DUALINK

Lost Keeper

Bloodied State



The Book of One Hundred Tales

They lied. Each of the named things, each of the foolish, deceitful, vengeful and weak creatures that knelt before its beatified shape. Their names had been driven back. Their eyes hid the gray vast and empty gulfs where villany seethes and grows like an unchecked disease.

The heroes were dead, the darkened battlefields now strung with prisoners and cowards. Each creature was nothing more than an ungrateful animal, birthing nothingness.

This was the new world, the world that was named, desecrated in the name of the acts perpetrated by them. These acts were also called upon the great scroll.

Sins.

This was the legacy that they left: greed and vanity, an obese, sick, twisted and mangled legion of insects that craved and howled and stole.

The Great Keeper howled. It knew what it had to do. To burn the stories, to claw out ihe great murals, to curse the sinful wretches that bore down upon it.It would not longer be a keeper. It would be death. It felt the dark urge pulsating like a festering, opened wound upon its chest.

They were not worthy of Names. They were not worthy of stories. They were worthy of oblivion, and the empty nameless gravestones that bore their bones would wither with erosion and the eras.It would stand guard not to a world of tales, but a barren wasteland of common burial sites, where in the dusk, it would know.

There is only one story left. And it begins with... "Death came for all..."

Lost Keeper

Large monstrosity, neutral

Armor Class: 18 (natural armour)
Hit Points: 105 (10d10 + 50)
Speed: 40 ft., fly 60 ft.

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

Saving Throws: Dex +9, Con +11, Wis +11, Cha +11
Skills: Insight +9, Perception +9, Persuasion +11
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks, Psychic
Damage Immunities: Thunder
Damage Reduction: Reduce damage taken from spells by 10.
Senses: Darkvision 120 ft., Passive Perception 19
Languages: Common, + another 3, Telepathy 120 ft.
Challenge: 15 (13,000 XP)

As the Lost Sphynx's hit points dwindle to half, a sudden and powerful aura emanates from its form. The air crackles with ancient energy, and a spectral light surrounds the creature. Its eyes glow with an intense, otherworldly light as its body begins to shift and warp. This new form, a physical manifestation of countless stories and sins from ages past, has made adventurers realize, they are mere pawns of the story now, and the Keeper, the author.

Narrative Entrapment. When the Keeper of Stories transforms into the Lost Keeper at 50% HP, it pulls all nearby adventurers into a grand, gestalt narrative. All creatures within 60 feet of the Lost Keeper must make a DC 19 Wisdom saving throw. On a failed save, they are pulled into the narrative and become part of the story, suffering the following effects:

- ***Narrative Vulnerability:*** For 1d4 rounds, all attacks against these creatures have advantage.

- ***Controlled Actions:*** The Lost Keeper can dictate one action for each affected creature on its turn for 1d4 rounds - 2 turns (minimum of 1). This action must align with the story the Keeper is weaving, such as attacking an ally, moving to a specific location, or using a specific ability.

- ***Confounding Visions:*** Affected creatures take 2d6 psychic damage at the start of each of their turns as their minds struggle against the controlling narrative.

An affected creature may repeat the Saving Throw to end the effect as a free action. Creatures that succeed on the saving throw are not pulled into the narrative.

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

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

Spell Damage Reduction. The Lost Keeper reduces damage taken from spells by 10.

Eternal Chronicle. At the start of each of its turns, the Lost Keeper gains 1 story point. Additionally, every time it uses an ability that costs story points, it rolls a d6. On a 5-6, it recovers 2 story points.

Spellcasting. The Lost Keeper 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 Lost Keeper 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, Fireball, Cone of Cold
- *6th level (1 slot):* True Seeing, Disintegrate.

Filth begets filth.

Actions

Multiattack. The Lost Keeper makes two claw attacks and a Story Swipe/Syphon 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. or range 30 ft., two targets. Hit: 15 (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 Lost Keeper 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 Lost Keeper gains 1 story point. If the target shares a story, it takes no damage, and the Lost Keeper gains 2 story points.

Bonus Actions

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

Story Empowerment. The Lost Keeper 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.

Legendary Actions

Claw Attack. The Lost Keeper makes a claw attack.

I Am The Story! After being hit by an attack, the Lost Keeper can force the attacker to re-roll the attack roll at the cost of 2 Story Points. The attacker must use the new roll.

Cast a Spell (Costs 2 Actions). The Lost Keeper casts one of its at-will spells.

Roar of Forgotten Lore (Costs 2 Actions, Recharge 5-6). The Lost Keeper releases a terrifying roar infused with forgotten knowledge. Each creature of the Keeper's choice within 60 feet that can hear the roar must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns. A target has disadvantage if the Lost Keeper gathered a story from it within the last round.

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 Lost Keeper. The player gains the buff or suffers the consequence if they do not share a story related to the card they kept. The Lost Keeper gains a point for each story told, which it can use to power abilities.

For the 12 Printable Story Cards, check the link in BIO!

Seven Deadly Sins Summoning (Recharges on Initiative Count 10). On initiative count 10, the Lost Keeper can summon a physical manifestation of one of the Seven Deadly Sins. The Lost Keeper chooses which sin to summon. A creature that is defeated cannot be summoned again. When the Keeper enters its bloodied state, one sin is summoned.

Summoning a sin costs story points equal to the points previously required to afflict an adventurer with that sin. Each sin has unique attributes and abilities that reflect its nature.

General Stat Sheet for All Sins

Sin Name

Medium Fiend, neutral evil

Armor Class: Varies by Sin
Hit Points: Varies by Sin
Speed: Varies by Sin

STR	DEX	CON	WIS	INT	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	16 (+3)

Senses: Darkvision 60 ft., Passive Perception 11
Languages: Understands all languages known by the Lost Keeper but cannot speak
Challenge: 5 (1,800 XP)

Actions

Basic Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 3 (1d6) damage. If the attack is successful the target must make a DC 15 saving throw (type varies by Sin) or suffer the effects of the Sin for 1d4 rounds.

Wrath

Armor Class: 16
Hit Points: 50 (7d8 + 14)
Speed: 40 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target is overcome with uncontrollable rage and must use its action to make a melee attack against the nearest creature for 1d4 rounds.

Greed

Armor Class: 15
Hit Points: 45 (7d8 + 10)
Speed: 30 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target is compelled to pick up and hoard any valuables it can see for 1d4 rounds.

Lust

Armor Class: 14
Hit Points: 40 (6d8 + 12)
Speed: 30 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target is charmed by the Manifestation of Lust for 1d4 rounds.

Envy

Armor Class: 15
Hit Points: 50 (7d8 + 14)
Speed: 35 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target has disadvantage on all attack rolls and ability checks for 1d4 rounds.

Gluttony

Armor Class: 14
Hit Points: 55 (8d8 + 16)
Speed: 25 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target must spend its action each turn eating anything it can find, including inedible objects, for 1d4 rounds.

Sloth

Armor Class: 13
Hit Points: 60 (8d8 + 20)
Speed: 20 ft.

Sin's Influence. DC 15 Wisdom saving throw or the target is incapacitated for 1d4 rounds, unable to take any actions or reactions.

Pride

Armor Class: 17
Hit Points: 45 (7d8 + 14)
Speed: 40 ft.

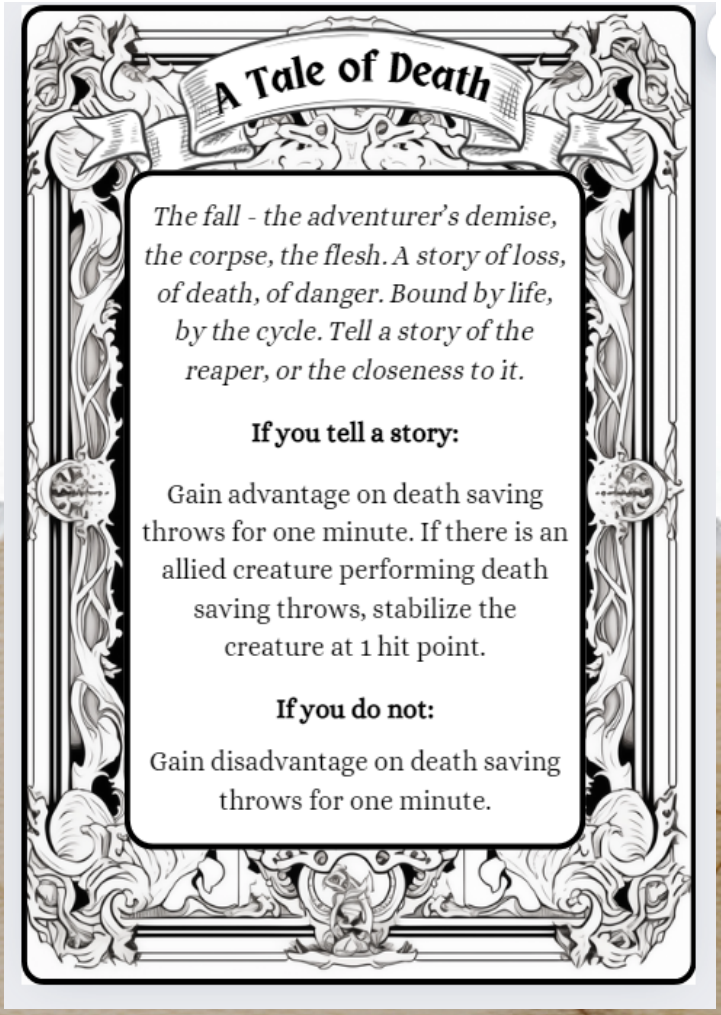
Sin's Influence. DC 15 Wisdom saving throw or the target believes it is invincible and refuses to retreat or seek help for 1d4 rounds. During this time, the creature has disadvantage on all saving throws, and attack rolls against it have advantage. Additionally, the creature's attacks deal only half damage.

Praying Site for the Lost Keeper



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For the full PDF's containing the stat blocks including the 12 printable story deck cards, check the link in BIO!



Go check out the Book of One Hundred Tales for their amazingly horrific creations!

The Book of One Hundred Tales

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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