



QUARTERLY PATRON REWARD:
MEZ BARZALLE



D&D 5E HOMEBREW

Expand the cast of your campaign with this mysterious and charismatic non-player character

MEZ BARZALLE

A shadow against the clouded moon, leaping from rooftop to rooftop, lightly touching the tiles like a ghost. A thread of moonlight weaved energy beams across the street as she extends her gloved hand holding a wand. It carries her as a breeze carries a scent, across the moonlit square, onto the ledge high upon the Hall of Wonders. The right window left unlocked by the right person. Tonight is the night she becomes richer.

ORIGINS

Never knowing her true origins, Mez's first memories reach back to her childhood, spent among the many orphans of Yartar. Living on the streets and in the damp basements, the children were brought up by a man called Bald Patrik to survive and become thieves. Being one of the best, Mez had been accepted into a local all-female Thieves Guild, Hand of Yartar, at a young age of fourteen.

Blessed by talent, dedication and luck, Mez had quickly gained prominence among her ranks. It is then that she had first known the bitter taste of betrayal. Jealousy of her fellow thieves had provoked her in the eyes of her superiors. Being accused of a murder attempt of her master, Mez had been exiled from the city.

SHADOW OF XANATHAR

While she was traveling the Sword Coast, many a criminal agents strived to put Mez's skills to use. The hotshot thief came to acquire quite a reputation.

It hadn't been long before she had found herself submerged into the underworld of a bustling metropolis.

The City of Splendors – Waterdeep. Auction houses, museums, cliffside villas, mages' workshops sealed with wards – only a few from the sea of opportunities to sharpen thief's skills and multiply one's coin.

Within a year, Mez Barzalle got involved in one the most powerful organizations of Waterdeep, and probably in the entire Sword Coast – Xanathar Guild. Together with her new partner, a man named Wayne Corbin, they performed the most perilous and reckless heists and robberies. Their deeds quickly became legends among the underworld denizens, from the frequenters of shady Dock Ward taverns to the most dangerous scoundrels of Skullport.

In a life like that it is easy to cross the wrong road, to see the wrong thing. The fragile dream was suddenly shattered, blown down by mere will falling down from the high ranks of the guild. Wayne had to go, and Mez was the one to take care of it. Refusing to become an instrument of fate for her partner, the thief set him up to be imprisoned in a highest security chambers beneath castle Waterdeep.

Dissatisfied in her own life path, having found enemies in her now former guild as well as in her only friend, Mez decided to work on her own. Having acquired quite a few contacts along the Sword Coast throughout her career, it's never hard to find a job worthy of her skills. Among her recent and most frequent clients are none other than agents of the Harpers.

Still, no riches will ever cure the wound in her heart. And so Mez Barzalle has set her gaze upon the day when she will destroy the Xanathar, whatever this figure might be, and free her friend to walk the streets of Waterdeep without the fear of its shadows.



MEZ BARZALLE

Medium humanoid (half-elf), chaotic good

Armor Class 15 (leather)
Hit Points 63 (10d8 + 6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	16 (+3)	14 (+2)	16 (+3)

Savin Throws Dex +7, Int +6

Skills Acrobatics +10, Arcana +6, Deception +5, History +6, Investigation +6, Performance +5, Sleight of Hand +10, Stealth +10

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elvish, Thieves' Cant, Undercommon

Challenge 3 (700 XP)

Special Equipment. Mez has *Boots of Haste*, *Cloak of Gliding* and *Wand of Misty Step*.

Fey Ancestry. Mez Barzalle has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Mez's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material component:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Evasion. If Mez is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, she instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fast and sneaky. Mez can take a bonus action to take the Dash, Disengage, Hide or Sleight of Hand action.

Sneak Attack (1/Turn). Mez deals extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Mez that isn't incapacitated and Mez doesn't have disadvantage on the attack roll.

Actions

Multiattack. Mez Barzalle makes two attacks: one with a rapier and one with her dagger.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 5) piercing damage.

Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 5) piercing damage.

Hand Crossbow Range Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 5)

Reactions

Parry. Mez adds 3 to her AC against one melee attack that would hit her. To do so, Mez must see the attacker and be wielding a finesse melee weapon.

MAGIC ITEMS

BOOTS OF HASTE

Wondrous item, rare

While you wear these boots, you can use a bonus action and click the boots' heels together. By doing so, you cast the *Haste* spell on yourself

CLOAK OF GLIDING

Wondrous item, uncommon (requires attunement)

This cloak has silken flaps that stretch along the arms, waist, and legs to create wings for gliding. The cloak has 3 charges. While you wear the cloak, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet.

Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.

The cloak of gliding regains 1d3 expended charges daily at midnight.

WAND OF MISTY STEP

Wand, rare (requires attunement)

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *misty step* spell from it. The wand regains 1d3 expended charges daily at midnight.

