

MARIAN HAWKE (MAGE)

Medium humanoid (Fereldan), chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 74 (9d10 + 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Skills arcana +9, history +9, insight +7, nature +4, perception +7, stealth, +5, survival +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages King's Tongue, Orlesian

Challenge 9 (5,000 XP)

Elemental Mastery. Marian Hawke can change the damage of her spells, cantrips, or arcane bursts to cold, fire, force, lightning, necrotic, radiant, or thunder as a free action.

Environmental Warp. Marian Hawke ignores all environmental prerequisites when casting spells. For example, she can cast the Call Lighting spell indoors.

Mabari Protector. Marian Hawke has a loyal mabari companion, Barkspawn, that follows her wherever she goes. Even if Barkspawn appears to be dead, the mabari will return at the next sunset so long as Marian Hawke is still alive.

Barkspawn is only affected by Marian Hawke's magic when he and Marian desire it.

Marian Hawke may treat Barkspawn as her familiar, though he acts independently of her.

Mental Fortitude. Marian Hawke can maintain two concentrations of spells at once, and has advantage to maintain concentration.

Mystical Awareness. Marian Hawke is always aware of her surroundings. She cannot be surprised while she is conscious, and she gains a bonus to her passive perception (already included).

Spellcasting. Marian Hawke casts one of the following spells, using Intelligence as her spellcasting ability (spell save DC 15):

At will: catapult, earth tremor, faerie fire, false life, fire bolt, identify, mage armor, shillelagh, shocking grasp, tongues

2/day each: cause fear, call lightning, counterspell, healing word, hold person, protection from good and evil, sleep, tasha's hideous laughter, thunderwave

1/day: hex, cloudkill, crown of madness, telekinesis

Unshakeable. Marian Hawke cannot be knocked prone, and has advantage against effects that would stun her.

Vicious Arcana. Marian Hawke can cast the vicious mockery cantrip as a bonus action on her turn, or as part of a reaction.

ACTIONS

Multiattack. Marian Hawke casts a spell and makes three Arcane Burst attacks.

Arcane Burst. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 23 (4d10 + 2) force damage.

BARKSPAWN

Medium beast (mabari hound), unaligned

Armor Class 12

Hit Points 36 (9d8 + 9)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Condition Immunities charmed, frightened, stunned

Senses darkvision 60 ft., passive Perception 18

Languages None

Challenge 3 (700 XP)

Mabari Protector. Marian Hawke has a loyal mabari companion, Barkspawn, that follows her wherever she goes. Even if Barkspawn appears to be dead, the mabari will return at the next sunset so long as Marian Hawke is still alive.

Barkspawn is only affected by Marian Hawke's magic when he and Marian desire it.

Marian Hawke may treat Barkspawn as her familiar, though he acts independently of her.

Keen Hearing and Smell. Barkspawn has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. Barkspawn has advantage on an attack roll against a creature if at least one of the Barkspawn's allies is within 5 feet of the creature and the ally isn't incapacitated, or if that creature was the last creature damaged by Marian Hawke.

Protective. If Barkspawn is within 5ft. of Marian Hawke when she takes damage, Barkspawn takes full brunt of that damage, and Marian Hawke takes no damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

CAPTURING MARIAN HAWKE

The trick isn't finding Marian Hawke. She's easy enough to find and often looking for a fight. The trick is bringing her down given the trully horrific amounts of magic that she can bring down on an unsuspecting foe.

She's going to know that you are coming, and she is almost always spoiling for a fight.

Gathering Intel. Even in a world where magic and magicians were fugitives, Marian Hawke didn't bother to hide her magic. She will continue to not hide her magic in any world she finds herself in, which makes her easy enough to find.

The problem is that she will attack anyone she thinks is spying on her, figuring she can bash them into paste and ask questions from whatever is left.

If you're going to spy on her you're likely to get into a fight then and there, so be prepared.

Combat. Marian Hawke always has *mage armor* active; she's used to being attacked and only drops it if she absolutely has to and then re-activating it immediately after.

When the fight begins, she'll use *cloudkill* on the largest group that she can see, then her *arcane blasts* on anyone in the cloud, and then hit the weakest looking person with *fire bolt*. She'll change all the damage to lightning, then cycle through the elements she has mastery over. Her goal is to try and drop at least one enemy in her first round of combat.

Barkspawn will charge at anyone Marian Hawke has attacked, taking advantage of the specialized version of *pack tactics* that he has.

Marian will start using *call lightning* next round, again targeting any group of enemies, then targeting mages and sneaky foes, then warriors. If anyone appears to have counter-magical training, she immediately targets them with *cause fear* and *hex*. If anyone gets too close to her she'll smack them with *thunderwave* to buy herself some distance.

When she's done to half her hit points, Barkspawn will retreat back to her and act as a shield to keep her standing. She'll also use *healing word* on herself and her dog, and use *crown of madness* on whomever is causing her the most damage.

She fights until she drops - Marian Hawke is sick of running, sick of failing, sick of letting everyone down.

If she wins, she will figure out who attacked her and she will tracks them down. She doesn't like leaving loose ends.

TRANSPORTING MARIAN HAWKE

She will fight like the devil if she regains consciousness.

Escape. She immediately casts *thunderwave* if she has any uses left upon regaining consciousness, both to damage her restraints and her captors. She'll then use catapult on her restraints to get them off and keep the damage going while freeing herself.

She has advantage on her spell attacks of Barkspawn was killed and she saw it.

If Marian Hawke Gets Loose. Good news! She doesn't try to run. She will try and murder everyone that brought her down instead.

She's at half hit points and has regained none of her spent spells, but she'll simply attack and keep bludgeoning people until they go down or she does.

Marian Hawke.

The Champion of Kirkwall.

A refugee of the Fifth Blight on the world of Thedas, Marian Hawke lost her sister while fleeing to safety, her brother while seeking her fortune, and her mother to the madness of the city. She endured loss after loss while trying to hold the City of Chains together, only to see all her efforts undone by the madness of people that would have seen her lobotomized for the magic that was her birthright.

She reclaimed her family name, defended the city from an invasion, and freed her fellow mages from slavery and genocide, only to be blamed for a war between mages and the monsters that would have seen them locked away in chains.

Eventually, she sided with an Inquisition against a world-threatening evil and found herself trapped in a dimension of utter fear. She fought to free herself and eventually succeeded, pulling herself from one reality into another.

Now, she is lost.

Now, she is hunted by those that still blame her for all the horrors and changes of the world she tried to save.





BREAKING MARIAN HAWKE

Marian Hawke is used to being in terrible situations, and will accept this as just another thing that she has to escape from. She's not stealthy about it and she doesn't hide her intent - she will kill her way out of her, and the people she kills is a sacrifice she is willing to make.

Locking down her magic needs to come first - as long as she can cast magic she is a threat.

The other trick is Barkspawn. The mabari will appear by her side at every sunset. Interestingly, she needs to be conscious for the dog to reappear, so if this limitation is discovered ICF caregivers can use that to eliminate a massive problem.

Breaking Abilities. Marian is a deeply intelligent and capable young woman and a gifted mage, one of the more powerful mages in her world. She's suffered many losses while holding together a tight group of friends and playing politics at the highest level. Her two chosen Abilities are her Intelligence and Charisma.

Breaking Skills. While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Arcana, 2 is History, 3 is Insight, or 4 is Perception. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

Breaking Background. Marian Hawke's background is either Criminal, Folk Hero, Smuggler, or Urchin. Roll 1d4 when attempting to break her background, where 1 is Criminal, 2 is Folk Hero, 3 is Smuggler, or 4 is Urchin. If you are breaking the same background that shows up on the die, you have discovered her background and can now go through the process of breaking her down.

Escape. If Marian Hawke escapes, she will fight her way out of the facility, recruiting allies from anyone she can rescue along the way. She will then lead them into the outlands and hide out there, waiting until she can fully regenerate her spells and Barkspawn, and then lead a full assault on the Irkallan Care Facility that held her.

Her goal will be to get everyone else out - she doesn't really care about herself and will attempt to cause as much damage as possible before she is either brought down or finds her way home.

If she does get home, she is unlikely to seek out the Irkallan Care Facility, believing that they will leave her alone if she does the same. Her concern is her friends and her world. If the Facility troubles her again, however, she will gather her party and wage interdimensional war, something that the ICF would like to avoid if it all possible.

DESIGNED TO BE USED WITH CHAINS OF THE IRKALLA, A SUPPLEMENT FOR

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