

VILLAIN SPOTLIGHT

Rosie Arkwright

Orphaned in her infancy, Rosie lived in the streets and made do by selling rags to passersby. The young halfling girl's only friend was an elderly seamstress, similarly living in a cobbled together hovel in the alleyways. The old woman gave young Rosie her most treasured possession—a simple tattered doll. In an effort to 'clean the streets' by the local magistrate Duke Mosely, the constabulary started forcing the homeless away and when her elder friend resisted, young Rosie came to her aid and in the turmoil was thrashed and beaten, then discarded broken and bleeding to rot in the gutter.



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As Rosie slowly died dozens of supposedly good citizens passed her by, even stepping over her as if she were meaningless. The indignity and injustice of their callousness filled the young girl with blind indignant rage as she perished—and her soul refused to leave. Instead of ascending to her intended afterlife, Rosie returned and took new life within the beloved and filthy doll that she had clutched so tightly. With a second chance and a clear purpose, she secreted her new tiny form into the Duke's estate. For months Rosie tortured Duke Mosely with visions of terror before finally ending the tyrant's life, trapping him in a bit of scrap and stuffing to make a doll of his soul infusing gutter trash.

Many cities have legends and children's stories warning of Little Rosie or Bloody Rosy and while they vary greatly in specifics and grisly details, they are always cautionary tales for the rich and powerful. Only fools mistreat or ignore the downtrodden, for Rosie might come for you to sew shut your eyes that refused to see others, and seal your lips that refused to speak out.

APPEARANCE

Rosie Arkwrite is a simple patchwork ragdoll with black button eyes and a mop of black yarn hair. She is indistinguishable from a simple ratty toy when motionless but unnervingly sinister when in rapid scampering motion. She wields a sinister needle spooled with black thread. Rosie can also project an illusion of her former self (a scrawny halfling beggar girl dressed in rags).

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PERSONALITY

Rosie's early death has left her with all the playful spite and malice of a child but magnified tenfold. She achieved her vengeance but has never been satisfied, instead taking the even mildest slights as personal affronts as excuses to once again take revenge on the living. She has a particular love for the poor and anyone currently downtrodden or in the gutter, taking any insults against them as impugnities against herself.

ACTIVITIES

Stalking city slums in her illusionary halfling beggar form or resting as a doll within scrap shops or old toy stores, Rosie finds new victims by 'testing' those that carry an air of self-importance or display clear signs of wealth or power. She appears to them as a beggar, asking for a crust of bread or a copper piece for a meal. Those who refuse her become her next victims. She haunts them for a day or so, giving her chosen mark the occasional glimpse of her—they find her in their packs, or in locked rooms—wherever will unnerve them most. She usually gives them one more opportunity, appearing in her beggar girl form and asking for a meal. If refused again Rosie gleefully tortures her victim, toying with them for days or weeks before finally sewing them shut in their callousness and sealing them into ragdolls of their own.

MOTIVATIONS

Rosie Arkwrite assumes the worst in people and is often proven right. She believes that she is doing the world a favor by removing the callous and uncaring from the populace, particularly those with wealth or power. Her motivations aren't really altruistic however—really Rosie is living the same revenge vicariously through murdering those she finds similar to Duke Mosely over and over again.

ROSIE ARKWRIGHT

Tiny construct undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 110 (20d4+60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Con +7, Wis +6

Skills Deception +9, Insight +6, Intimidation +9, Perception +6, Sleight of Hand +9, Stealth +9

Damage Vulnerabilities cold, psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhausted, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Halfling

Challenge 11 (7,200 XP)

Create Ragdoll Thrall. Rosie uses the power of undeath with a needle and thread to entrap the souls of those she's recently killed. Through a process taking 10 minutes and the corpse of a humanoid creature killed by Rosie no more than 24 hours ago, Rosie reanimates a corpse as a **ragdoll thrall** under her command.

Innocuous. While she remains motionless, Rosie is indistinguishable from an ordinary ragdoll.

Just a Beggar. As a bonus action, Rosie can project an illusion of herself as she was in life, that of a meek starving halfling girl. This illusion surrounds her and has visual, auditory, and tactile attributes able to stand up to most casual observation. Creatures who succeed on a DC 17 Intelligence (Investigation) check can determine that the projection is an illusion, but cannot see through it.

Magical Resistance. Rosie has advantage on saving throws against spells and other magical effects.

Nimble Escape. Rosie can take the Disengage or Hide action as a bonus action on each of her turns.

Ragdoll's Haunt. As a bonus action, Rosie can choose to haunt a creature she can see within 60 feet. Rosie always magically knows the location of the creature she is haunting, as long as both it and Rosie remain on

the same plane. Rosie can only haunt one creature at a time, and immediately ends haunting previous creatures when she begins haunting a new one. Creatures haunted by Rosie feel slightly cold and have a growing sense of unease and paranoia.

Unnerving Presence. Whenever a creature sees Rosie for the first time while aware that she is not an inanimate object, it must succeed a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Rosie's Unnerving Presence for the next 24 hours.

ACTIONS

Multiattack. Rosie can make up to 3 Needle and Thread attacks. She can replace up to one of these attacks with Always Behind You or Poltergeist.

Needle and Thread. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage. When Rosie hits the same creature with this attack twice or more on the same round, she sews either the target's mouth or eyes shut (her choice). A creature with its eyes sewn shut has the blinded condition, and a creature with its mouth sewn shut cannot speak or cast spells requiring verbal components. Either of these conditions can be removed by cutting the threads as an action. Whenever a creature does so, it must succeed on a DC 15 Wisdom (Medicine) check or take 7 (2d6) slashing damage as it cuts and removes the threads.

Always Behind You. Rosie magically teleports to an unoccupied space within 30 feet of the creature she is currently haunting and immediately makes a Dexterity (Stealth) check to hide.

Poltergeist. Rosie levitates mundane items in the area and creates a dangerous whirlwind of objects within a 30-foot radius of the creature she is haunting. Any non-construct creature in that area (including the focus of her haunt) must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning, piercing, or slashing damage (determined by the type of objects in the area) on a failed save, or half as much on a successful one.

LAIR ACTIONS

As Rosie haunts a creature, the world around them slowly becomes more sinister and she waits to attack once her haunt has fully set in. If Rosie has been haunting a specific creature for 24 hours or more, a 60-foot radius around that creature becomes her lair. On initiative count 20 (losing initiative ties), Rosie takes a lair action to cause one of the following effects. Rosie can't use the same effect two rounds in a row.

- Rosie creates a terrifying illusion at a point she can see within her lair. Any creature within 60 feet of the illusion that can see it must succeed on a DC 15 Wisdom saving throw or become frightened until the end of its next turn. The illusion remains for up to 1 minute or until this lair action is used again, whichever comes first.

- Rosie creates a menacing and threatening illusion of herself within her lair. The image is only visual and auditory, and if anything passes through it it's revealed to be an illusion. A creature that uses its action to examine the false Rosie can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the illusory Rosie disappears. Otherwise the Illusion remains for up to 1 minute or until this lair action is used again, whichever comes first.
- Rosie summons a **ragdoll thrall** under her command. It immediately makes a Dexterity (Stealth) check to hide but otherwise acts on her initiative.



RAGDOLL THRALL

Tiny construct undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (8d4+16)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	8 (-1)	11 (+0)	16 (+3)

Saving Throws Con +5, Wis +3

Skills Deception +6, Intimidation +6, Perception +3, Sleight of Hand +7, Stealth +7

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhausted, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands all languages it spoke in life but can't speak

Challenge 4 (1,100 XP)



Innocuous. While motionless, the ragdoll thrall is indistinguishable from an ordinary ragdoll.

Nimble Escape. The ragdoll can take the Disengage or Hide action as a bonus action on each of its turns.

Ragdoll's Haunt. As a bonus action, the ragdoll can choose to haunt a creature it can see within 60 feet. The ragdoll always magically knows the location of the creature it is haunting, as long as they both remain on the same plane. The ragdoll can only haunt one creature at a time, and immediately ends haunting previous creatures when it begins haunting a new one. Creatures haunted by the ragdoll feel slightly cold and have a growing sense of unease and paranoia.

ACTIONS

Multiattack. The ragdoll can make up to 2 Needle and Thread attacks. It can replace one of these attacks with Always Behind You.

Needle and Thread. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage. When the ragdoll hits the same creature with this attack twice in the same round, it sews either the target's mouth or eyes shut (its choice). A creature with its eyes sewn shut has the blinded condition, and a creature with its mouth sewn shut cannot speak or cast spells requiring verbal components. Either of these conditions can be removed by cutting the threads as an action. Whenever a creature does so, it must succeed on a DC 14 Wisdom (Medicine) check or take 7 (2d6) slashing damage as it cuts and removes the threads.

Always Behind You. The ragdoll magically teleports to an unoccupied space within 30 feet of the creature it is currently haunting and immediately makes a Dexterity (Stealth) check to hide.

Ragdoll thralls appear to be scrap or patchwork dolls—perhaps slightly ill-made or off-putting but otherwise innocuous toys. Contained within each is a soul trapped by stuffing, cloth, and powerful magic. They occasionally manifest on their own when a vicious murderer dies particularly close to mundane toy but are more often constructed by powerful undead using dark magic and a fresh victim. In either case the ragdoll hunts fresh victims either to satiate its own murderous impulses or the wishes of its creator. 