

Evildoer Spotlight

#1

Sweet Tooth



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Role Play
Unity, Fellowship, Fun

SWEET TOOTH

A young good looking man with a silver tongue, looking to make a name for himself. Too bad it's a name in banditry that he's looking for. A child saved from the lonely kings clutches before the frost goblins curse was able to take hold. He grew up just south of the frost garden on the borders of the Two Rivers forest, raised by fairy godparents. He was the only child his fairy parents saved and raised, at least he never knew about any other siblings, but Sweet Tooth wanted for naught. He was given just about anything he could imagine as a child and well, that leads to a man that just doesn't know how to live without the things he wants.

Now Sweet Tooth is undoubtedly selfish, self-centered and generally totally self-absorbed . . . he's not totally evil, he just goes about everything in the wrong way. . . . and enjoys it.

Character traits: Childish sense of revenge, spoiled brat, womanizer, a man of his word (mostly), needs to feel like the center of attention and a total sleazebag.

Quote: Look, I'm not saying that you can't travel my road . . . I'm just saying that your wife is pretty.

SWEET TOOTH MEDIUM SIZED HUMAN					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)	16 (+3)
AC: 18			Type: Human Bandit		
Hit Points : 80			Awesome Power: 1		
Beat Up: 40			Tier of Villainy: 3 (Rival)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 10			Saves; Charisma +5, Dexterity +4		
Skills: Deception +5, Intimidate +5, Persuasion +5					
Languages. Common, elven & Fey					
There can be only one					
In any encounter with Sweet Tooth, there cannot be any other bandit bosses					
Actions					
Multi-attack: Sweet Tooth can make 2 long sword attacks per action Long sword Melee weapon attack: +5 To hit, reach 5ft., one target Hit: 6 (1D8+1) Slashing damage			Get em' boys! (recharge 6) Sweet Tooth springs the trap. Summon 1 bandit ambusher per player and 1 bandit mage.		
Legendary Actions					
Sweet Tooth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creatures turn. Sweet Tooth regains spent legendary actions at the start of his turn.					
Long sword Melee weapon attack: +5 To hit, reach 5ft., one target Hit: 6 (1D8+1) Slashing damage			Lady friends Sweet Tooth calls for some magical support from his "lady friends" Who are hiding . . . somewhere Magic missiles Auto hit, Range (120ft.), one target Hit: 7 (2D4+2) Force damage		



WAYS TO USE SWEET TOOTH AND HIS GANG IN A FIGHT

ILLUSIONIST

Sweet Tooth is actually a really good illusionist and most of his gang and friends are just magically materialized figments of his imagination. When using Sweet Tooth, make sure that he is surrounded by a lot of illusory people, all their attacks would “miss” of course and they would be destroyed as if they were minions.

Also using a good deal of trickery and illusion before fights happen, like trying to fool someone into believing he saved them from an Orc raid for instance.

MAGIC MOMENTS

Sweet Tooth LOVES the ladies, especially magic ladies. So, he collects them. Well, more like he somehow tricks them into believing that he is the most awesome man in forever and each one of those poor ladies thinks that they are the most important thing to Sweet Tooth. Which, I mean, I don't know how he does it . . . it's not like he's good to them or anything, Sweet Tooth is a freaking jerk!

THE GANG

Sweet Tooth isn't particularly discerning in who he lets join his bandit gang. Most are pretty run of the mill, low rent bandits who aren't even all that loyal to Sweet Tooth or each other for that matter. The only reason they even follow Sweet Tooth is that he has a knack for getting people to do what he wants.



MACEVOY CHANGELING

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
10 (+0)	14 (+2)	14 (+2)	12 (+2)	11 (+0)	10 (+0)
AC: 15			Type: Bandit (Changeling)		
Hit Points : 44			Awesome Power: variable		
Beat Up: 21			Tier of Villainy: 2 (Goon)		
Speed: 30 ft.			Age: Undeterminable		
Senses; Passive Perception 10			Saves; Dexterity +4		
Skills: Stealth +4, History +4					
Languages. Common, elven & Fey					
Lying in wait					
If Mackevoy attacks a target creature during a surprise round or from an unseen position he deals an additional 7(2D6) damage.					
Book addiction					
If the Mackevoy is above his Beat up HP and given a magical tome, he will stop fighting and run off to read his new book.					
Actions					
Short bow			Change shape		
Ranged weapon attack: +3 To hit, Range (150/300ft.), one target			As an action Mackevoy can change his shape into any other small, medium or large humanoid creature.		
Hit: 6 (1D6+2) Piercing damage			With change is size Mackevoy's AP changes.		
Short sword			Small: 0.5		
Melee weapon attack: +4 To hit, reach 5ft., one target			Medium: 1		
Hit: 6 (1D6+2) Piercing damage			Large: 2		

MACEVOY

Mackevoy is not really Sweet Tooth's friend or even all that reliable, but seeing as how Tallulah can't speak and only seems to understand words when coming from Sweet Tooth's own lips . . . Mackevoy is the closest thing to a second in command that Sweet Tooth has. Makevoy is a changeling that doesn't seem to spend too much time in any one form, always sneaking around and gathering all sorts of gossip. When not scouting for gossip he can be found in his makeshift, backwater library.

Mackevoy loves stories, real, fictional, historical, rhetorical . . . it really doesn't even matter. As long as it's only a fairly decent story, he must have it for his collection! He's an avid "collector" of books, scrolls and magical tomes. He often frivolously uses the members of the gang to rob travellers just so that he can steal all their books and scrolls.

MELISSA

Sweet Tooth's favorite . . . no really she actually is his favorite! Maybe it's her totally pretty eyes, or her great untapped magical potential. Melissa is madly in love with Sweet Tooth and while he surrounds himself with other women she truly believes him when he tells her that she is special. Melissa really is special though, she is the most skilled of all the mages in Sweet Tooth's gang.

The other bandits in the gang taunt, ridicule and spread gossip about Melissa in hushed tones, but they in fact know that Melissa is far more powerful than she realizes and only just beginning to show the depths of her potential. Melissa can cast many more and varied spells than the other mages, making them appear more mundane than anything else and their jealousy of her and her power are tangible. Melissa has no confidence in what she can do but the other bandits dare not be open about jealousy, because they fear what magical power Melissa could bring to bear if pushed.

MELISSA MEDIUM SIZED HUMAN

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	15 (+2)	14 (+2)	10 (+0)
AC: 12			Type: Bandit (Human)		
Hit Points : 25			Awesome Power: 1		
Beat Up: 13			Tier of Villainy: 2 (Goon)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 12			Saves; Intelligence +4		
Skills: Arcana +3					
Languages. Common					
Now you see me . . .					
Melissa and all Melissa's allies begin an encounter invisible.					
Actions					
Dagger Melee weapon attack: +3 To hit, reach 5ft., one target Hit: 3 (1D4+1) Piercing damage			Gifted Mage (recharge 5-6) Melissa can cast any first level or lower spell chosen from the Traditionalist or Twisting Serpents spell schools.		
			Example: Magic Missile Auto hit, Range (120ft.), one target Hit: 7 (2D4+2) Force damage		

TALLULAH LARGE SIZED BEAST					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	8 (-1)	8 (-1)
AC: 16			Type: Pigbear (beast)		
Hit Points : 150			Awesome Power: 3		
Beat Up: 75			Tier of Villainy: 3 (Rival)		
Speed: 30 ft.			Age: Not a Child		
Senses; Blindsight 30 ft. (based on smell) Passive Perception 12			Saves; Strength +6, Constitution +6		
Skills: Athletics +10, Perception +3					
Languages. None but understands Sweet Tooth					
Ferocity					
Tallulah deals double damage when defending Sweet Tooth (as long as Sweet Tooth is in the same encounter)					
One of the girls					
Tallulah, unless she or Sweet Tooth is under attack, she will not roam further than 30 ft. from Sweet Tooth.					
Super Sniffer					
Tallulah has advantage on Wisdom (perception) checks that rely on smell, if within 30ft. she automatically succeeds Wisdom (perception) checks based on smell.					
Actions					
Multiattack: Tallulah may attack 3 times. Once with its gore and twice with its claws.			Gore Melee weapon attack: +7 To hit, reach 5ft., one target Hit: 8 (1D8+3) Piercing damage Claw Melee weapon attack: +5 To hit, reach 5ft., one target Hit: 10 (1D12+3) Slashing damage		

TALLULAH

The pet Pigbear. Yes, Sweet Tooth's unrealistic mastery of getting the ladies to fight over and protect him even goes so far as to get this big ole Pigbear momma to protect his worthless rear end! Tallulah can understand and appear to communicate with Sweet Tooth but he's the only one. Then again, no one really wants to get all that close to a Pigbear, even if she seems to not want to rend them to bits. Tallulah is thoughtfully cared for, considering she's a wild animal. She wears her fur in a bow on top of her head and the cutest oversized tutu. So you know, don't get on her bad side or you'll be getting shredded to ribbons by an animal in a tutu . . . how sad would that be!?

Tallulah can go pretty much anywhere she pleases (with Sweet Tooth's permission) and may be encountered by the heroes / player characters all by her lonesome. Which would make for a good fight, but Tallulah is far more dangerous when defending the only creature that matters to her. I am of course talking about Sweet Tooth.



BANDIT GANG

Bandits are a bunch of bullies with bad attitudes looking to take what they want from whoever they feel like. Bandits also don't like to fight fair, because they're bandits and bandits are evildoers!

BANDIT AMBUSER MEDIUM SIZED HUMAN

MEDIUM SIZED HUMAN					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)
AC: 14			Type: Bandit (Human)		
Hit Points : 5			Awesome Power: 1		
Beat Up: 3			Tier of Villainy: 1 (Lackey)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 10			Saves; -		
Skills: Stealth +3					
Languages. Common					
Lying in wait. Ambushers like to ambush! If the Ambusher attacks a target during a surprise round or from an unseen position they deal an additional 7(2D6) Piercing damage.					
Actions					
Short bow Ranged weapon attack: +3 To hit, Range (150/300ft.), one target Hit: 6 (1D6+2) Piercing damage			Short sword Melee weapon attack: +4 To hit, reach 5ft., one target Hit: 6 (1D6+2) Piercing damage		

BANDIT ARCHER MEDIUM SIZED HUMAN

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	10 (+0)
AC: 14			Type: Bandit (human)		
Hit Points : 1			Awesome Power: 1		
Beat Up: -			Tier of Villainy: 0 (Whelp)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 12			Saves; -		
Skills: Perception +3					
Languages. Common					
Actions					
Short bow Ranged weapon attack: +3 To hit, Range (150/300ft.), one target Hit: 6 (1D6+2) Piercing damage			Short sword Melee weapon attack: +2 To hit, reach 5ft., one target Hit: 6 (1D6+2) Piercing damage		

LESSER BANDIT MAGE MEDIUM SIZE HUMAN

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
8 (-1)	12 (+1)	12 (+1)	15 (+2)	14 (+2)	10 (+0)
AC: 12			Type: Bandit (Human)		
Hit Points : 20			Awesome Power: 1		
Beat Up: 10			Tier of Villainy: 2 (Goon)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 12			Saves; Intelligence +4		
Skills: Arcana +3					
Languages. Common					
Now you see me . . .					
The bandit mage and all the bandit mages allies begin the encounter invisible.					
Actions					
Dagger Melee weapon attack: +3 To hit, reach 5ft., one target Hit: 3 (1D4+1) Piercing damage			Magic Missile Auto hit, Range (120ft.), one target Hit: 7 (2D4+2) Force damage		

BANDIT BRUTE MEDIUM SIZED HUMAN

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
15 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	8 (-1)
AC: 15			Type: Bandit		
Hit Points : 20			Awesome Power: 2		
Beat Up: 10			Tier of Villainy: 1 (Lackey)		
Speed: 30 ft.			Age: Not a Child		
Senses; Passive Perception 11			Saves; -		
Skills: Athletics +4					
Languages. Common					
Money, money, money					
Bandit brutes are in it for the coin. so for 5 gold, the bandit brute will stop attacking and leave the encounter.					
Actions					
Banded Club					
Melee weapon attack: +4 To hit, reach 5ft., one target					
Hit: 8 (1D8+2) bludgeoning damage.					