

LOK

Obviator



Dwarf Cleric

Like many Obviators, “Lok” chooses to use a working name rather than her actual name out of an abundance of caution. Obviators are cautious because they know precisely how dangerous any moment can be—and they are dangerous for the same reason. An obviator is like a lethal walking library. And if you were to face some kind of walking library at some point, Lok would know exactly what to do about it.

Lok worships the deity of commerce, because commerce is war, is life, is trickery, is light—and, if done poorly, is death. She learned this at the feet of her mother, a goldsmith and merchant. Lok’s mother could squeeze the pinched face of the emperor right off a coin, and more than one of her business rivals ended up as otyugh food. And even though Lok is less drastic than her mother, she understands the delicacies of a wellcrafted contract.



LOK

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Str +4, Wis +5

Skills Medicine +5, Perception +5, Persuasion +2, Religion +3

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Undercommon

Challenge 1 (200 XP)

Read the Opposition (1/Day). As a bonus action, Lok chooses one other creature she can see, then relays information about the target creature's tactics to all creatures that can hear her. Until the end of the target's next turn, attack rolls and contested ability checks made against the target are made with advantage.

Spellcasting. Lok is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, sacred flame*

1st level (4 slots): *bless, command, healing word*

2nd level (2 slots): *hold person, zone of truth*

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

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