



SUBLIME AND ESOTERIC

While in an ancient ruin read or paraphrase the following:

As you move through the ancient pathways you keep yourself alert to danger and so, when an animated skeleton stumbles across your path gripping a rusted cutlass you nearly strike its head clean off, but a strangled cry stays your hand and moments later you see more movement ahead.

"Help!" calls the same voice and you realise it comes from a dwarven man currently trapped in a corner as a broiling black mess advances ever closer.

Meanwhile two skeletons frantically hack ineffectively at the amorphous blob.

ROLEPLAYING SINDEKAR

Sindekar, like many of those in his chosen profession, is quiet and nervous in social settings.

Nevertheless, Sindekar is a gifted mage and talented scholar and, if he's asked about an area of study with which he is familiar he will speak fluently and in great detail.

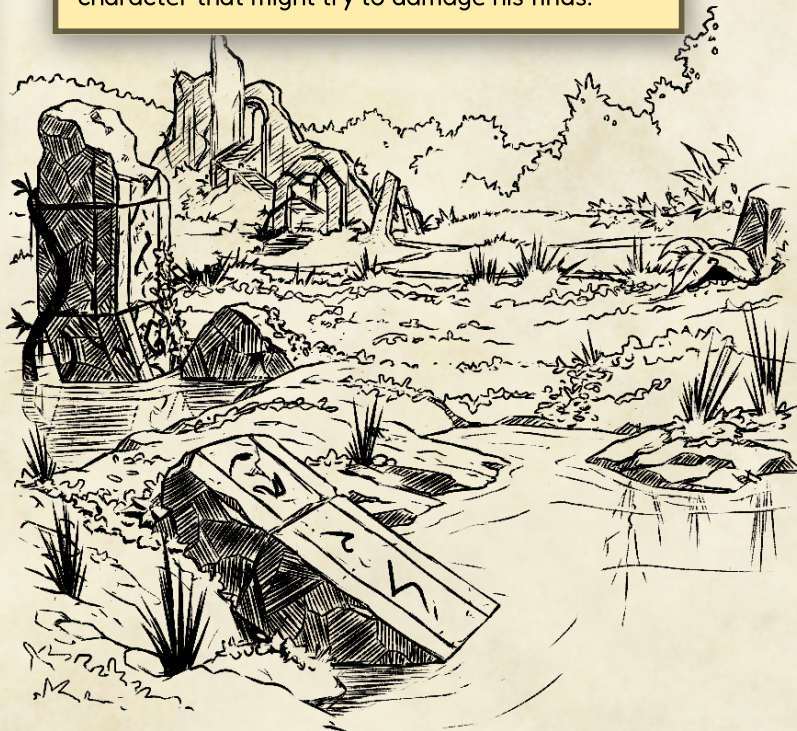
Sindekar is, however, also precious about the knowledge and artifacts he's most recently uncovered and will act swiftly to stop any character that might try to damage his finds.

THE ENCOUNTER

The man is Sindekar Rune (NG dwarf male **scholar**). Sindekar was exploring the ruins with his two **skeleton** servants when they were attacked by a **black pudding**. The pudding will focus on Sindekar until it is attacked.

CONCLUSION

If Sindekar survives the battle he will nervously thank the characters for their help and invite them to share his camp. If neither of his undead survived the battle Sindekar will anxiously work to replace them, even to the extent of ignoring the characters until they have been replaced.



SCHOLAR

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 35 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	15 (+2)	9 (-1)

Skills Arcana +9, History +9, and any one Intelligence skill

Senses passive Perception 12

Languages any four languages

Challenge 2 (450 XP) **Proficiency Bonus** (+3)

Waste not, want not. When the scholar casts *animate dead* they can target one additional creature.

Spellcasting. The scholar is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The scholar has following wizard spells prepared:

Cantrips (at will): *light*, *chill touch*, *mending*, *prestidigitation*

1st level (4 slots): *color spray*, *identify*, *shield*, *sleep*

2nd level (3 slots): *detect thoughts*, *mirror image*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *vampiric touch*

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

BONUS ACTIONS

Command Undead. The scholar mentally commands any undead creature they control that is within 60 feet (if they control multiple creatures, they can command any or all of them at the same time, issuing the same command to each one).

REACTIONS

Bonded Servants. If an undead created by the scholar is within 60 feet of them, the scholar can use a reaction to transfer half of any damage the scholar takes (rounded up) to the undead.

SCHOLAR

Scholars are arcane spellcasters who seek knowledge above all else and will brave even the most deadly of dungeons or ancient ruins in that pursuit. They are often introverted and far more comfortable in dusty ruins than a social setting. They are also extremely self sufficient creatures and capable in combat, having learned to fight with swords and to wear light armor.

Undead Thralls. Always traveling light, scholars will gather, conjure or create everything they need in situ. This includes creating their own servants from any remains they find left around. A scholar will always be found with at least two **zombies** or **skeletons** who act as their thralls.

Expanded Spellbooks. As collectors of esoteric knowledge, a scholar's spellbook is fuller than the average wizard and often brimming with a bizarre mixture of spells.

SCHOLAR SPELLBOOK

1st level: *comprehend languages*, *detect magic*, *floating disk*, *unseen servant*

2nd level: *levitate*, *see invisibility*, *shatter*

3rd level: *dispel magic*, *protection from energy*



CREDITS

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