



# Roth

## Crazy Old Misanthrope

*Human Druid - 3rd Level*

**Alignment** Neutral Evil

**Armor Class** 13 (Leather Armor)

**Hit Points** 22 hit points

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	11 (+0)	16 (+3)	12 (+1)

**Proficiency bonus** + 2 / **Initiative** +2

**Saving Throws** Int + 2 Wis +5

**Skills** Survival +5 Animal Handling +5

**Damage Resistance** None

**Senses** Normal vision

**Languages** Common, Elven, Druidic, Goblin

**Challenge rating** 1/4

**Spellcasting:** Roth is a 3rd level spellcaster, whose ability is linked to its Wisdom (spell save 13, Attack bonus +5). He has the following spells prepared:

**Cantrips (3, at will):** Druid Craft, Resistance (d4), Poison Spray (Con Save, 1d12dmg)

**1st level (4 slots):** Animal Friendship (Wis save), Cure Wounds (1d8+5), Charm Person (Wis save), Speak with Animals

**2nd level (2 slots):** Hold Person (Wis save), Barkskin (AC 16), Darkness, Acid Arrow (4d4, 2d4)

**Wild Shape:** Roth has the ability to transform into a beast twice per day. He will usually take the form of a Giant Poisonous Snake but has been known to transform into a wolf at times.

**Circle of the Land-Swamp:** Bonus Cantrip, Natural Recovery (3 slots per rest), Circle spells

### Actions

**Dagger of the Venom +1.** *Melee Weapon attack:* +3to hit *Hit:* 1d4+1 damage. 5 venom charges (can be used at will). On a hit, Con save vs DC 15 or take 1d20 damage.

**Quarterstaff.** *Melee Weapon attack:* +2to hit, 1d6 damage

### Treasure

Leather armor, Quarterstaff, 13gp, 15sp, Healing Potion

**Dagger of the Venom:** +1 Weapon, +3to hit, 1d4+1 damage. The weapon has 5 charges, the ones can be used at will. On a hit, the victim must make a Con save vs DC 15 or take 1d20 damage.

Once all charges are used, the user can add more poison to it. Roll a Dex check vs DC 10 to recharge it. Any roll of 1 means the user has poisoned himself/herself while recharging the weapon. Any roll of 20 means the user found a simple way to recharge the weapon and does not need to roll for future attempts.

### Background

Roth can be used in any adventure as a random encounter, or as a minor NPC to help steer PCs in the right direction. Roth appears to be friendly when first encountered by the PCs and will try to lead them into his home, where he plans to have his pet to attack him. If the PCs kill his pet and/or there is chance he will lose the fight, he will turn into a snake and try to escape.

If Roth is captured, he will claim to have no knowledge of what happened and will plea for mercy. Roth is completely crazy, so he will switch randomly between a kind, tender personality and a crazy, maniacal persona.

Roth could be crazy for a series of different reasons. Choose the one that fits your adventure:

- 1. Curse:** Roth's dagger is cursed (Blight of the Deranged Sailor) and any player who becomes attuned to it immediately gains 1d6 extra personalities. The character will switch randomly between personalities whenever he is placed under any sort of stress, and it will always kick in during combat. A remove curse is required for each one of the additional personalities gained by the player.
- 2. Disease:** Roth contracted a rare swamp disease that started eating away his brain, causing him to slowly go insane. Any time the PCs are bitten by Roth's pet or damaged by Roth's dagger, they must make a Con save vs DC 10. If they fail, they immediately contract the disease.
- 3. Psychic attack:** Roth was the victim of a powerful psychic attack from an old opponent. You are free to decide what creature caused the damage and how it is connected to your adventure.



## Roth's pet

*Large crocodile, beast, neutral*

**Alignment** Neutral

**Armor Class** 13 (enhanced natural armor)

**Hit Points** 24 hit points (3d10+3)

**Speed** 20 ft/swim 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills** Stealth +2

**Damage Resistance** None

**Senses** Passive perception 10

**Languages** None, but understands basic instructions provided by Roth

**Challenge rating** 1/2

**Hold Breath:** The creature can hold its breath for 15 minutes.

**Undying loyalty/Limited Communication:** The crocodile is faithful to Roth and will defend him to the death. It also understands Roth's basic commands and can sense when he is in danger.

### Actions

**Bite.** *Melee Weapon attack:* +4 to hit, reach 5ft. *Hit:* 1d10+2 piercing damage + grapple (escape DC12). Until the grapple ends, the target is restrained, and the crocodile can't attack another creature.

### Curse: Blight of the Deranged Sailor

The dagger is cursed with the Blight of the Deranged Sailor, the one afflicts the owner of the item as soon as he/she becomes attuned to it. At that point in time, the owner gains 1d6 new personalities (rolled randomly from the table below), the ones take over the owner whenever he/she gets stressed.

To determine the specific personalities, roll once on each table and combine the result:

Example: roll of 13/6 yields a Neurotic Thinker. A roll of 18/4 results in a Paranoid Strategist.

If a result has 2 options, choose the one that appeals the most to you, from a role-playing perspective.

#### Personality Trait (d20):

- |                            |               |                   |
|----------------------------|---------------|-------------------|
| 1. Serious/Calm            | 2. Selfish    | 3. Quiet/Shy      |
| 4. Visionary               | 5. Introvert  | 6. Outspoken/Loud |
| 7. Creative                | 8. Sarcastic  | 9. Egotistical    |
| 10. Confident              | 11. Fair      | 13. Neurotic      |
| 14. Violent/Rude           | 15. Sensitive | 16. Enthusiastic  |
| 17. Distracted             | 18. Paranoid  | 19. Independent   |
| 20. Pessimistic/Optimistic |               |                   |

#### Role (d10):

- |                    |                    |            |
|--------------------|--------------------|------------|
| 1. Leader          | 2. Problem solver  | 3. Debater |
| 4. Strategist      | 5. Doer            | 6. Thinker |
| 7. Giver/Protector | 8. Fighter/Brawler | 9. Critic  |
| 10. Observer       |                    |            |

Whenever the PC is presented with a stressful situation, he/she must make a Wis Save vs DC 10. If he/she fails, the PC automatically switches to one of his/her alternate personalities. The PC is also automatically stressed when he/she is engaged in combat for more than 3 rounds.

A *remove curse* must be cast on the PC for each personality he/she develops. A *greater restoration* will sever the link of the PC with the dagger, effectively eliminating all personalities.

### Disease: Swamp Dementia

A relatively strange disease, Swamp Dementia can be transferred through saliva or body fluids. Any PC who is exposed to it, must make a Con save vs DC 10 or become infected. The disease takes a couple of days to incubate, and symptoms can appear 1d4 days after infection. Symptoms include light fever and strong headaches. Each day that passes, the player must make a Con save vs DC 10 or lose 1 point of Wisdom. A natural 1 causes the PC to lose 2 points, but a roll of 20 means the PC has overcome the disease.

If a player gets to 3 Wisdom, he gains an Indefinite madness from the table below, but all other afflictions disappear. The PC is also considered now a carrier and can infect other creatures through his/her saliva and/or body fluids.

1. "Everyone is trying to kill me. I must protect myself."
2. "Doppelgangers and Mimics have taken over the world. I cannot trust anyone. I must protect myself."
3. "I am the rightful ruler of this area. Everyone should bow down to me"
4. "I am the living embodiment of an ancient god. Bow down to me"
5. "Demons are invading this region. I must stop them."
6. "My brother/sister took away my throne, and now his/her spies are trying to kill me"

The disease can be cured with the use of a Lesser Restoration, Heal or Heroes' Feast spells. Once his/her Wisdom reach 3, the PC can only be cured with a Greater Restoration or Heal spells.