
Last one out of the dungeon, Tom Foolery grabbed the stamina elixir, popped open the cork, and took a great swig of the enchanted liquid. Elvish Presley had tried to hold onto the bottle, but even with his nimble fingers, which could strum the strings of a lute more deftly than anyone alive, the Minstrel King could not hope to keep Tom Foolery from his prize.

— From *The Lost Tale of Sir Larpsalot*

Tom Foolery

DWARF CLEROGUE

Some fight for justice; others, for glory. But Tom Foolery would rather avoid a battle altogether if he can help it because there's nothing fun about dying! Of course, there are plenty of other ways to keep adventures interesting—such as pranks.

As Good Company's cleric-rogue hybrid, Tom Foolery taps into the trickster goddesses' powers to sneak up on enemies (if he has to), successfully disarm traps (if he's lucky), and claim the best loot for himself (always). Let Sir Larpsalot, Brutus the Bullheaded, and Master Prospero play by the rules. Elvish Presley, at least, can appreciate the importance of fun. With Quinlehar's blessing, this clerogue isn't afraid to color outside the lines.

Tom Foolery is always full of surprises, so foes—and friends—beware!

At the Start of the Adventure (Level 3)

Background: Charlatan

Virtues: Curiosity and Playfulness

Flaw: Greed

Proficiency: +2

Initiative: +2

Equipment: Backpack, ball bearings (bag of 1,000), bell, candle, clothes (common), crowbar, *Dice* (+1 dagger), hammer, holy symbol, lantern (hooded), leather armor, oil (flask), piton, rations (1 day), rope (hempen, 50 feet), *Slice* (+1 dagger), string, thieves' tools, tinderbox, waterskin, money (25 gp)

DWARF TRAITS

Darkvision: You can see in darkness (shades of gray) up to 60 ft.

Dwarven Resilience: You have advantage on saves against poison and resistance against poison damage.

Dwarven Toughness: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Tool Proficiencies: Brewer's supplies.

Stonecutting: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and can add double your proficiency bonus to the check.

CLEROGUE FEATURES

Ambidextrous: When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand, adding your ability modifier to the damage of the bonus attack.

Backstabber: Once per turn, you can deal an extra 1d6 damage to one creature with a dagger if you have advantage on the attack or if another enemy of the target is within 5 ft. of it.

Quinlehar's Luck: You can use your action to touch a willing creature other than yourself to give it advantage on all skill checks. This blessing lasts for 1 hour or until you use this feature again.

Skill Proficiencies: Acrobatics, Deception, Perception, Persuasion, Sleight of Hand, Stealth

Tool Proficiencies: Forgery kit, thieves' tools

Thieves' Cant: You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Spellcasting: You can cast known cleric spells using your holy symbol as a spellcasting focus.

TOM FOOLERY

Medium humanoid (dwarf), chaotic neutral

Armor Class: 13

Hit Points: 30 (3d8 + 6)

Speed: 25 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 14 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 14 (+2)

Saving Throws: Str +0, Dex +4, Con +2, Int +2, Wis +2, Cha +2

Skills: Acrobatics +4, Animal Handling +2, Deception +4, Insight +2, Intimidation +2, Medicine +2, Perception +4, Performance +2, Persuasion +4, Sleight of Hand +6, Stealth +4, Survival +2

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Dwarvish, Thieves' Cant

Spellcasting: You can cast prepared magus spells using CHA as your spellcasting modifier (Spell DC 12, +4 to hit with spell attacks). You have the following spells prepared:

- Cantrips (at will): *Can-trip*, *No Lie*
- 1st level (2 slots): *Bamf*, *Good Guise*

ACTIONS

Dice (+1 dagger): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Slice (+1 dagger): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

There's always that one friend who doesn't care about the rules and always seems to send the game spiraling into a new, strange direction. That was Trent, the original Tom Foolery. Not the bravest of dwarves, Tom Foolery nevertheless takes great risks, usually for treasure or just to get a rise out of someone. His goddess rewards mischief, so if you like to cause a little chaos, give Tom Foolery a try!

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At Level 4

- Your maximum hit points increase by 4 (or 1d8).
- You gain 1 additional 1st-level spell slot for a total of 3.
- You learn the following spells: *Roast*, *Whoopee Concussion*.
- You gain the following actions and bonus action:

Dice (+1 dagger): *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Slice (+1 dagger): *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Summon Dagger: You can magically call one of your magical daggers back to you after you have thrown it. Either Slice or Dice appears in your grasp as a bonus action.

At Level 5

- Your maximum hit points increase by 4 (or 1d8).
- Your proficiency bonus increases to +3.
- You gain 1 additional 1st-level spell slot for a total of 4.
- You gain 2 new 2nd-level spell slots.
- You learn the following spells: *Best Friends for Now*, *Double Trouble*.
- You gain the following traits, bonus action, and action:

Every Last Drop: When you regain hit points as a result of a potion or any source other than a spell or your hit dice during a rest, you receive an extra 2 temporary hit points.

Summon Daggers: You can magically call up to two magical daggers back to you as a bonus action. Slice, Dice, or both appear in your grasp.

Super Stealth: You have mastered the art of sneakiness. You make all Stealth checks at advantage, and you can't be targeted by an attack or spell during a surprise round of combat, though you suffer any damage and other consequences from area-of-effect spells.

Yeet: You put your own safety before that of anyone else. As an action, you throw yourself up to 90 ft. to an unoccupied space and curl into a ball, prone. Any ability checks or saving throws you make until the start of your next turn are at advantage. A creature must succeed on a DC 18 Perception (Wisdom) check to locate you. On a success, the creature must make all attack rolls against you at disadvantage. To use this action, you can't use any additional movement or take any other actions or bonus actions on this turn, and you can't take any reactions until the start of your next turn.
