred fire, save the dying.</i></p> <p>1st (4/rest): fog cloud, thunderblast; <i>cure injury, detect magic, sanctuary</i></p> <p>2nd (3/rest): gust of wind, shatter; <i>augury, lesser restoration</i></p> <p>3rd (3/rest): call lightning, sleet storm; <i>animate dead*</i>, <i>speak with dead, spectral guard</i></p> <p>4th (3/rest): control water, ice storm; <i>death ward, divination, freedom of movement**</i></p> <p>5th (2/rest): devastating wave, insect plague; <i>commune, flame strike**</i></p> <p>---</p> <p>* <i>Animate dead</i> is typically renewed daily to maintain her thrall revenant.</p> <p>** May sometimes prepare <i>planar binding</i> and <i>magic circle against evil/good</i> instead of <i>flame strike</i> and <i>freedom of movement</i>.</p> <p>Domain Features: Wrath of Thunder (3x per long rest, as reaction, can inflict 2d8 lightning or sonic damage against foe who hits her; Dex save for half damage).</p> <p>Nobility: Arethkayn was born not only noble but a distant heir to the Yithillan throne, a member of House Ruoud. However, because her house matriarch was a hated tyrant, her entire house is now overthrown. She has no clout among other nobles, nor any sway with commoners. Her sole birthright: The Covenant of Ruoud makes her a Gale Lord, or priest of the Storm Court in Exile. The Covenant of Ruoud also at higher levels enables her to use <i>animate dead</i> to create thrall revenants.</p> <p>Holy Symbol: Arethkayn wears a coin with symbols of the four gods of her house Covenant on a necklace under her armor, but she is careful about revealing it to others. She also has carved wooden rings, each with a symbol that she has turned to face palm-side. As a warcasting Gale Lord, she can wield a two-handed weapon while using the ring-symbols.</p> <p>Channel Divinity (2/rest): Options: Turn Undead and Devastating Wrath (invoking grants maximum damage on a lightning or sonic attack).</p> <p>Thunderous Smite: Arethkayn can push any target of her attacks that deal lightning damage up to 10 feet away from her, provided the target is not bigger than Large size.</p> <p>Deity's Intervention: At the GM's discretion, politics may come into play with regard to which of the four deities responds.</p>		
Attacks	<p>+2 Glaive: Range 10-ft. (reach, two-handed). +6 to hit (blade), 1d10+2 slashing, plus 1d8 sonic.</p> <p>Glaive, double-attack: Range 10-ft. (reach, two-handed). +6 to hit (blade)/+6 to hit (butt-end), 1d10+2 slashing (blade) + 1d8 sonic/1d4+2 bludgeoning (butt-end).</p> <p>Longbow: Normal range 100-ft. +3 to hit, 1d8 piercing + 1d8 sonic.</p> <p>Sacred Fire: Range 60-ft. 2d8 (Dex save negates).</p>		
Tactics	At 10 th -level, Arethkayn's strategies are very similar to those at 5 th level. She continues to employ Toltus (stats below). At this point in her career, having honed her skills, obtained necessary items and lore, and given her enemies some time to become compliant, she is starting to take deliberate actions against them, often by		

allying with their enemies or finding ways to aid others who oppose them. She has no ambition of becoming monarch of Yithillan and cares little who might reign there, having washed her hands of the Empire. However, she still wants to rebuild House Ruoud, in part because she vowed to do so when younger.

In a fight, she likes to soften targets from a distance with weather-related attacks (if viable), but up-close, she uses Thunderous Smite in combination with Wrath of Thunder, whenever she is hit for damage, to drive foes back 10 feet – putting them at optimum range for her glaive. May sometimes also use *thunderblast* to drive foes back.

Toltus (thrall revenant): AC 16 (chainmail), Hit Points 22, Speed 20 ft, Str 19 (+4, wearing *gauntlets of ogre power*), Dex 6 (-2), Con 16 (+3), Int 3 (-4), Wis 6 (-2), Cha 5 (-3). Saving Throws Wis +0, Immune to poison, Darkvision 60 ft., Understands but cannot speak Common. Special: If reduced to 0 hit points by an attack that's not a critical hit or dealing holy damage, makes a Constitution save (DC 5 + damage); on a success, Toltus has 1 hit point. Attack: +6 slam (1d6+4) bludgeoning, or +6 grapple (1d4+4 bludgeoning damage through strangling each turn until grapple is broken).