

# HYLAEUS THE MAD

**Race:** Satyr

**Class/Level:** Cleric 4 (Madness)

**Alignment:** Chaotic evil

**Background:** Outlander (Forester)

**Sex:** Male

**Age:** 32

**Hair:** Ginger

**Height:** 5' 6" (1.68 m)

**Weight:** 142 lbs. (64.4 kg)

**Eyes:** Red

**STR** 12 +1

**Initiative Mod.:** +2

**DEX** 15 +2

**Proficiency Bonus:** +2

**CON** 16 +3

**Passive Wisdom (Perception):** 14

**INT** 15 +2

**Hit Dice:** 4d8 + 12

**WIS** 18 +4

**Patron Deity:** Tharizdun

**CHA** 16 +3

**Place of Origin:** Dreadwood Forest

**AC**

17

**HP**

35

**SPEED**

30 ft.

**Saving Throws:** Wisdom +6, Charisma +5

**Skills:** Acrobatics +2, Animal Handling +4, Arcana +2, Athletics +3\*, Deception +5\*, History +2, Insight +4\*, Intimidation +3, Investigation +2, Medicine +4, Nature +2, Perception +4, Performance +2, Persuasion +5\*, Religion +4\*, Sleight of Hand +2, Stealth +2, Survival +6\*

\* Proficiency bonus included.

**Tools:** Musical instruments (lute, pan flute)

**Feats:** Magic Initiate (Warlock)

**Languages:** Common, Sylvan, Infernal, Draconic, and Abyssal

## FEATURES & TRAITS

**FEY.** His creature type is fey, rather than humanoid.

**RAM.** He can use his head and horns to make unarmed strikes. If he hits with them, he deals 1d4 + 1 bludgeoning damage.

**MAGIC RESISTANCE.** He has advantage on saving throws against spells and other magical effects.

**MIRTHFUL LEAPS.** Whenever he makes a long or high jump, he can roll a d8 and add the number rolled to the number of feet he covers, even when making a standing jump. This extra distance costs movement as normal.

**MAGIC INITIATE.** Hylaeus knows the Warlock cantrips of *blade ward* and *eldritch blast*. He can cast the *hellish rebuke* spell once per long rest. Spell save DC 13, +5 Spell attack modifier).

**RING OF JUMPING.** While wearing this ring, he can cast the *jump* spell from it as a Bonus Action at will, but can target only himself when he does so.

**DIVINE DOMAIN.** Madness.



**CLERIC SPELLCASTING.** Hylaeus uses Wisdom as his spellcasting ability (Spell save DC 14, +6 Spell attack modifier). He knows the following cleric spells:

**Cantrips (at will):** *resistance, sacred flame, thaumaturgy, toll the dead*

**1st level (4 slots):** *bane, command, cure wounds, dissonant whispers\*, inflict wounds, shield of faith, Tasha's hideous laughter\**

**2nd Level (2 slots):** *blindness/deafness, continual flame, crown of madness\*, silence, suggestion\**

*\* Always prepared and doesn't count against the number of prepared spells he knows.*

**WARLOCK SPELLCASTING.** Hylaeus uses Charisma as his spellcasting ability (Spell save DC 13, +5 Spell attack modifier) for his Warlock spells. He knows the following warlock spells:

**Cantrips (at will):** *blade ward, eldritch blast*

**1st level (1/long rest):** *hellish rebuke*

**CHANNEL DIVINITY: TURN UNDEAD.** As an action, he presents his holy symbol and speak a prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from him as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**CHANNEL DIVINITY: AFFLICT MADNESS.** He can use his Channel Divinity to flood his foe with erratic thoughts. As an action, he presents his holy symbol and invokes the name of his deity. One creature of his choice he can see within 60 feet must succeed on a Wisdom saving throw or become insane until the end of his next turn. Constructs are immune to this effect. While insane, the creature cannot use actions, bonus actions, or reactions, though it can still move on its turn.

**BLESSING OF MADNESS.** His mind becomes unhinged, flooded with strange thoughts and ideas. He has 3 madness dice (d6). He can expend a madness die and add the number rolled to one ability check, attack roll, or saving throw he makes. When he does so, he has disadvantage on all ability checks, attack rolls, and saving throws until the end of his next turn. He regains all expended madness dice when he finishes a long rest.

## ACTIONS

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**Ram. Melee Weapon Attack:** +3 to hit (+7 to hit while under the influence of his *potion of giant strength*), reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, or 7 (1d4 +5) bludgeoning damage while under the influence of his *potion of giant strength*.

**Mace. Melee Weapon Attack:** +3 to hit (+7 to hit while under the influence of his *potion of giant strength*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 8 (1d6 +5) bludgeoning damage while under the influence of his *potion of giant strength*.

**Eldritch Blast. Spell Attack:** Range 120 ft., one target. On a hit, the target takes 5 (1d10) force damage.

## EQUIPMENT

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Hylaeus' mundane equipment include a dirty chain shirt, a round shield (with Tharizdun's holy symbol painted on it), a mace, a pan flute, two pouches, and one sack. His magical items include a *ring of jumping*, a *potion of*

*healing, a potion of hill giant strength (STR 21, +5), two spell scrolls with the following spells: command and inflict wounds.* One pouch contains 46 sp, 34 gp, and two jasper gems (50 gp each) while the other has freshly picked, black mushrooms with green spots (the mushrooms are poisonous if digested; a creature subjected to this poison must succeed on a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half damage on a successful save).

## **BACKGROUND**

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Hylaeus the Mad is originally from the Dreadwood Forest. He was exiled from his clan of satyrs because he was exceptionally cruel to others, often just for the sake of it. After his exile, Hylaeus joined a company of bandits (known as the Dreadwood Terrors) composed of criminals, renegades, and misfits that had taken shelter in Dreadwood Forest as they raided the area. The Dreadwood Terrors consisted of mainly humans, with a few half-orcs, half-elves, and even a dwarf in their ranks. Hylaeus' time with the group came to an abrupt end when he drove the group's leader mad with his influence. He is now hunted by the Dreadwood Terrors for this treachery.

Hylaeus left Dreadwood Forest and travelled south through the lands of Keoland. It was during these travels were he first met Vorok Myrp, a warlock dedicated to Tharizdun. It was Vorok that told Hylaeus about how he was selected by Tharizdun and he should embrace the madness. Hylaeus ignored Vorok's rantings and went on his own way.

It wasn't until about a year later that he started to have disturbing dreams that quickly turned into nightmares. Unknown to Hylaeus, his encounter with Vorok had placed a seed of madness in his mind. While sleeping, Hylaeus' unconscious mind had been touched by a sliver of Tharizdun's essence (the seed planted by Vorok). After six months of these nightmares, Hylaeus' mind had finally snapped. He succumbed to the madness that Tharizdun had whispered into his dreams with each passing night.

Hylaeus has since dedicated his life to the worship of Tharizdun. He searched out and found the human warlock, Vorok Myrp. Together they formed a cult of Tharizdun known as The Merchants of Madness. They created a shrine to Tharizdun in the Hool Marshes. Their numbers grew as they gained followers. Their numbers have recently gained a boost with the hiring of a goliath fighter named Krel Wesstari. Hylaeus plans on driving Krel fully mad so he becomes one with Tharizdun and be a true follower in madness.

Hylaeus serves as Vorok's second in command (with desires to be number one). It is their mission to awake their master from his slumber, but until then, they are content to spread the madness of Tharizdun.

## **NOTES**

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**Normal Long Jump (Standing):** 12 ft. + 1d8 ft. (6 ft. + 1d8 ft.)

**Normal High Jump (Standing):** 4 ft. + 1d8 ft. (2 ft. + 1d8 ft.)

**Ring Enhanced Long Jump (Standing):** 36 ft. + 1d8 ft. (18 ft. + 1d8 ft.)

**Ring Enhanced High Jump (Standing):** 12 ft.+ 1d8 ft. (6 ft. + 1d8 ft.)

**Potion & Ring Enhanced Long Jump (Standing):** 63 ft. + 1d8 ft. (31 ft. + 1d8 ft.)

**Potion & Ring Enhanced High Jump (Standing):** 24 ft.+ 1d8 ft. (12 ft. + 1d8 ft.)