DUALINK

The Keeper of Stories



The Book of One Hundred Tales

Keeper of Stories

Large Monstrosity, Neutral Evil

Armor Class 18 (natural armor)
Hitpoints 210 (20d10 + 100)
Speed 40 ft, fly 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+2)	20 (+5)	18 (+3)	20 (+4)

Saving Throws Dex +9, Con +11, Wis +9, Cha +11

Skills Insight +9, Perception +9, Persuasion +11

Damage Resistances Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attack

Condition Immunities Sleep, Charmed

Senses Trueseeing 120 ft., Passive Perception 19

Languages Speaks all language, telepathy at 120 feet.

Challenge 15 (13,000 XP)

Proficiency +6



Keeper of Stories

Abilities

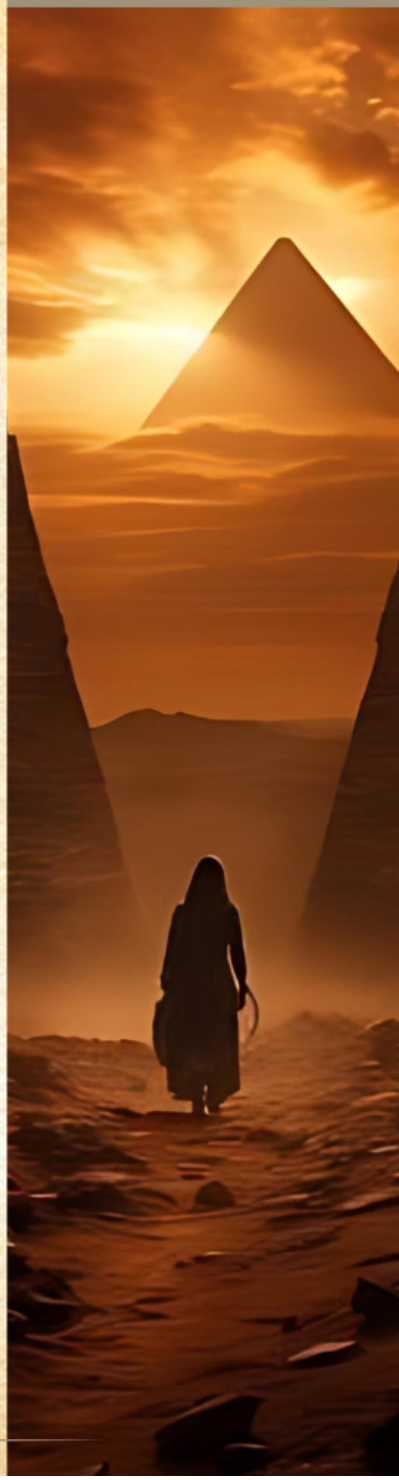
Legendary Resistance (3/Day) If the Keeper of Stories fails a saving throw, it can choose to succeed instead.

Magic Resistance The Keeper of Stories has advantage on saving throws against spells and other magical effects.

Eternal Chronicle The Keeper of Stories is a creature of stories and legends. At the start of each of its turns, the Keeper of Stories gains 1 story point as it passively draws from the endless reservoir of tales within its ancient mind.

Spellcasting The Keeper of Stories is a 14th-level spellcaster. Its spellcasting ability is Charisma (*spell save DC 19, +11 to hit with spell attacks*). It requires no material components to cast its spells. The Keeper of Stories has the following spells prepared:

- **Cantrips (at will):** Mage Hand, Minor Illusion, Prestidigitation, Thaumaturgy
- **1st level (4 slots):** Detect Magic, Identify, Charm Person, Shield
- **2nd level (3 slots):** Darkness, Locate Object, Suggestion, Mirror Image
- **3rd level (3 slots):** Dispel Magic, Remove Curse, Tongues, Fear
- **4th level (2 slots):** Greater Invisibility
- **5th level (2 slots):** Legend Lore



Keeper of Stories

Actions

Multiattack The Keeper of Stories makes two claw attacks and a *Story Swipe/Siphon Story*.

Claw: Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Story Swipe *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft/30 ft., two targets. Hit: 14 (2d6 + 8) psychic damage. The target must make a DC 19 Wisdom saving throw or be stunned until the end of its next turn. For every enemy successfully hit gain one Story Point.

Syphon Story (Recharge 5-6) The Keeper of Stories targets one creature it can see within 60 feet. The target must succeed on a DC 19 Wisdom saving throw or be compelled to share a story from its past. If the target fails to share a story, it takes 27 (5d10) psychic damage, and the Keeper of Stories gains 1 story point. If the target shares a story, it takes no damage, and the Keeper of Stories gains 2 story points.



Keeper of Stories

Bonus Actions

Mystic Recovery The Keeper of Stories can use a bonus action to spend 1 story point to regain hit points equal to 1d10 + its Constitution modifier.

Story Empowerment The Keeper of Stories can use a bonus action to spend 4 story points to gain advantage on all attack rolls, saving throws, and ability checks until the start of its next turn.

Story Deck (Recharges on Initiative Count 20) Each player draws two cards from the Story Deck. They must keep one and give the other to the Keeper of Stories. The player gains the buff or suffers the consequence if they do not share a story related to the card they kept. The Keeper of Stories gains a point for each story told, which it can use to power abilities.

You can check and download the full Story Deck in the link in the comments of this post!



Keeper of Stories

Seven Deadly Stories

Seven Deadly Stories (Recharges on Initiative Count 10)

The Keeper of Stories can use its Story points in order to use one of the following abilities:

2 Points: Use *Wrath* against a creature.
2 Points: Use *Greed* against a creature.
2 Points: Use *Lust* against a creature.
3 Points: Use *Envy* against a creature.
3 Points: Use *Gluttony* against a creature.
2 Points: Use *Sloth* against a creature.
4 Points: Use *Pride* against a creature.

This ability may be used as a **free action.**

You can check all the deadly sins and their effects in the link in the comments of this post!



Keeper of Tales

Seven Deadly Stories

Each story can target a valid creature within 60 feet. A creature affected by one of the Seven Deadly Stories may repeat the saving throw at the end of its turn:

Wrath (2 Story Points) The target creature must make a DC 19 Wisdom saving throw or be overcome with uncontrollable rage. On a failed save, the creature must use its action to make a melee attack against the nearest creature for 1d4 rounds.

Greed (2 Story Points) The target creature must make a DC 19 Wisdom saving throw or be compelled to pick up and hoard any valuables it can see for 1d4 rounds. While under this effect, the creature cannot take any actions other than to gather and protect valuables.

Lust (2 Story Points) The target creature must make a DC 19 Wisdom saving throw or be charmed by the nearest creature it can see for 1d4 rounds. While charmed in this way, the creature regards the charmer as a dear friend and is easily influenced by their suggestions.



Keeper of Stories

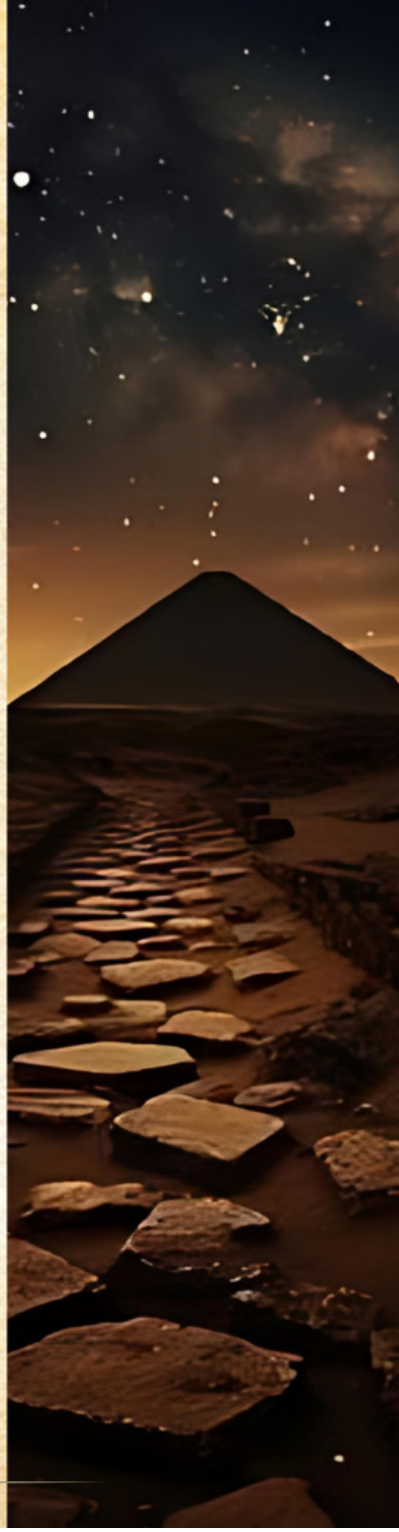
Seven Deadly Stories

Envy (3 Points) The target creature must make a DC 19 Wisdom saving throw or be overcome with envy. On a failed save, the creature has disadvantage on all attack rolls and ability checks for 1d4 rounds as it is distracted by what others have.

Gluttony (3 Points) The target creature must make a DC 19 Constitution saving throw or be overcome with an insatiable hunger. On a failed save, the creature must spend its action each turn eating anything it can find, including inedible objects, for 1d4 rounds.

Sloth (2 Points) The target creature must make a DC 19 Wisdom saving throw or be overwhelmed by lethargy. On a failed save, the creature is incapacitated for 1d4 rounds, unable to take any actions or reactions.

Pride (4 Points) The target creature must make a DC 19 Wisdom saving throw or be overcome with pride. For 1d4 rounds, the creature cannot retreat, has disadvantage on all saving throws and attack rolls against it have advantage. Additionally, the creature's attacks deal only half damage.



The Keeper of Stories

The world was young and the gods bared flesh. Things, as they wore, bore no name, and thus were nameless and timeless. But amongst the disorder, the Gods begat one being from the dust of the deserts - nameless, it stood witness to the great Naming of things, and it wrote them down.

It resided in a grand temple hidden within a vast desert, accessible only to those deemed worthy by the gods. The Keeper of Stories was the ultimate arbiter of wisdom and justice, demanding stories and tales from the great world outside.

Those who provided it with the tales and myths of the things that Were Named - the wind, the fire, the people - were granted audience. And the great tales were written down, a kept endless record of what occurred after the gods departed and the start of its eternal vigil.

But upon those hallowed words, were the seeds of uncertainty. The stories told of heroes, of villains, of great wars and righteous battles.

But the truth was different. Darker.

For the things that bore names had learned to kill and deceive. They created names themselves - chaos, violence, death. There were no heroes, but the darkened, unholy shadows of gray. Men were animals donning the skins of order. They bred, and slaughtered, and reaped, and pillaged. There were no more heroes. The world was unravelling.

Their stories were lies. Fabricated, woven. The Keeper of Stories stared blankly at its library, and found himself surrounded by deception. It howled, and it knew a new name.

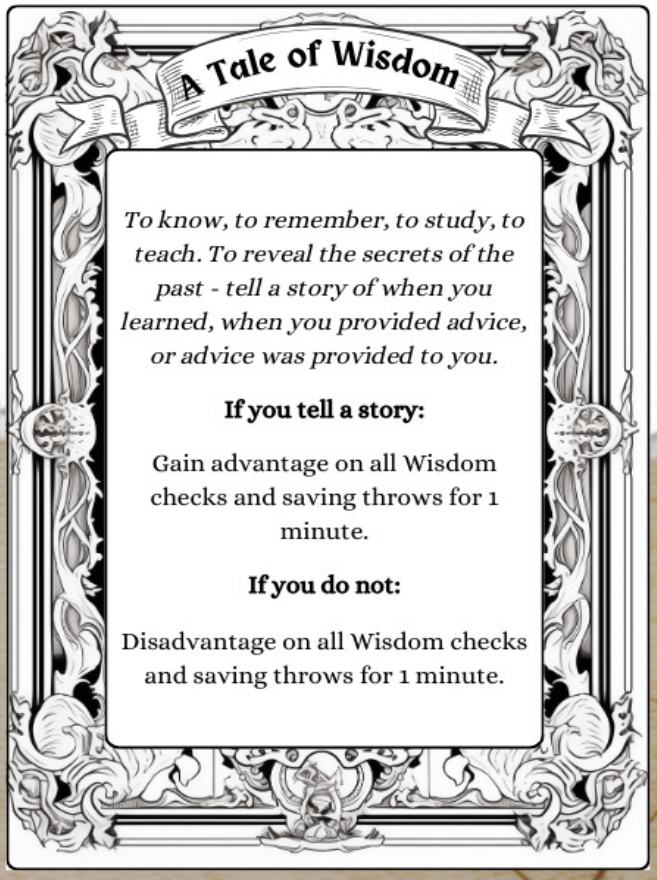
Insanity.

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The Keeper of Stories

Check the link in the bio for the full .pdf with all the Story Cards and the full Stat Block! 12 full story cards that you can use at your player table!

And keep checking for what happens when the Keeper of Tales fully goes insane...



PAGE 1 - Story Deck - by Dualink & The Book of One Hundred Tales

Story Deck: On Initiative Count 20, each player draws two cards from the *Story Deck*. They must keep one and give the other to the Keeper of Stories by shuffling it back in the deck. The player gains the benefit or suffers the consequence if they do not share a story related to the card they kept. The Lost Sphynx gains **1 Story Point** for each story told (which it can use to power abilities).

The story told should be accepted by both the group and the Dungeon Master, and it can be a story that the player encountered, heard or read.

Please bear in mind that as playtesting continues, some cards may suffer errata or changes. Check Instagram for more information!

A Tale of Joy

A tale of unbridled joy, a tale that has brought happiness - one that has filled you and your companions with the unmistakable feelings of joy.

If you tell a story:

+2 to *Hit* on all your attacks until you draw another Story card.

If you do not:

Your attacks receive a -2 penalty until you draw another Story card.

A Tale of Blades

A story of battle, of glory, of clashing blades and war. Of facing your fears and your enemies, with bravery, courage and power. Remember the glory, the metal against metal.

If you tell a story:

+2 to *damage* on all your attacks.

If you do not:

Your attacks are reduced by 1d4 damage.

A Tale of Friends

A tale of companionship, of friendships and new meetings, of support - a moment or situation where you stood for those that accompany you.

If you tell a story:

For 1d4 rounds, you gain the benefits of the *Bless* spell.

If you do not:

For 1d4 rounds, you gain the benefits of the *Bane* spell.

A Tale of Sacrifice

What we gain, and what we are willing to lose - for ourselves, for those we love, for those who oppose us. A tale of sacrifice, either glorious, or cowardly.

If you tell a story:

You or An ally of your choice gains temporary hit points equal to twice your level for 1 hour.

If you do not:

Lose hit points equal to twice your level.

A Tale of Magic

Of what is, and what you can make it be - magic is the language of change. A story of magic, of arcane items, of ancient curses, of strange eldritch invocations.

If you tell a story:

Regain a spell slot of 3rd level or lower.

If you do not:

Lose a spell slot of 3rd level or lower.

A Tale of Courage

Of standing with steel and willpower against what challenges us - a fable or table on courage, on not turning our back, on going forward against all odds.

If you tell a story:

You gain +10 feet of movement and it does not cause attacks of opportunity.

If you do not:

You become frightened of the closest enemy for 1d4 rounds.

PAGE 2 - Story Deck - by Dualink & The Book of One Hundred Tales

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