

KREL WESSTARI

Race: Goliath
Alignment: Chaotic evil
Sex: Male
Height: 8' (2.4 m)

STR 20 +5
DEX 16 +3
CON 18 +4
INT 12 +1
WIS 14 +2
CHA 13 +1

Class/Level: Fighter 4 (Rune Knight)
Background: Outlander (Bounty Hunter)
Age: 25
Weight: 322 lbs. (146.1 kg)
Hair: None
Eyes: Grey

Initiative Mod.: +3
Proficiency Bonus: +2
Passive Wisdom (Perception): 14
Hit Dice: 4d8 + 16
Patron Deity: Skoraeus Stonebones
Place of Origin: Crystalmist Mountains

AC

16

HP

44

Speed

30 ft.

Saving Throws: Strength +7, Constitution +6

Skills: Acrobatics +3, Animal Handling +2, Arcana +1, Athletics +7*, Deception +1, History +1, Insight +4*, Intimidation +3*, Investigation +1, Medicine +2, Nature +1, Perception +4*, Performance +1, Persuasion +1, Religion +1, Sleight of Hand +3, Stealth +3, Survival +4*

* Proficiency bonus included.

Tools: Musical instrument (drums), smith's tools

Feats: Crusher

Languages: Common, Giant, and Goblin

FEATURES & TRAITS

STONE'S ENDURANCE. When he takes damage, he can use his reaction to roll a d12 + 4 and reduce the damage by that total. After he uses this trait, he can't use it again until he finishes a short or long rest.

POWERFUL BUILD. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

MOUNTAIN BORN. He has resistance to cold damage. He is also acclimated to high altitude, including elevations above 20,000 feet.

CRUSHER. He is practised in the art of crushing his enemies, granting him the following benefits:

- Once per turn, when he hits a creature with an attack that deals bludgeoning damage, he can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than him.
- When he scores a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of his next turn.



FIGHTING STYLE: GREAT WEAPON FIGHTING. When he rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for him to gain this benefit.

SECOND WIND. He has a limited well of stamina that he can draw on to protect himself from harm. On his turn, he can use a bonus action to regain 1d10 + 4 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE. He can push himself beyond his normal limits for a moment. On his turn, he can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: Rune Knight.

RUNE CARVER. He knows two runes: fire rune and stone rune.

➤ **FIRE RUNE.** While wearing or carrying an object inscribed with this rune (his maul), his proficiency bonus is doubled for any ability check he makes that uses his proficiency with a tool.

In addition, when he hits a creature with an attack using a weapon, he can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once he invokes this rune, he can't do so again until he finishes a short or long rest.

➤ **STONE RUNE.** This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune (his breastplate), he has advantage on Wisdom (Insight) checks, and he has darkvision out to a range of 120 feet.

In addition, when a creature he can see ends its turn within 30 feet of him, he can use his reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by him for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once he invokes this rune, he can't do so again until he finishes a short or long rest.

GIANT'S MIGHT. He has learned how to imbue himself with the might of giants. As a bonus action, he magically gains the following benefits, which last for 1 minute:

- If he is smaller than Large, he becomes Large, along with anything he is wearing. If he lacks the room to become Large, his size doesn't change.
- He has advantage on Strength checks and Strength saving throws.
- Once on each of his turns, one of his attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

He can use this feature 2 times, and he regains all expended uses of it when he finishes a long rest.

ACTIONS

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Heavy Crossbow. *Melee Ranged Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing dam-

age.

EQUIPMENT

Krel's mundane equipment include a breastplate (inscribed with the stone rune), a maul (inscribed with the fire rune), a heavy crossbow, a crossbow bolt case, 20 crossbow bolts, a backpack, 2 sacks, and the normal adventuring gear (tinderbox, waterskin, torches, etc.). He also carries a pouch with 46 sp, 34 gp, and two jasper gems (50 gp each). His magical items include 2 *potions of healing* and a *potion of invulnerability*.

BACKGROUND

Krel Wesstari is a goliath rune knight from the Crystalmist mountains. While he is from Clan Wesstari, he has rejected much what his clan stands for. Krel is only interested in what's best for him, to hell with anyone else (kin or otherwise). He refuses to use a third name (or nickname) that is common with most goliaths. He feels no kinship with his fellow goliaths, so he sees no need in using their social norms.

Krel joined a clan of stone giants so he could learn their ways with rune magic. Once he learned all he could from the clan, he left looking for other opportunities to increase his personal wealth and power. He spent some time with several bands of bandits (mixed composition of humans, orcs, ogres, hill giants, stone giants, and trolls).

When his last bandit group was mostly wiped out by a band of human mercenaries, Krel decided it was time for a change. He left banditry, and became hired muscle for various human-based criminal organizations in the lands of Sterich. He eventually drifted into the Kingdom of Keoland and worked as a mercenary for various guilds. He has no qualms about killing those that stand in his way. He prefers the direct, violent way of smashing things with his maul to fix problems instead of more subtle means.

He has been recently hired by Vorok Myrp as additional muscle for his cult of Tharizdun, known as the Merchants of Madness. Krel hasn't realized that he is slowly going insane (with some influence from Vorok Myrp who sees Krel as a powerful pawn for his use).

NOTES

Normal Long Jump (Standing): 20 ft. (10 ft.)

Normal High Jump (Standing): 5 ft. (2 ft.)