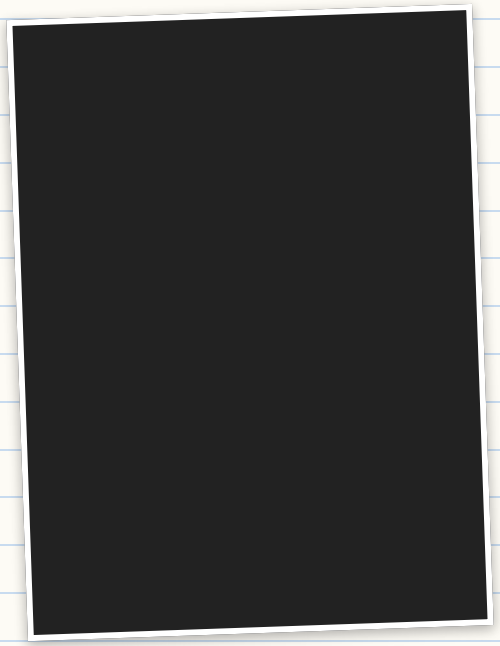
# Princess (Kelvorda)

Alaska Thunderfuck as Princess (Kelvorda)

SEASON 22



RACE
**Orc**

CLASS
**Barbarian**

LEVEL
**5**

BACKGROUND
**—**

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| +5 | +3 | +4 | +1 | +2 | +2 |

| ARMOR CLASS | HIT POINTS | LEVEL | PROFICIENCY |
|---|---|---|---|
| 17 | — | 5 | — |

End of Dungeons and Drag Queens — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Dungeons and Drag Queens wiki (fan project), every value links to its moment on the site.

# Princess (Kelvorda)

FULL SHEET

## Skills

- Acrobatics +3
- Athletics +8
- Intimidation +5
- Perception +5
- Stealth +3

## Saving throws

- Constitution +7

## Features

- **Orc barbarian, last of the Foehammers** — Alaska describes her as an orc barbarian about eight feet tall, gigantic even for orcs, who thinks of herself as tiny and petite. The card reads Last of the Foehammers, Barbarian girl living in a barbarian world. DDQ E1 00:12:40, DDQ E1 00:12:48
- **Family lost to the fire** — As narrated, her father Ronarian (card: King of the Foehammers), her sister Dutchess and her brother Earl were slain the night her ancestral home, Castle Ravenspear, was burned down, and she alone survived. She remembers coming home to the blaze and the servant Karnst grabbing her arm to stop her going in. DDQ E1 00:13:14, DDQ E1 00:14:00
- **Smell of cedar** — Her Perception of 17 picks up burning cedar, the smell she remembers from the night of the fire; she concludes the people who burned her family are near. DDQ E1 00:16:38, DDQ E1 00:17:24
- **Commanding Presence** — Brennan calls it a special ability of her barbarian noble line: when she confronts someone she rolls Intimidation with an extra six-sided die. Her first try is a 3 and a 1 with a plus five, 9 in all, and the goblin is not scared; which die is which is not said. DDQ E1 01:01:44, DDQ E1 01:02:09
- **Suspicion of Bump Williams** — She tells Twyla she suspects the goblin murdered her family because he said she looked familiar. This is her own suspicion only. DDQ E1 00:59:24, DDQ E1 01:00:58
- **Punch** — Her first attack roll of the campaign is a punch at the goblin Bump Williams: 16 plus 8, 24. He is flung through a window. DDQ E1 01:10:57, DDQ E1 01:11:41
- **Grapple** — With Buddy Bear's help she rolls Athletics twice: dice 15 and 10, the higher plus eight, 23 on a grapple check. She leaps onto the fleeing Wallace and snaps his spine. DDQ E1 01:34:09, DDQ E1 01:34:22
- **Meets her dead uncle Kerwyn** — A dead uncle, Kerwyn Foehammer (card: Duke of the Foehammers), says a woman in red robes, Zaria Hex, killed him with a death spell before the fire reached him. Princess says she came to find out what happened, and promises him she will not fall in the Underworld. DDQ E2 00:41:48, DDQ E2 00:44:05
- **Commanding Presence on Persuasion** — Brennan says Commanding Presence also adds a six-sided die to her Persuasion; she says six plus five, with no total and no die named. DDQ E2 01:15:19, DDQ E2 01:15:25
- **Two attacks** — Brennan has her make her first attack roll and says she will attack twice. The feature is not named in play. DDQ E2 00:29:46
- **Rage** — Enters a rage in the fight at the river: first attack 14 plus 8, 22; second attack die 17, which Monét totals as 25; damage 12 plus 7, 19, and 9 plus 7, 16. DDQ E2 00:29:10, DDQ E2 00:29:54
- **Gives blood to D'Hamia** — D'Hamia says she could comfortably give about a liter; Princess agrees and D'Hamia drinks from her arm. Constitution save 8 plus 7, 15; she says it feels kind of good. The amount drunk is not stated. DDQ E2 01:54:18, DDQ E2 01:56:23
- **Red storm recalls the fire** — Brennan says that the crimson storm clouds gathering recall to her the red glow in the sky over the fire that took her family's home. DDQ E2 02:14:22
- **Her family in the waterfall** — In the waterfall she meets the spirits of her father Ronarian and her mother (the card names her Ronkaria Foehammer, Queen of the Foehammers, Princess' mother; the name is on the card and in the caption, not spoken), with her sister and brother. Her mother calls her my little girl; Princess answers with grunts and says she came to bring them back to life. DDQ E3 02:09:27, DDQ E3 02:10:04
- **Kerwyn's account doubted** — She names Zaria Hex as the killer, and her father says Zaria was in the fey realms when they were massacred. Brennan points out that her uncle Kerwyn was the one who told them, and Princess says so. Her father adds that they knew Kerwyn survived and did not die. DDQ E3 02:12:33, DDQ E3 02:12:53

- **Her wish at the throne** — Tells Thanara she wants her family brought back to life. DDQ E3 02:38:07
- **Kerwyn's confession** — Kerwyn asks why she ran and says he could have put her to rest with the rest of her family, and that he will put her in her grave. Princess shrugs. DDQ E4 00:47:13
- **Leap onto Kerwyn's platform** — In a rage she leaps 20 feet onto Kerwyn's platform, Athletics with advantage against DC 15; the die is first said as nine (nine plus eight, 17, totalled by Monét and repeated by Brennan) and then restated as eight plus eight, 16. She lands. DDQ E4 00:44:13, DDQ E4 00:44:26
- **Hurt by Alacranos and Kerwyn** — Alacranos stings her for six piercing, halved by rage to three, plus eight poison, 11 in all. Kerwyn's two sword blows deal 26 slashing, halved to 13 by rage, after she wins an opposed Athletics against his kick (her die 18); she says she has 36 hit points, which is her current total, not her maximum. DDQ E4 00:48:55, DDQ E4 01:00:06
- **Frenzy and Kerwyn's fall** — A bonus-action third attack with a pushing attack: greataxe attacks 19 plus 9, 9 plus 9 and 12 plus 9 all hit Kerwyn, for 17, 9 and 15 damage; the push d6 is one. Kerwyn fails his Strength save with a seven, needing nine, and is pushed into the open void; the DM later says Kerwyn is dead. DDQ E4 01:17:59, DDQ E4 01:18:52
- **Kills Keena** — Leaps down in front of her friends, Athletics with advantage 14 plus 8, 22, no fall damage. One of her three attacks hits, 7 plus 9, 16, Keena's armor class; damage 9 plus 8, 17 against Keena's 16 hit points left. She asks Troyánn if she is sure first, and Keena of Everdeep falls. DDQ E4 01:41:49, DDQ E4 01:42:17
- **Family restored** — Wishes that Thanara restore her entire family lineage except for that one guy; Thanara says she can make it happen. Her father Ronarian and her mother embrace her, and Brennan says she is reunited with the Foehammers. DDQ E4 02:03:58, DDQ E4 02:04:29

## Spells

- —

## Items

- **Double-bladed greataxe** — Carries a mighty double-bladed greataxe, an armored brassiere, a scrunchie and a pink tutu. DDQ E1 00:13:14
- **Wraith Clasps** — The goblin Bump Williams drops five Wraith Clasps and Twyla identifies them; Princess carries two of them because she found them, and each of the others holds one. DDQ E1 01:12:24, DDQ E1 01:14:41
- **Signet Ring** — Carries a Signet Ring with her family crest, one of the last heirlooms of her family, and will not trade it. DDQ E2 01:01:33, DDQ E2 01:01:49
- **Greataxe of the Mighty** — Among Norelle Blaze's treasures a Greataxe of the Mighty, called a powerful magical axe; Brennan hands it out and she thanks him. Brennan later says each player's new weapon gives plus one to attack and damage, including her axe. DDQ E3 01:07:00, DDQ E3 01:07:15
- **Boots** — Takes the magical boots and reads them aloud: a bonus action to click the heels together doubles walking speed and gives disadvantage to opportunity attacks against her, for ten minutes in all until a long rest. Brennan calls them the Boots of Speed. DDQ E3 01:09:14, DDQ E3 01:09:33
- **Greataxe, attack plus 9** — Her greataxe attacks are 19 plus 9, 9 plus 9 and 12 plus 9, with d12 plus eight damage on each hit. DDQ E4 01:18:52, DDQ E4 01:19:24