

Evildoer Spotlight

#5

The Beetle Knight

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THE LEGEND OF THE BEETLE KNIGHT

Mirthsworn is built upon the three pillars of virtue and the knights of Mirthsworn travel the lands far and wide spreading these virtues to the surrounding kingdoms. One famous knight had many squires over the course of his long dwarven life. Uthir Silvermantle was a knight renowned not only for his deeds but for his unique armor. The nature of his armor gained him the name of the Beetle Knight. Uthir, while larger than any other man in his kindness and courage stood much shorter than any other dwarf. Being nearly as short as the average halfling was not nearly enough to stifle the righteous glory burning in Uthir's heart. While training as a knight Uthir himself crafted the unique armor that garnered him his title. When Uthir passed he was buried with honor & his armor in a crypt, hidden within the depths of the forest of Vondohr. Many young dwarves who wish to walk the path of a knight, often make pilgrimage into the forest. Walking through the woods barefoot, towards the crypt of the great Beetle Knight.



"FALSE PROFIT"

There are many creatures lurking in the forest of Vondohr, not the least annoying of which are goblins. At most times, the goblins are busy enough battling each other or fighting off something larger and more dangerous than themselves. However the small goblin tribes do occasionally find it in their tiny little hearts to share their aggression with others. Usually, at these times when a goblin tribe gets a little feisty, they are dealt with little trouble and the task is often regulated to younger heroes.

Thing is, Uthir and his Beetle Knight armor are buried in Vondohr. Who's bright idea that was . . . well, who knows? It was inevitably only a matter of time before Uthir's crypt was discovered and broken into by some pesky goblins.

Now, there's a upstart little greenskin tarnishing the name of the great Beetle Knight and stinking up his armor! I know the armor has been in a crypt for a few centuries, but I bet you one hundred coin that that goblin smells worse. I just know it!

The "false profit" is designed to be a goblin barbarian wearing the Beetle Knight's armor, but don't feel limited to keeping it a goblin. The false profit may just as easily be an opportunistic halfling thief . . . but let's face it, a goblin will be way funnier.

Character Traits: Confrontational, stubborn and refuses to ever back down, admit defeat or retreat.

Quote: Wait . . . I can fly?

BEETLE KNIGHT "FALSE PROFIT" MEDIUM GOBLIN					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	7 (-2)	8 (-1)	6 (-2)
AC: 20			Type: Goblin		
Hit Points : 180			Awesome Power: 3		
Beat Up: 90			Tier of Villainy: Rival (3)		
Speed: 20ft.			Age: Not a Child		
Senses; Passive Perception 13			Saves; -		
Skills: Perception +3, Athletics +7					
Languages. Goblin, Common					
Condition Immunity					
Blinded, Charmed, Frightened.					
Damage Resistance					
Radiant.					
Seriously awesome goblin!					
All (non-hero) goblins in the same encounter as the "false profit" gain immunity to the Frightened & Charmed conditions as long as the "False Profit" is above his Beat Up threshold.					
No retreat					
The "False Profit" may not take a live another day action.					
Actions					
Multi-attack: The "False Profit" can make 4 armored claw attacks per action. Armored Claws Melee weapon attack: +7 To hit, reach 5ft., one target Hit: 10 (2D6+3) Slashing damage			Invoke beetle armor The "False Profit" can invoke the armors power but has little control over it. Roll 1D6 to ass what happens. 1-2: All creatures (including the "False Profit") regain 14(3D8) lost hit points. 3-4: Gain 30ft. fly speed until the beginning of his next round. 5-6: Each creature within a 20 ft. radius must roll a Dexterity Save DC:16. They take 55 (10D10) radiant & fire damage on a failure or half as much upon success.		

THE VENGEFUL SPIRIT

Maybe it was the meddling of a failed necromancer, or an upstart goblin that would see himself as something more than he is. Or it could have been an overambitious halfling thief that didn't know how to leave well enough alone. Whoever or whatever it was, Silvermantle's crypt was broken into and his remains treated with considerably less reverence than should be. Disturbing, defacing and defiling the final resting place of someone's remains tends to anger their spirit. Now while most spirits aren't angered enough or strong enough to swim free from the endless sea, Uthir for some reason has returned with furious vengeance.

As a vengeful spirit, Uthir neither wears, or needs his famed armor, but his ghostly powers still seem to draw on that insectoid theme. It's almost as if his Geist has returned to exact the will of the Ferocious Mother herself. Commanding and controlling the beasts and even the very woods itself!

While the journey from the endless sea seems to have only strengthened Uthir, there is obviously something wrong with him. He seems confused and unable to tell friend from foe. While the legends of Uthir tell of his valor, vigilance and virtuousness in life . . . it would seem there's only one option to deal with his vengeful spirit.

SILVERMANTLE'S VENGEFUL SPIRIT					
MEDIUM UNDEAD					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	-	12 (+1)	11 (+1)	13 (+2)
AC: 20			Type: Undead (dwarf)		
Hit Points : 180			Awesome Power: 4		
Beat Up: -			Tier of Villainy: Rival (3)		
Speed: 30ft. & Fly 30ft.			Age: Immortal		
Senses; Lifesense 240ft., Darkvision 60ft., Passive Perception 10			Saves; Dexterity +4		
Skills: -					
Languages. Eather talk. Understands Common & Dwarven.					
Condition Immunity					
Blinded, Charmed, Deafened, Exhaustion, Frightened, Insanity, Poisoned, Taunted.					
Damage Immunity					
Bludgeoning, Piercing, Slashing, Poison, Impact, Necrotic.					
Greater Undead					
Immune to sneak attacks, critical hits, Defeat minion's action & Channel Divinity: life is for the living.					
Spirit of the land					
Any beast treant or plant creature in the same encounter as Silvermantle the vengeful spirit gain the hard hitting trait, dealing 50% more damage (if they don't already have it).					

Character Traits: Valorous, courageous & battle ready, but confused.

Quote: I shall make right the wrongs that have happened since my passing! (Spoken in Eather Talk)

SILVERMANTLE'S VENGEFUL SPIRIT	
MEDIUM UNDEAD	
Actions	
Summon the fury of the wild (recharge 5-6) Silvermantle may summon 2D6 weak 3 rd level beasts/plant creatures, or 1D6 strong 3 rd level beasts/plant creatures. Alternatively, Silvermantle may summon and possess a large (6 th level) swarm of beetles.	Pissed off Poltergeist (recharge 5-6) Silvermantle possesses the body of one living creature that he can see. The chosen target must roll a Wisdom save DC: 19 or be possessed by Silvermantle. While possessed, Silvermantle controls them on his turn. At the beginning of their turn, they may attempt the Wisdom save again. A success or voluntarily taking a level of insanity ends the possession.
Tortured Cries	
Silvermantle cries out in Eather talk, drowning out & distorting all other sound. Every creature within a 60 ft. radius of Silvermantle is silenced until the start of Silvermantle's next round.	

SILVERMANTLE, THE BETRAYED

While the crypt of Uthir Silvermantle, the renowned Beetle Knight was once a secret, generations of dwarven pilgrims traveling to his burial site, have carved a noticeable path in the woods. A path that a vile necromancer may take notice of . . . the kind of notice that would have him raise the dried bones of a once virtuous knight, who in life destroyed countless undead.

As nothing more than a desiccated and desecrated corpse, the bones of Uthir now carry out the bidding of a dark puppeteer who hides in the shadows. The bones that bear the now tarnished armor of

SILVERMANTLE, THE BETRAYED MEDIUM UNDEAD	
Actions	
Multiattack: Silvermantle may make 4 Death blade attacks.	Drain Life (recharge 5-6) All player characters must roll a Constitution save DC: 23. The player characters loose 1D6 recoveries on a failure & Silvermantle summons 1 lesser undead for every recovery lost in this fashion. If a player character has no more recoveries to loose, they instead gain a level of exhaustion.
Death blade Melee weapon attack: +11 To hit, reach 10ft., one target Hit: 24 (4D10+2) slashing & necrotic damage	
Foreword unto death	
Every undead creature (except Silvermantle) within the same encounter may immediately take an action.	

the Beetle Knight.

Silvermantle “the betrayed”, may be a difficult fight on his own but consider that the necromancer may have raised Uthir to lead an army of the unliving to march against the knights of Mirthsworn. As a leader of other undead, he can direct his army without words and of course, without mercy.

If Silvermantle the betrayed is defeated, dark necromantic magics will ooze from the nether to consume and retrieve the magical Beetle Knight armor.

**** I WOULD ADVISE CAUTION WHEN USING SILVERMANTLE THE BETRAYED AS HE IS A HIGH UNSTOPPABLE FORCE. UNLESS YOU PLAN TO GIVE THE PLAYERS A MCGUFFIN (A OBJECT OR DEVICE THAT ONLY SERVES TO MOVE PLOT) TO DEFEAT HIM. SUCH AS SHAVING THE BEARD A DESCENDANT OF UTHIR SILVERMANTLE, SOAKING THE BEARD HAIR IN TWICE BLESSED HOLY WATER . . . WRAPPING THE HAIR AROUND THE HANDLE OF A SILVER SWORD & PLUNGING THAT SWORD IN SILVERMANTLES CHEST WHEN THE SUN IS AT ITS APEX . . . OR SOMETHING LIKE THAT . . .****

Character Traits: Angry, machine of death & surprisingly intelligent.

Quote: * Silvermantle the betrayed, doesn't speak.*

SILVERMANTLE, THE BETRAYED					
MEDIUM UNDEAD					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	-	12 (+1)	11 (+0)	8 (-1)
AC: 20			Type: Undead (dwarf)		
Hit Points : 800			Awesome Power: 4		
Beat Up: -			Tier of Villainy: Adversary (4)		
Speed: 30ft. & Fly 30ft.			Age: Immortal		
Senses; Lifesense 240ft., Darkvision 60ft., Passive Perception 10			Saves; -		
Skills: -					
Languages. None. Understands Common & Dwarven.					
Condition Immunity					
Blinded, Charmed, Deafened, Exhaustion, Frightened, Insanity, Poisoned, Taunted.					
Damage Immunity					
Poison, Psychic.					
Darkness sustains me					
Any attack, spell or effect that deals Necrotic damage, instead heals Silvermantle for an amount equal to the damage that would have been done (any attack that deals both necrotic and another type of damage instead deals no damage).					
Greater Undead Knight					
Immune to sneak attacks, critical hits, Defeat minion's action & Channel Divinity: life is for the living. As well as all damage taken that is NOT radiant damage is reduced to 1.					
Skeleton Lord					
Any undead in the same encounter as Silvermantle the betrayed gain immunity to Channel divinity: life is for the living. & gain the "carnage" trait (if they don't already have it).					

LESSER UNDEAD

Tier of Villainy	Level	Attack Bonus	Ability Save DC	Attack Damage	AC	HP	Beat UP	Save Bonus
Lackey (1)	"MINION"	+2	10	7	12	1	0	+0
Lesser Undead Immune to defeat minions action, but affected by Channel Divinity: life is for the living Life sense No living thing may hide from this undead Fear Aura Adjacent creatures must roll a Wisdom save DC:10 or gain the feared condition (they become afraid of this undead).								
Claw/melee weapon attack +2 to hit, single adjacent target 7 damage on hit -OR- 2 damage on miss Depending on the weapon used, this may be bludgeoning, piercing or slashing damage								

THE BEETLE KNIGHT IN COMBAT

THREE FLAVORS OF FUN

Since the Beetle Knight comes in 3 separate varieties, there are 3 entirely different ways to use him in a fight. Each version of the Beetle Knight being a unique problem and a unique entity. Don't feel limited by being able to use only 1 version of the Beetle Knight, as each iteration is a different form and each could possibly be encountered at different times during the course of a heroes career.

SOMETHING TO PROVE

The Goblin wearing the armor refers to himself only as the Beetle Knight, but the False Profit isn't actually trying to be Silvermantle, but instead trying to tap into the power of a warrior so revered by his people. The false profit is a warrior trying to lead what's left of his tribe into being a powerful and dominant force in the forest of Vondohr, but he's little more than brute . . . a persistent brute that doesn't know the meaning of retreat.

Being that he's a member of a goblin warrior tribe, other warrior goblins may accompany him and even precede him in combat. Meaning that while a danger on his own, he can bring an entourage of smaller problems along with him. . . Though, he is an incredibly poor leader.

FURY OF THE FOREST

The vengeful spirit of Silvermante is physically an insignificant threat. However the vengeful spirit has a cadre of abilities that may & most likely will take the heroes by surprise. The first and simplest tricks of Silvermantel's vengeful spirit is that he is immune to standard physical attack and with an action can pretty much shut down the ability to cast spells from some spell casters (such as wizards and priests).

The next trick in this spirits bag is the ability to summon bests and plant creatures to fight for him. Now these creatures aren't the most powerful, but in the presence of Silvermantle's vengeful spirit they can deal increased damage as they become beat up.

(THE CREATURES SUMMONED ARE DESIGNED TO USE THE RAW STATS FROM THE EVILDOERS TOOLKIT IN THE CORE RULEBOOK. HE CAN SUMMON BEASTS OF 3RD LEVEL FROM TABLE 1: WEAK EVILDOERS OR PLANT CREATURES OF 3RD LEVEL FROM TABLE 2: STRONG EVILDOERS. ALTERNATIVELY IF YOU ALSO PURCHASED THE EVILDOER SPOTLIGHT#3, HE CAN SUMMON AND POSSESS A LARGE SWARM OF 6TH LEVEL BEETLE, THE STATS FOR WHICH COME FROM TABLE2: STRONG EVILDOERS.)

The scariest part of battling Silvermantle's vengeful spirit is his ability to possess the living! Now while inside the body of a living creature, he can't be harmed. So to bring him back to the forefront to defeat him, the heroes must first defeat the creature he's hiding in. This most often takes the form of him possessing a beast but is put to its most devastating effect when the vengeful spirit possesses the body of a hero. Causing the hero to attack his allies and potentially gaining levels of insanity.

DEATH LORD

The greatest atrocity that can befall a knight, is to become one of the undead. A fate that has befallen Silvermantle the betrayed. Brought back from the dead to be the general of an undead army, one that was created to destroy a kingdom full of priests and knights. On his own Silvermantle the betrayed is a terrifying enemy that is fiercely resilient and able to deal great deal of damage. However he is a general, a leader and will utilize the near endless lesser undead that his disposal to his advantage.

Doing battle with Silvermantle the betrayed will probably be the last of many battles with various undead.

However he will not be without his puppets and in his presence they become far more of a threat *(using him as the kingpin like character that stands around*

waiting for the player characters to engage him, while sending wave after wave of minions is totally viable. Especially considering that his minions will be doing guaranteed damage in his presence). Finally, and most dastardly, Silvermantle the betrayed can drain the life force from a hero to summon even more undead for them to do battle with.



NEW MAGIC ITEM

BEETLE KNIGHT ARMOR

The armor of the Beetle Knight is a suite of masterly crafted, customized and enchanted dwarven plate armor. On the outside, it looks about the correct size for a dwarf but can only be worn by small creatures. The most distinctive feature is the 4 separate arms, that . . . while the armor is worn, all function normally (even if the wearer only has 2 arms). The helmet has 3 pairs of eyes they glow during conflict and the back of the armor resembles a beetles shell, with a split down the center that can splay open to reveal several pair of radiant insectoid wings.

The armor grants several powerful magical features to whomever wears it, but the true power of the armor can only be accessed by a proper knight.

BEETLE KNIGHT ARMOR			
COST	ARMOR CLASS	AP REQ.	STEALTH
it can't be purchased	20	3 (6)	Disadvantage

- Can only be worn by Small creatures.
- Reduce the AP requirement of wielded weapons and shields by 1 (to a minimum of zero).
- Gain ability to detect any undead within a 30 ft. radius at will.
- Gain +1 attack when taking the attack action. (if you normally attacks once per attack action, you know attack twice).
- As a Bonus action, spend 4 mana, 2 recoveries or 1 channel divinity to gain a 30ft. fly speed for 1 minute.
- **Beetle swarm;** As a bonus action you may summon a swarm of radiant beetles that last for 1 minute or until un-summoned. The beetles only shed enough light to illuminate themselves. However while summoned a number of special actions may be taken (*the radiant beetle swarm is a magical effect and may be dispelled with a DC:20*).
 - As an action, a knight may use their “lay on hands” feature on a number of creatures up to the knight’s heroic tier, within a 20ft. radius. Just as with the “lay on hands” feature, the knight taking this action may not be the target of this healing. ***Example: As an action a 6th level (heroic tier 3) knight, while wearing the Beetle Knight armor, spends 12 points from their healing pool to heal 3 of their allies each for 12 hit points.***
 - When using the channel divinity: life is for the living, you may defeat/destroy twice as many undead or sorrow minions.
 - As an action, you may spend 5 mana, 4 recoveries or 1 Channel divinity to deal X radiant damage to every enemy within a 20ft. radius.
 - X= 5 times your heroic tier.
 - X= 10 times your heroic tier if you have the smite blessing.
 - X= 20 times your heroic tier if you have the improved smite blessing.