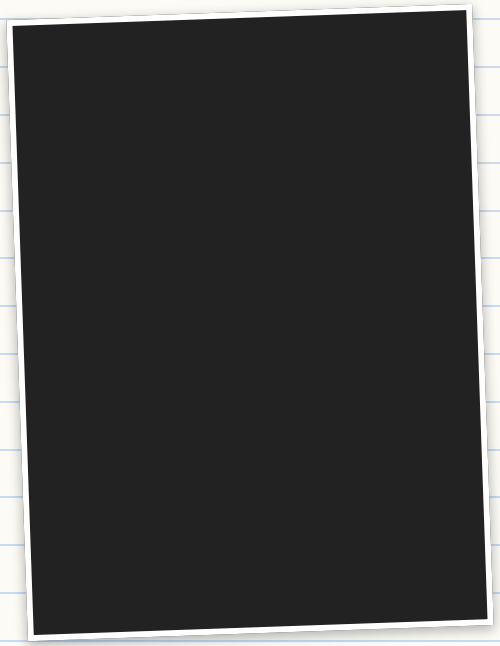
Troyánn

Monét X Change as Troyánn

SEASON 22



RACE
Half elf, merfolk

CLASS
Fighter

LEVEL
5

BACKGROUND
—

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

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
16	49	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.

Troyánn

FULL SHEET

Skills

- Acrobatics +8
- Perception +7
- Persuasion +2

Saving throws

- Constitution *+6*
- Wisdom +4

Features

- **Everdeep assassin** — Introduces herself as an assassin of the merfolk; the on-screen card reads Everdeep assassin, Bounty hunty of souls. She says she has long sought death without finding it and carries a fresh kill in her satchel. DDQ E1 00:05:10, DDQ E1 00:05:17
- **Father, a warrior of the land** — In the flashback her mother Queen Inira describes Troyánn's father as a warrior of the land, of whom very few have ever reached Everdeep. DDQ E1 00:08:25
- **Everdeep's soul debt** — As narrated in the flashback, Queen Inira says Everdeep is dying, admits to a terrible bargain made with dark beings, and sends Troyánn to pay it in souls: seven souls with each season. DDQ E1 00:09:10, DDQ E1 00:10:52
- **Marked target at the tavern** — Says she needs one more kill to meet her quota for the month and names Mark Ronson, a mark at the Hero's Hall tavern. She finds him already dead in a closet, so she is left without his soul. DDQ E1 00:42:30, DDQ E1 00:54:24
- **Legs full time** — She says her half-human side lets her keep legs full time, while a leg charm from Everdeep lasts only twelve hours; she recognises the charm they hear of as one of her mother's. DDQ E1 01:07:44, DDQ E1 01:08:44
- **Cousin Keena named** — The undead Wallace says her cousin Keena says hello, and describes a white-eyed woman with a Sun God symbol who came in with her; Troyánn says she knew it was Keena. DDQ E1 01:37:55, DDQ E1 01:38:06
- **Emissary of the Sea** — Speaks to aquatic creatures and calls a dead sperm whale to ferry the party across the River of Sorrow: Persuasion with advantage, 14 plus 2 is 16. Two whales answer and she sends one back. DDQ E2 00:14:13, DDQ E2 00:16:05
- **River of Sorrow vision** — Diving into the River of Sorrow she makes a Wisdom saving throw, 4 plus 4 is 8, sees the reflected face of her father, an elven man who says they lied to her, and takes 3 points of damage, which the DM calls spiritual and not fatal. DDQ E2 00:17:23, DDQ E2 00:19:41
- **Arcane Shot with Grasping Arrows** — Fires her longbow with Arcane Shot: restraining and poisoning Grasping Arrows. She has two such shots, which come back after an hour. Both are headshots on the undead. DDQ E2 00:32:47, DDQ E2 00:34:23
- **Two attacks with the bow** — Brennan has her roll the d20 twice with her bow, adding 10 each time. The feature is not named in play. DDQ E2 00:31:34
- **Bioluminescent skin** — Her skin turns bioluminescent so that she can see about 60 feet in the dark. DDQ E2 01:20:13
- **Mother's deal and father's job** — Shalila tells her the deal was struck with the goddess Thanara, 28 souls a year, and that her father held the soul-collecting job before her. Troyánn says she did not know of the deal and defends her mother. DDQ E2 02:03:35, DDQ E2 02:03:49
- **Father gave his soul** — Gertrude casts Detect Thoughts on Shalila and sees the death knights' memory of Roy of Karkyn (card: sylvan ranger, Troyánn's father) before Thanara; she tells Troyánn he was not killed in battle but gave his soul to free the souls he had collected. DDQ E2 02:07:57, DDQ E2 02:11:25
- **Wraith Clasp disguise** — Wearing her Wraith Clasp she looks like a bloated drowning victim. DDQ E3 01:15:03
- **Pool of Morning Light** — She undresses, fires a seeking arrow that hits the key and dives; her Wisdom saving throw is 8 and the spirits of those she hunted for her mother grip her until Kerwyn pulls her out. Afterwards she says she now sees why her father did what he did. DDQ E3 01:49:16, DDQ E3 01:49:51
- **Father's ghost at the Pit** — At the Pit of Suffering Roy of Karkyn rises as a pale ghostly elven man with a key and says to take care of his girl; he speaks to Gertrude, not to Troyánn, who says she should have gone to

the pit. DDQ E3 01:55:22, DDQ E3 01:56:37

- **Wounded by Kerwyn** — Alone at the Pool, in the Box of Doom, she is hit by Kerwyn's sword for 28 damage and drops to 21 of 49 with two ribs fractured; Twyla's healing later brings her to 45. DDQ E3 02:25:47, DDQ E3 02:26:26
- **One Arcane Shot per turn** — Brennan says she can do only one Arcane Shot per turn but attacks twice with the bow each time, and only one of the two can be a magical shot; she has one shot left for next turn. DDQ E4 01:10:06
- **Action Surge** — Uses Action Surge to re-roll a failed Acrobatics leap across the chasm (5, then 10, clearing it) and to act twice: a Lightning Javelin throw and two longbow attacks, one an Arcane Shot. DDQ E4 01:04:14, DDQ E4 01:04:33
- **Dropped to zero** — Alacranos hits her for 9 and then a critical for 24, 33 in all, taking her from 45 to 12; Keena's attack for 14 then drops her to zero hit points. Twyla's Cure Wounds restores 12. DDQ E4 01:24:46, DDQ E4 01:25:55
- **Keena killed by Princess** — Princess asks Troyánn whether she is sure and then kills her cousin Keena with her axe; the DM says Keena of Everdeep falls. DDQ E4 01:43:41, DDQ E4 01:43:56
- **Wish: her father back** — Wishes for Thanara to bring her father back; Thanara agrees, Roy of Karkyn appears, and the two agree to take on her mother Inira. DDQ E4 02:06:03, DDQ E4 02:06:28

Spells

- **Fog Cloud** — Casts it by opening her gills to escape the Janari: a deep bank of concealing fog, with advantage on Stealth. DDQ E2 01:35:08, DDQ E2 01:35:20
- **Waterwalk** — Admits she had Waterwalk, which would let her and up to ten allies cross the river, and could have used it instead of calling the whale. Not cast. DDQ E2 00:46:56, DDQ E2 00:47:28
- **Prestidigitation** — Uses it on the pool room's pumped-in water, freezing it into icicles as a distraction, with a roll against the DM's thresholds of 10 and 15. DDQ E3 02:22:02
- **Gust of Wind** — Casts it in the pool room to blast Kerwyn and Keena back and stun them so she can take the key; Acrobatics 3 plus 8 is 11. DDQ E3 02:22:12, DDQ E3 02:23:59
- **Gust of Wind on the stairs** — Casts it automatically with a 60 foot line set diagonally through Keena, Morgan and Zaria; Morgan resists, Zaria is knocked down the stairs about 15 feet and the wind takes Keena off her feet. DDQ E4 00:32:07, DDQ E4 00:32:49

Items

- **Spear and net** — Has her spear in her hand and a net slung over her shoulder when she checks the closet at the tavern. DDQ E1 00:54:08
- **Soul Keeper Amulet** — In the flashback her mother gives her the ancestral Soul Keeper Amulet, gems tied in dark ocean grass, empty at first, for the task of paying Everdeep's debt in souls. At the temple a light gleams from her satchel and the DM says that is the Soul Keeper. DDQ E1 00:07:53, DDQ E1 01:50:42
- **Wraith Clasp** — One of the five clasps dropped by the goblin Bump Williams; each of the four party members holds one and Princess two. DDQ E1 01:12:24, DDQ E1 01:21:54
- **Wallace's corrupted Wraith Clasp** — Pulls the glowing red clasp off the undead Wallace and puts it in her satchel, so that she now holds two. DDQ E1 01:30:40, DDQ E1 01:38:50
- **Longbow** — Fires a longbow at the shambling dead; her first attack is 4 plus 10, 14, against AC 13. DDQ E2 00:31:37, DDQ E2 00:31:42
- **Soul of Oliver Leiber** — Nyruth shows a pulsing red gem, the soul of Oliver Leiber, and she puts it in her satchel. DDQ E2 01:19:11, DDQ E2 01:19:15
- **Soul of Oliver Leiber, lost** — lost: Brennan calls a Dexterity save of difficulty 20, needing 15 or higher on the die; her die is 5, the soul pops out of her bag and a Janari demon grabs it. Her total is not said. DDQ E2 01:30:45, DDQ E2 01:30:59
- **Soul Keeper Amulet filled** — The amulet is filled with the soul of a Free Hugs man, which D'Hamia gives for Princess's blood and which the DM says is not worthy; Troyánn then has her full amulet. DDQ E2 01:53:38, DDQ E2 01:55:32
- **Soul Keeper Amulet, handed over** — lost: unties her satchel and hands the full amulet to Shalila of the Half Mask, who counts seven souls and drops it in a bag. DDQ E2 02:00:36, DDQ E2 02:01:05
- **Soul Keeper Amulet returned** — Shalila returns the amulet, which Brennan calls the Amulet of Souls, so that Troyánn can take the souls to Thanara herself; Brennan says she has it back. DDQ E3 00:42:55, DDQ E3 00:43:24
- **Wallace's Wraith Clasp, given up** — lost: the corrupted Wraith Clasp from Wallace is handed to Nyruth in the trade for Oliver Leiber's soul. DDQ E3 00:26:56, DDQ E3 00:55:00

- **Javelin of Lightning** — Among Norelle Blaze's treasures Brennan hands her the golden Javelin of Lightning and she thanks him; Monét describes it as shrinking and growing back at a tap. It makes a line of lightning damage on the battlefield. DDQ E3 01:07:15, DDQ E3 01:08:58
- **Potion of healing** — Takes one of the four potions of healing from Norelle Blaze's treasures. DDQ E3 01:09:14
- **Net thrown at Wallace** — Throws her net at Wallace; the attack is 9 plus 10, 19. The net deals no damage but restrains. DDQ E3 01:38:48, DDQ E3 01:39:08
- **Magic longbow** — Norelle Blaze's treasures include two plus one magical longbows, and Brennan says every player has gained a weapon with plus one to attack and damage, including their bows. Which bow she takes is not said. Her longbow attacks were plus 10 before, which is consistent with the plus one. DDQ E3 01:07:00, DDQ E3 01:10:02
- **Javelin of Lightning thrown** — Brennan reminds her she has it and gives the throw a plus 11; she throws it through the scorpion's legs at Keena and Morgan and calls out 14, which hits. Lightning is 4, 2, 4, 2, 12 to Keena and Morgan, and the piercing damage to Keena is 3 plus 6, 9. The DM gives it a 120 foot range and a 60 foot line, and the big lightning effect is a one-time thing. DDQ E4 01:05:32, DDQ E4 01:05:51
- **Magic bow, plus 11** — Brennan says plus 11 with the magic bow and she calls 18: a longbow attack of 7 plus 11 is 18, and the Arcane Shot attack 8 plus 11 is 19. DDQ E4 01:10:32, DDQ E4 01:10:52
- **Potion of healing, drunk** — used: drinks the potion, four d4 plus four, 4 plus 2 plus 4 plus 2 plus 4 is 16, taking her from 12 to 28. DDQ E4 01:36:41, DDQ E4 01:37:15