

Nox

Gnome Wizard, Level 1

HERITAGE Gnome

CULTURE Collegiate

BACKGROUND Hermit

DESTINY Knowledge

Armor Class 12

Hit Points 7

Hit Dice 1 (1d6+1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Proficiency Bonus +2; Maneuver DC 12

Saving Throws Int +5, Wis +2

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

Tools alchemist's supplies, calligrapher's supplies, cartographer's tools, sewing kit, herbalism kit

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Gnomish, Elvish

Arcane Recovery. Whenever Nox finishes a short rest, she may recover 1 expended spell slot.

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

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

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 her next turn, and it ends early if she attacks, deals damage, casts a spell, or forces a creature to make a saving throw.

Philosophic Mind (1/Long Rest). Nox can suspend an enchantment spell she is under for 1 round as her logic overrides the spell's effects.

Spellcasting. Nox is a 1st level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). She has the following spells prepared from the wizard's spell list:

Cantrips: *chill touch, mending, minor illusion, pestilence, prestidigitation*

1st-level (2 slots): *corpse explosion, false life, identify, searing equation*

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

BONUS ACTIONS

Critical Evaluation. Nox may spend her inspiration to quickly evaluate a creature or item she 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.



AGE 83

HEIGHT 3 feet 4 inches

WEIGHT 32 pounds

SIZE Small

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

Quarterstaff. *Melee Weapon Attack* +1 to hit, reach 5 ft., one target. *Hit:* 1d6 – 1 bludgeoning damage.

Chill Touch (Cantrip; 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 her next turn.

Corpse Explosion (1st-Level; 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.

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

Pestilence (Cantrip; 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.

Searing Equation (1st-Level; 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.

EQUIPMENT

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

SUPPLY

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 her 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 her master's legacy. Nox is not bound to follow Severna's orders in any way.

DESTINY: KNOWLEDGE

Nox gains inspiration whenever she makes an arcane, divine, scholastic, or scientific discovery.

Critical Evaluation. As a bonus action Nox may spend her inspiration to quickly evaluate a creature or item she 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.

OVERVIEW

A gnome covered in mud, her clothes wet from the rain, hauls a sack of rotting flesh into her remote laboratory. You can call Nox many things—graverobber, madwoman, misunderstood genius—but she prefers the term necromancer. Nox spends most of her time continuing the work of her mentor Severna, and although the wicked elf's intentions were never clear to Nox she is committed to finishing what they started decades ago.

HISTORY

Nox has always believed that her life didn't start in earnest until she began studying magic. She was the top of her class and frequently praised by her professors. It's no wonder that she was recruited by Severna, an artificer looking for an apprentice gifted in the arcane arts. Severna was looking for a way to create a magical device capable of resurrection that required less arcane energy than was normally required for such a feat. When the University found out, both Severna and Nox were forced to leave. Nox followed Severna to continue working on their project, with little success. Just over fifteen years ago, Severna died in a lab accident. Since then, Nox has been hearing Severna's voice, urging her to complete their work.

PERSONALITY

A fascination with both the natural and supernatural world drives Nox. This curiosity is what led her to academia, but it was her obsession with finding answers to difficult questions that led her to work with Severna. She does not understand cultural and religious practices regarding death and mourning—she's merely concerned with acquiring as many dead as she can for use in her experiments. Although some may view Nox as immoral, she does not believe in murder. She fiercely protects the living, believing that her work is in service of life itself (not death).

GOALS

The goal of Nox and Severna's project was always clear: find a way to bypass the traditional methods of resurrection to make it more accessible. Since the death of her mentor, Nox has a more personal stake in the project. She aims to bring Severna—who has been like family for nearly half of her life—back from beyond the pale, and after nearly three decades of failure Nox has stepped away from the laboratory in search of answers elsewhere.