

# NOX

Gnome Wizard 4

Necromancer

AGE 83

HEIGHT 3 feet 4 inches

WEIGHT 32 pounds

SIZE Small

CULTURE Collegiate

Armor Class 12

STR 8 (-1)

SAVE

-1

DEX 14 (+2)

SAVE

+2

CON 13 (+1)

SAVE

+1

INT 16 (+3)

SAVE

+5

WIS 11 (+0)

SAVE

+2

CHA 12 (+1)

SAVE

+1

## PROFICIENCIES & LANGUAGES

**Proficiency Bonus** +2; **Maneuver DC** 12

**Saving Throws** Intelligence, Wisdom

**Skills** Arcana (*forbidden knowledge* +1d4), Investigation (*forensics* +1d4, *research* +1d4), Medicine (*autopsy* +1d4), Religion (*undead* +1d4), Survival

**Passive Perception** 10; **Passive Insight** 10

**Armor** None

**Weapons** Simple weapons

**Tools** Alchemist's supplies, calligrapher's supplies, cartographer's tools, sewing kit, herbalism kit

**Senses** Darkvision 60 ft.

**Languages** Abyssal, Common, Gnomish, Elvish

## ARCHETYPE: NECROMANCER

Necromancers are students of death and masters of the undead.



Hit Points

20

Hit Dice

4 (1d6+1)

Speed

25 ft.

### STARTING EQUIPMENT

Backpack, candles (4), chalk, clothes (common), component pouch, dagger, herbalism kit, quarterstaff (arcane focus), sewing kit, spellbook, vials (2), 3 gold, rations (7 Supply)

### BACKGROUND: HERMIT

**Connection** Severna, a villainous elven artificer and by all accounts mad-scientist recruited Nox to help work on her experiments. These experiments mostly consisted of trying to find shortcuts to magic that can raise the dead. Nox was expelled from their university for working on magic that violated natural and supernatural laws and has spent the last few decades in a remote laboratory working with Severna.

**Memento** All but one of Nox's experiments have been failures. Mort is a reanimated mouse and Nox's faithful companion. Mort wasn't a perfect success, so Nox must stitch pieces of him back together from time to time.

**Inner Voice.** Nox receives instructions from Severna, although she died in a lab accident 15 years ago. It's not certain whether Severna found a way to communicate with Nox from beyond the grave or if Nox's subconscious has manifested this voice as a way to continue their master's legacy. Nox is not bound to follow Severna's orders in any way.

### DESTINY: KNOWLEDGE

Nox seeks universal truths too vast and terrible for mortal minds to comprehend, or untold secrets hidden away from inquiring minds. They fulfill their destiny of knowledge when they have a true epiphany.

#### Source of Inspiration

**Leaning.** Nox gains inspiration whenever they make an arcane, divine, scholastic, or scientific discovery.

#### Inspiration Feature

**B Critical Evaluation.** As a bonus action Nox may spend their inspiration to quickly evaluate a creature or item they can see and accurately determine one objective attribute. When evaluating a creature in this way, Nox may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its armor class. When evaluating an item in this way, Nox may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

#### Fulfillment Feature

**Converging Theories.** Nox's understanding finally bridges the gaps and they join what once was disparate into a unified scientific and spiritual theory. Their Intelligence, Wisdom, and Charisma scores each increase by 2 and their maximums each become 22.

### CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

### INITIATIVE

Ability or Skill Check

### RESISTANCES & IMMUNITIES

### TREASURE

### TEMPORARY HIT POINTS

### SUPPLY

Max Carried **8**

C.P.

S.P.

E.P.

G.P.

P.P.

### DEATH SAVES

Successes

Failures

Fatigue

Strife

# SPELLCASTING

**CASTER LEVEL** 4   **SPELLCASTING ABILITY** Intelligence   **SPELL SAVE DC** 13   **SPELL ATTACKS** +5

**Arcane Recovery.** Whenever Nox finishes a short rest, they may recover spell slots of a combined level equal to or less than 2.

**R Battle Caster.** Nox gains a 1d6 expertise die on concentration checks to maintain spells they have cast, and while wielding weapons and shields they may cast spells with a seen component. Instead of making an opportunity attack with a weapon, Nox may use their reaction to cast a spell with a casting time of 1 action. The spell must be one that only targets that creature.

**Necromancer.** All spells of the necromancy school become wizard spells for Nox.

**Scholarly Excellence: Ritual Efficiency.** When Nox casts a spell as a ritual, they only add 1 minute to the casting time (instead of 10 minutes).

## CANTRIPS

**A Calculate (V,S, Concentration).** For 1 hour Nox instantly knows the answer to any mathematical equation that they speak aloud. The equation must be a problem that a creature with Intelligence 20 could solve using nonmagical tools with 1 hour of calculation. Additionally, they gain an expertise die on Engineering checks made during the duration of the spell.

**A Chill Touch (V, S).** *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 1d8 necrotic damage and the creature cannot regain hit points until the start of Nox's next turn. The hand remains visibly clutching onto the creature for the duration. If the creature is undead, it has disadvantage on attack rolls against Nox until the end of their next turn.

**Mending (V, S, M).** Nox repairs a single rip or break in the target object (for example, a cracked goblet, torn page, or ripped robe). The break must be smaller than 1 foot in all dimensions. The spell leaves no trace that the object was damaged. Magic items and constructs may be repaired in this way, but their magic is not restored.

**A Minor Illusion (S, M).** This spell creates a sound or image of an object. The illusion disappears if dismissed or if Nox casts the spell again.

Nox may create any sound they choose, ranging in volume from a whisper to a scream. They may choose one sound for the duration or change them at varying points before the spell ends. Sounds are audible outside the spell's area.

Visual illusions may replicate any image and remain within the spell's area, but cannot create sound, light, smell, or other sensory effects.

The image is revealed as an illusion with any physical interaction as physical objects and creatures pass through it. An Investigation check against Nox's spell save DC also reveals the image is an illusion. When a creature realizes the image is an illusion, the effects become fainter for that creature.

**A Pestilence (V, S, Concentration).** A swarm of insects fills a 10-foot sphere around a point Nox chooses within 60 feet for up to 1 minute. Creatures that begin their turn within the spell's area or who enter the area for the first time on their turn must make a DC 13 Constitution saving throw or take 1d4 piercing damage. The pests also ravage any unattended organic material within their radius, such as plant, wood, or fabric.

**B Prestidigitation (V, S).** Nox wields arcane energies to produce minor effects within a range of 30 feet. Choose one of the following:

- create a single burst of magic that manifests to one of the senses (for example a burst of sound, sparks, or an odd odor).
- clean or soil an object of 1 cubic foot or less.
- light or snuff a flame.
- chill, warm, or flavor nonliving material of 1 cubic foot or less for 1 hour.
- color or mark an object or surface for 1 hour.
- create an ordinary trinket or illusionary image that fits in your hand and lasts for 1 round.

Nox may cast this spell multiple times, though only three effects may be active at a time. Dismissing each effect requires an action.

## 1ST-LEVEL (4 SLOTS)

**A Corpse Explosion (V, S).** A corpse within 60 feet explodes in a poisonous cloud. Each creature in a 10-foot radius of the corpse must make a DC 13 Constitution saving throw. A creature takes 3d6 thunder damage and is poisoned for 1 minute on a failed save, or it takes half as much damage and is not poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

**A Detect Magic (V, S, Concentration).** Nox automatically senses the presence of magic within 30 feet for up to 10 minutes, and can use an action to study the aura of a magic effect to learn its schools of magic (if any). The spell penetrates most barriers but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

**A False Life (V, S, M).** Nox gains 1d4+4 temporary hit points that last for 1 hour or until the spell ends.

**A Searing Equation (V, S).** Each creature in a 15-foot cone makes a DC 13 Intelligence saving throw or takes 3d4 psychic damage and is deafened for 1 round. Creatures who are unable to hear the equation, immune to psychic damage, or who have an Intelligence score lower than 4 are immune to this spell.

## 2ND-LEVEL (3 SLOTS)

**A Deadweight (V, S, Concentration).** The weight of an object Nox touches is greatly increased. Any creature holding the object must succeed on a DC 13 Strength saving throw or drop it. A creature which doesn't drop the object has disadvantage on attack rolls until the start of her next turn as it figures out the object's new balance.

Creatures that attempt to push, drag, or lift the object must succeed on a DC 13 Strength check to do so.

**A Mirror Image (V, S).** A total of 3 illusory copies of Nox appear in their space. For the next minute these copies move with them and mimic their actions, creating confusion as to which is real. Nox can use an action to dismiss them.

Each time Nox is targeted by a creature's attack, roll a d20 to see if it targets them or one of their copies.

With 3 copies, a roll of 6 or higher means a copy is targeted. With two copies, a roll of 8 or higher targets a copy, and with 1 copy a roll of 11 or higher targets the copy.

A copy's AC is 12 and when it is hit by an attack a copy is destroyed. It may be destroyed only by an attack that hits it. All other damage and effects have no impact.

Attacking creatures that have truesight, cannot see, have blindsight, or rely on other nonvisual senses are unaffected by this spell.

**A Shattering Barrage (V, S, M).** Nox creates three orbs of jagged broken glass and hurls them at up to 3 creatures within 120 feet, making a ranged spell attack (+5) for each orb. On a hit a creature takes 2d4 slashing damage and the shards of broken glass remain suspended in midair, filling the area it occupies (or 5 feet of the space it occupies if the creature is Large-sized or larger) with shards of suspended broken glass. Whenever a creature enters an area of broken glass for the first time or starts its turn there, it makes a DC 13 Dexterity saving throw or takes 2d4 slashing damage. The shards of broken glass dissolve into harmless wisps of sand and blow away after 1 minute.

## 3RD-LEVEL (0 SLOTS)

**A Speak with Dead\* (V, S, M).** Nox calls forth the memories of a corpse they can touch, animating it enough to answer 5 questions. The corpse's knowledge is limited: it knows only what it knew in life and cannot learn new information or speak about anything that has occurred since its death. It speaks only in the languages it knew, and is under no compulsion to offer a truthful answer if it has reason not to. Answers might be brief, cryptic, or repetitive. This spell does not return a departed soul, nor does it have any effect on an undead corpse, or one without a mouth.

\*Nox can cast the 3rd-level spell *speak with dead* as an action without expending any spell slots. Once they have used this feature, they cannot do so again until after they take a long rest.

# COMBAT

## ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Chill Touch	<b>A</b>	+5	ranged 120 ft	one target	1d8 necrotic
Dagger	<b>A</b>	+4	reach 5 ft	one target	1d4+2 piercing
Quarterstaff	<b>A</b>	+1	reach 5 ft	one target	1d6-1 bludgeoning
Unarmed	<b>A</b>	+1	reach 5 ft	one target	4 necrotic

## SPECIAL COMBAT FEATURES

**Gnome Cunning.** Nox gains an expertise die (+1d4) on Intelligence, Wisdom, and Charisma saving throws against magic.

**Gnomish Agility.** Nox gains +1 to their Armor Class against creatures of a size category larger than their own.

**B or R Into Mist (1/Rest).** As a bonus action, or as a reaction immediately after taking damage, Nox can turn invisible. The invisibility lasts until the end of their next turn, and it ends early if they attack, deal damage, cast a spell, or force a creature to make a saving throw.

**Touch of Death.** Whenever Nox deals necrotic damage to a living target with a CR of 1/4 or higher, they gain half the damage dealt as temporary hit points. They can never have more of these temporary hit points than twice their proficiency bonus, and they may not benefit from temporary hit points from more than one creature at a time.

**QUARTERSTAFF**  
**Parrying.** When Nox is wielding this weapon and is not using a shield, once before their next turn they can gain an expertise die to their AC against a single melee attack made against them by a creature they can see. They cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.  
**Two-handed.** Nox must use two hands to wield this weapon.

**DAGGER**  
**Dual Wielding.** This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in their main hand that does not have the heavy property, Nox can use their bonus action to make an attack with their dagger (see Two-Weapon Fighting).  
**Finesse.** Nox may choose to use their Dexterity modifier for attack and damage rolls made with this weapon (included).

**CHILL TOUCH**  
 On a hit the creature cannot regain hit points until the start of Nox's next turn.

**UNARMED**  
 Nox uses their Intelligence bonus to calculate unarmed damage and deals necrotic damage.

# EXPLORATION

**B Critical Evaluation.** Nox may spend their inspiration to quickly evaluate a creature or item they can see and accurately determine one objective attribute. When evaluating a creature in this way, Nox may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its armor class. When evaluating an item in this way, Nox may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

**Elective Studies: Eidetic Memory.** Nox can accurately recall anything they've read or seen in the past month. Additionally, when rereading a travel route they've traveled in the past month, they have advantage on ability checks made against environmental hazards on that route (unless the landscape has been significantly altered in that time).

**Studied Discipline: Medicine.** Nox may always choose to use Intelligence when making a Medicine check. In addition, they gain an expertise die (+1d4) when identifying disease and poison, or doing small field surgeries and triage.

# SOCIAL

**Philosophic Mind (1/Long Rest).** Nox can suspend an enchantment spell they are under for 1 round as their logic overrides the spell's effects.

## NOTES

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