

# RYOR SEG NAT

*Medium humanoid (human), 4th level ranger (swarmkeeper), neutral evil*

Ryor Segnat stands 5 ft. and 11 inches tall. He has short dark brown hair that is in a greasy tangled mess. His beedy eyes are light brown in colour. His torso is covered with multiple lesion. Ryor wears the same dirty brown hooded cloak day in and day out.

Most give him a wide berth due to his unpleasant demeanor, an equally unpleasant body odour, and the presence of his life-like cockroach swarm spirits that constantly crawl all over him.

Ryor Segnat has a deep connection with the natural urban environment around him. He has bonded with a swarm of urban nature spirits that manifest as cockroaches. His lack of any type of personal hygiene and his affinity for the urban insect world has ostracized him from civilized company.

He is a member of a group of miscreants known as the Rain Dogs. A 'rain dog' is a dog that loses his scent after a rainstorm and now can't find its way home. It's an apt description of this ragtag group of bandits. In Ryor's case, the rest of the Rain Dogs don't associate very closely with him. They give him a wide berth so that's why Ryor lives in the sewers, located under the Rain Dogs' ruin keep headquarters.

**Abilities:** Str 14 (+2), Dex 17 (+3), Con 16 (+3), Int 12 (+1), Wis 16 (+3), Cha 11 (+0)

**Languages:** Common, Goblin, and Thieves' Cant

**Senses:** passive Perception 15

**Saving Throws:** Strength +4\*, Dexterity +5\*, Constitution +5\*, Intelligence +1, Wisdom +3, Charisma +0

**Skills:** Acrobatics +3, Animal Handling +5\*, Arcana +1, Athletics +4\*, Deception +2\*, History +1, Insight +3, Intimidation +0, Investigation +3\*, Medicine +3, Nature +1, Perception +5\*, Performance +0, Persuasion +0, Religion +1, Sleight of Hand +5\*, Stealth +5\*, Survival +3

**Feats:** Resilient, Durable

**Challenge:** 2 (450 XP)

## Features & Traits

**Durable.** When he rolls a Hit Die to regain hit points, he regains 6 hit points minimum.

**Favoured Foe.** When he hits a creature with an attack roll, he can call on his mystical bond with nature to mark the target as his favored enemy for 1 minute or until he loses his concentration (as if he was concentrating on a spell). The first time on each of his turns that he hits the favored enemy and deal damage to it, including when he marks it, he can increase that damage by 1d4. He can use this feature to mark a favored enemy 2 times, and he regains all expended uses when he finishes a long rest.

**Fighting Style – Thrown Weapon Fighting.** He can draw a weapon that has the thrown property as part of the attack he makes with it. In addition, when he hits with a ranged attack using a thrown weapon, he gains a +2 bonus to the damage roll.

**Spellcasting.** Wisdom is his spellcasting ability for his ranger spells. Spell save DC 13. +5 Spell attack modifier.

- Cantrips (at will): *mage hand*

**AC:** 15

**HP:** 52 (4d10 +12)

**Speed:** 30 ft.

**Initiative:** +3

- 1st level (3 slots): *animal friendship*, *faerie fire*, *hunter's mark*, *longstrider*, *speak with animals* (without using a slot; once per long rest)

**Primal Awareness.** He can focus his awareness through the interconnections of nature: he knows *speak with animals* spell. This spell doesn't count against the number of ranger spells he knows. He can cast this spell once without expending a spell slot. Once he casts a spell in this way, he can't do so again until he finishes a long rest. He likes to use *speak with animals* to ask for aid from the nearby insects (treat as swarm on insects).

**Ranger Archtype.** Swarmkeeper.

**Gathered Swam.** A swarm of intangible nature spirits has bonded itself to him and can assist him in battle. Until he dies, the swarm remains in his space, crawling on his or flying and skittering around him within his space. His swarm appears as a writhing swarm of cockroaches and flying cockroaches. Once on each of his turns, he can cause the swarm to assist him in one of the following ways, immediately after he hits a creature with an attack:

- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of his choice.
- He is moved by the swarm 5 feet horizontally in a direction of his choice.

**Swarmkeeper Magic.** He knows the *mage hand* cantrip (when he casts it, the hand takes the form of his swarming hornet spirits) and *faerie fire*. These spells don't count against the number of ranger spells he knows.

## Actions

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**Dagger:** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 3) piercing damage (melee) or 7 (1d4 + 5) piercing damage (thrown). Two daggers are covered with serpent venom (DC save 11, 10 (3d6) poison damage).

**Rapier:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## Equipment

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Ryor wears stained, brown studded leather armour. He is armed with 8 daggers (2 are covered in serpent venom) and a rapier. He will only use the rapier when he has no more daggers to throw. He carries a *potion of healing* (2d4 + 2), a dead dormouse (a future snack), a bone bracelet, and 20 sp in a pouch.



## Notes

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**Long Jump (Standing):** 14 ft. (7 ft.)

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

Ryor has tamed a giant flying cockroach. It will come when called and will attack upon command.

### ***EPHYU***

**GIANT COCKROACH** (Medium beast, unaligned). AC 12, HP 24 (3d8 HD), SPD 30 ft., fly 20 ft.

STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 1 (-5), WIS 10 (+0), CHA 3 (-4)

Senses. passive Perception 10. Challenge. 1/8 (50 XP)

### **ACTIONS**

***Bite. Melee Weapon Attack:*** +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.