
A few steps away, Master Prospero bowed and wrapped the Cloak of Shadowbright around himself. His form became indistinct, if not truly invisible, as he retreated a handful of paces from the enemy. “The rest is up to you, Good Company!”

— From *The Lost Tale of Sir Larpsalot*

Master Prospero

HUMAN MAGUS

Quests come and go, but Master Prospero has his eye on the most valuable prize of all: knowledge. He travels with Good Company because their adventures take them far and wide—and the party *did* help him claim the coveted Staff of Er’Mah’Gerd. Besides, it never hurts to have someone to watch one’s back.

Master Prospero knows good intentions are not good enough. *Intelligence* in the form of an actionable plan trumps Sir Larpsalot’s chivalry and Brutus’s savagery. He still can’t figure out why they keep Tom Foolery around but concedes that Elvish Presley, at least, will listen to reason.

Working from the safety of the shadows, this magus always keeps a spell in reserve, just in case. If only the other members of Good Company would acknowledge how many times he’s saved their lives...

At the Start of the Adventure (Level 3)

Background: Sage

Virtues: Intellect and Strategy

Flaw: Stubbornness

Proficiency: +2

Initiative: +0

Equipment: Backpack, *Cloak of Shadowbright*, clothes (common), crowbar, daggers (2), hammer, ink (1 ounce bottle), piton, rations (1 day), rope (hempen, 50 feet), small knife, *Staff of Er’Mah’Gerd*, tinderbox, torch, waterskin, money (10 gp)

HUMAN TRAITS

Ability Score Increase: Your ability scores have been increased by 1.

Languages: You can speak, read, and write Common and one extra language (Elvish).

MAGUS FEATURES

Extra Languages: You can also speak, read, and write Dwarvish and Minotaur.

Skill Proficiencies: Arcana, History, Insight, Medicine

Spellcasting: You can cast known magus spells using the *Staff of Er'Mah'Gerd* as a spellcasting focus.

MASTER PROSPERO

Medium humanoid (human), true neutral

Armor Class: 10

Hit Points: 18 (3d6)

Speed: 30 ft.

STR 11 (+0) **DEX** 11 (+0) **CON** 11 (+0) **INT** 16 (+3) **WIS** 16 (+3) **CHA** 12 (+1)

Saving Throws: Str +0, Dex +0, Con +2, Int +3, Wis +3, Cha +3

Skills: Animal Handling +3, Arcana +5, Deception +1, History +5, Insight +5, Intimidation +1, Investigation +3, Medicine +5, Nature +3, Perception +3, Performance +1, Persuasion +1, Religion +3, Survival +3

Senses: passive Perception 13

Languages: Common, Dwarvish, Elvish, Minotaur

Shadowbright's Boon: While wearing the *Cloak of Shadowbright*, you can wrap it tighter around yourself as a bonus action to become an indistinct form. Until the start of your next turn, all melee attacks made against you have disadvantage.

Spellcasting: You can cast prepared magus spells using INT as your spellcasting modifier (Spell DC 13, +5 to hit with spell attacks). You have the following spells prepared:

- Cantrips (at will): *Create Campfire, Mild Hallucination, Phlegm Flam, ZZap*
- 1st level (4 slots): *Epic Dermis, Psychlone*
- 2nd level (2 slots): *Hail of the Hale*

ACTIONS

Staff of Er'Mah'Gerd: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

The older neighbor boy, Jon, came up with Master Prospero. He speaks very properly and weighs every decision with the utmost consideration—which is to say he doesn't trust anybody and always thinks there's a smarter way to solve a problem. Prospero is all about getting the job done, even if it might mean hurting another hero's feelings. If you think it's better to ask for forgiveness than permission and want to cast the most powerful spells, take up the mantle of Master Prospero!

— A.

At Level 4

- Your maximum hit points increase by 3 (or 1d6).
- Your Intelligence ability score increases by 2 points for a total of 18 (+4).
- Your Spell DC increases to 14, and your spell attack increases to +6.
- You gain 1 additional 2nd-level spell slot for a total of 3.
- You learn the following spells: *Arcane Artillery*, *Torchnado*.
- Shadowbright's Boon now imposes disadvantage on ranged attacks as well as melee attacks.
- You gain the following bonus action:

ORLY? If a spell misses its target, you can use a bonus action to recast the spell, regardless of whether the spell missed because of a failed attack roll or a successful save from the target. If the spell required used a spell slot, no additional slot is spent. You must be wielding the *Staff of Er'Mah'Gerd* to use this feature, and you can't use it again until after a short rest.

At Level 5

- Your maximum hit points increase by 3 (or 1d6).
- Your proficiency bonus increases to +3.
- You gain 2 new 3rd-level spell slots.
- You learn the following spell: *Fog of War*.
- You gain the following bonus action:

Spell Stash: You always try to keep at least one spell in reserve for emergencies. As a bonus action, you can roll a d4 and consult the Spell Stash Effects chart to determine how many spell

slots you recover. You must be wielding the *Staff of Er'Mah'Gerd* to use this feature. Spell Stash can't be used again until after a short rest.

SPELL STASH EFFECTS

d4	Effect
1-2	You regain 1 (one) 1st-level spell slot.
3	You regain 2 (two) 1st-level spell slots or 1 (one) 2nd-level spell slot.
4	You regain 2 spell slots of any level you choose.
