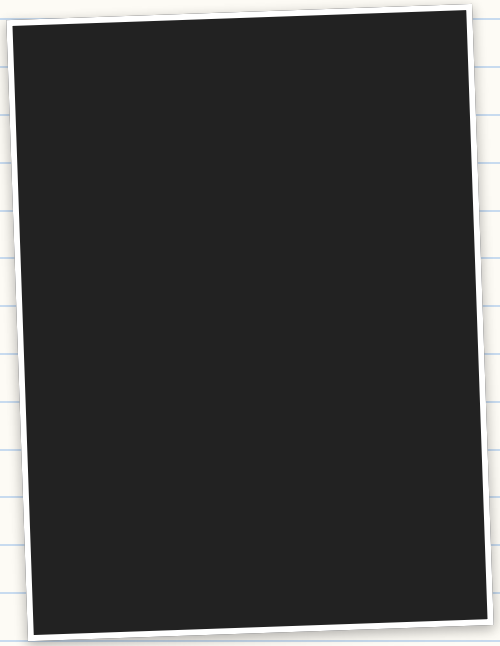
Twyla

Jujubee as Twyla

SEASON 22



RACE
Fae

CLASS
Ranger (Gloom Stalker)

LEVEL
5

BACKGROUND
—

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

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
16	44	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.

Twyla

FULL SHEET

Skills

- Acrobatics +5
- Arcana +2
- Deception +3
- Insight +4
- Perception +7
- Stealth +5

Saving throws

- Constitution +2
- Dexterity +8

Features

- **Fey ranger and soldier** — Describes Twyla as a ranger, a soldier and a fey who can fly and carries a longbow, a petite 4 foot 11. Her family is all gone and she is trying to fix what she was not there to help. The card reads Soldier of the lost fae. Walking with her companions she keeps her butterfly wings folded. DDQ E1 00:28:36, DDQ E1 00:29:15
- **The last stand at the All-Blossom** — In a memory she stands with General Isadora, Captain Martha the dryad and Lieutenant Alvin the chipmunk as Zaria Hex's army of the dead defeats Queen Titania's armies. The dying Alvin gives her the seed of the All-Blossom and tells her to keep hope for her people; she puts it in her mouth and spits it out. DDQ E1 00:31:48, DDQ E1 00:33:18
- **No true invisibility** — She thought she could make herself and her friends invisible; Brennan says she has Disguise Self and Pass Without Trace but not true invisibility, and Pass Without Trace gives a great advantage on Stealth if she keeps trying to hide. DDQ E1 00:41:17, DDQ E1 00:41:29
- **Knows the Wraith Clasps** — Her Arcana roll of 11 plus 2, 13, beats a DC 10, and Brennan tells her that spies of Queen Titania's forces used to wear these clasps, which are illusions that make a living wearer look like one of the dead. DDQ E1 01:13:31, DDQ E1 01:14:25
- **Natural Explorer and scouting** — Her Natural Explorer ability keeps the party from being slowed on difficult terrain, and she flies ahead to find the best hidden paths up the cliffs. DDQ E1 01:46:16, DDQ E1 01:46:56
- **Bluffs the dead man** — Tells the dead key-collector she is not dead; Deception 13 plus 3, 16, and he is fooled. DDQ E2 00:12:23, DDQ E2 00:13:12
- **Longbow volley at the river** — Initiative 15 plus 14, 29, so she acts first. Because it is the first turn of combat she gets a third attack as a Ranger: 17 plus 10, 27, 10 plus 10, 20, and 9 plus 10, 19, all hit. Damage is a d8 plus five: 1 plus 5, 6; a six said as six plus 10, 16, which Brennan does not correct; and 4 and 7 plus 5, 16. Two undead are destroyed, and one says it served in Zaria Hex's armies. DDQ E2 00:24:09, DDQ E2 00:24:15
- **Disguises in Nyruth's shop** — Says she disguises herself as the water and becomes a pool of deep water in front of Nyruth; later in the dark she disguises herself as Gertrude's hair, the tip of her ponytail. No spell is named. DDQ E2 01:10:13, DDQ E2 01:10:17
- **Keeps her memories** — Nyruth wants the memories of friendship attached to her playing cards for the damned souls; she will not give up her memories, since that would make the point of her being down here make no sense. She offers one card for one memory instead. DDQ E2 01:11:50, DDQ E2 01:12:57
- **Second initiative, natural 20** — Rolls a natural 20 plus 14, 34, on the second initiative, and Princess also rolls a natural 20. DDQ E2 01:21:30, DDQ E2 01:21:42
- **Sees in the darkness** — As a Gloom Stalker Ranger she can see in Gertrude's magical darkness and so can lead her friends to the door safely. DDQ E2 01:22:01, DDQ E2 01:22:14
- **Pass Without Trace, her last big spell** — To escape the Janari, Brennan says casting Pass Without Trace will be her last powerful spell until a full rest, and she does it; her Stealth roll is a natural 1. DDQ E2 01:28:35, DDQ E2 01:28:50
- **Druidcraft on the herbs** — Helps Gertrude's Herbalism roll: with a bit of her druidcraft she breathes life back into the rotting leaves in the kit. DDQ E2 01:43:32, DDQ E2 01:43:58
- **Recognises Zaria's storm** — Brennan tells her she has seen the crimson storm clouds once before, and Jujubee says this is Zaria. DDQ E2 02:14:22, DDQ E2 02:14:54

- **Why she goes to Thanara** — Says she is going down because the only being who could restore the dead to life is Thanara. DDQ E3 00:14:48
- **Declines a healing potion** — Says she can heal, so the others should keep the potions. DDQ E3 01:09:21, DDQ E3 01:09:24
- **Field of swords and the Will-o'-Wisps** — Princess points out a field of swords of fallen fairy warriors; Twyla says it is her people. Lights rising from the field bump into her playing cards and are named Will-o'-Wisps, the souls of fairies; her Arcana roll is 17 plus 2, 19. On the ground she finds Captain Martha's ax and Alvin's sewing needle and button shield. DDQ E3 00:47:37, DDQ E3 00:47:49
- **Cards take in the lights** — Insight with advantage, 9 and 8, plus 4, 13, finds no arcane answer, so she lays her cards out on the ground and the Will-o'-Wisps enter the deck, which glows warm. She says afterwards that her people are with her now. DDQ E3 00:52:53, DDQ E3 00:53:04
- **Soul storm** — In the group Acrobatics rounds she rolls 14 plus 5, 19, and slips off the carpet until Troyánn catches her by her longbow; then 15 plus 5, 20, then a natural 1 plus 5, 6. Her Dexterity save is 13 plus 8, 21, and she recognises the Rope Trick that saves the party. DDQ E3 01:00:01, DDQ E3 01:00:30
- **Cannot carry her sisters invisibly** — Wearing her Ring of Invisibility she asks if she can carry her sisters; Brennan says he does not believe she can carry them all, but Pass Without Trace still helps. She also asks if Druidcraft could open her Seed of the All-Blossom, and Brennan says it is about her timing. DDQ E3 01:28:06, DDQ E3 01:28:17
- **The tower's breath** — At the base of the Tower of Tombs she makes a Constitution save, 16 plus 2, 18, and none of them take damage. DDQ E3 01:29:49, DDQ E3 01:30:23
- **Umbrella and the lift** — Turns into an umbrella so she and Princess can pass through the waterfall. In the next room she proposes carrying the key invisibly and tries to lift Princess: a Strength check, plus one, of 15 plus 1, 16, against a stated DC 20. Brennan gives no pass or fail and no invisibility is shown. DDQ E3 01:58:17, DDQ E3 01:58:29
- **Meets Titania** — Titania, bound in a tapestry, asks if Twyla is alive; Twyla calls her QT. Titania warns of a charm on the key, says a Seed of the All Blossom escaped and she hopes Twyla will plant it, and that nothing living will grow while Thanara reigns. DDQ E3 02:03:37, DDQ E3 02:03:52
- **Buddy Bear knocks the key off** — Summons a beast and Buddy Bear, the cat tree creature, bursts out of the tapestry's vines; being neither living nor dead he bypasses the test and swats the key off the table. DDQ E3 02:06:27, DDQ E3 02:06:41
- **Heals Troyánn** — With her healing spell, a d8 plus four each time, she heals Troyánn 2 plus 4, 6, then 7 plus 4, 11, and after a die falls out of the box and is rerolled 3 plus 4, 7: Troyánn is at 45 of 49. DDQ E3 02:28:00, DDQ E3 02:28:23
- **Her request to Thanara** — Tells Thanara she has come to ask her to restore the dead of her fey people to life and bring light back into their world. DDQ E3 02:36:29
- **First turn against Zaria Hex** — On her first turn of combat her movement increases by 10 and she gains an extra attack; her speed is 40 and she can fly, and she hovers at 33 and a half feet. She casts Hunter's Mark, a bonus action, on Zaria Hex, who raises her armor class by five with Shield. Her three longbow attacks are 13 plus 11, 24, 12 plus 11, 23 and 7 plus 11, 18, which exactly hits Zaria's armor class; damage is 31 plus 18, 49. DDQ E4 00:11:28, DDQ E4 00:11:34
- **Zaria's lightning** — Zaria smells the seed on her and fires a lightning bolt; Twyla makes a Dexterity save, plus eight, against 15, and her die is a four. Zaria deals 28 lightning damage, taking her from 44 to 16. DDQ E4 00:51:01, DDQ E4 00:51:31
- **Buddy Bear shoves Zaria off** — Summons Buddy Bear to shove Zaria into the abyss. Zaria's Strength check is 16 with nothing added; Buddy Bear, plus four with advantage from Pack Tactics, rolls 16 and 17. Zaria falls. DDQ E4 00:54:01, DDQ E4 00:56:18
- **Cure Wounds on Troyánn** — Troyánn is at zero. She thinks she can heal only allies, not herself, and Brennan says she can heal whoever she wants. She has four first-level slots, three used, and casts Cure Wounds at touch range, a d8 plus four: eight, 12 hit points restored. Buddy Bear is still up through her concentration. DDQ E4 01:30:26, DDQ E4 01:30:43
- **Morgan's cone** — Morgan's Cone of Searing Light calls for Constitution saves; Twyla rolls 7 plus 2, 9, and fails. The 33 radiant damage would drop her from 16 hit points to zero, but Gertrude's Counterspell cancels the spell. DDQ E4 01:47:30, DDQ E4 01:47:58
- **Arrows at Morgan** — With Buddy Bear's help action she attacks Morgan twice with advantage: dice 3 then 4, plus 11, 15, miss; then a natural 20 hits. Damage is two d8, 8 and 5, plus six, 19, against Morgan's remaining 13, and Morgan bursts into light and vanishes. DDQ E4 01:53:32, DDQ E4 01:54:19
- **Her wish for Gertrude** — Tells Thanara she still wants the Fae dead restored, and asks that she help remove Gertrude's curse as well, a kind gesture for her new sister. Thanara calls it a truly selfless act and says the wish is granted and snaps her fingers; Gertrude then cuts in, asking her to wait before she does. DDQ E4 02:08:50, DDQ E4 02:09:45

- **Opens and plants the seed** — When Thanara says nothing living can grow in the Underworld, Twyla says she can open the seed with Druidcraft and Brennan says it creates life. She takes out the last seed of the All Blossom and wants to plant it. Buddy Bear sits on the throne and Thanara steps down free. Brennan asks if Twyla plants the seed; she says Ladies, we did it, and the first-person line that follows, I plant it, is her telling, mislabelled in the captions as Brennan. DDQ E4 02:15:13, DDQ E4 02:15:28
- **The Fae return** — As the All Blossom blooms, Alvin the chipmunk charges forward saying they live again in the Fairy Realms, and General Isadora and Martha are named; Queen Titania floats out of the tapestry and smiles at Twyla. The Underworld gives way to Fairie. DDQ E4 02:20:28, DDQ E4 02:20:33

Spells

- **Pass Without Trace** — Calls on the shadows for the group: a +10 to everyone's Stealth, an orb of smoke and shadow, and the grass and earth whisper to her in Sylvan that they will not betray her steps. She has to keep trying to hide. DDQ E1 00:41:17, DDQ E1 01:44:16
- **Disguise Self** — Named by Brennan as one of the two spells she has instead of invisibility. DDQ E1 00:41:45
- **Summon Beast** — Summons a beast to help: a Cat Tree, a snarl of limbs, briars and jasmine shaped like a saber-toothed tiger, a panther of thorns who flops at her feet. DDQ E1 01:31:35, DDQ E1 01:32:03
- **Rope Trick and Pass Without Trace named** — Names Pass Without a Trace and the Rope Trick as her group spells, though she casts neither in this fight. DDQ E2 00:25:24
- **Enlarge/Reduce** — Names Enlarge/Reduce, shrinking or growing an enemy or ally, and says she could have used it on Nyruth; not cast. DDQ E2 01:24:26, DDQ E2 01:24:31
- **Hunter's Mark** — She says she has Hunter's Mark and Brennan explains that it is a power you put on someone to deal more damage when you strike them; not cast. DDQ E2 01:49:38, DDQ E2 01:49:43
- **Druidcraft** — Brennan describes a bit of her druidcraft as breathing life back into the rotting herbs. DDQ E2 01:43:58
- **Cure Wounds** — Bob tells her she has Cure Wounds when she wonders whether she could help Wallace, and says to read her healing; not cast. DDQ E2 00:49:51, DDQ E2 00:49:56
- **Cure Wounds on Troyánn** — Heals Troyánn a d8 plus four per casting (the call to cure wounds is captioned as Monét but answers Princess's question to Twyla); Brennan recommends lower-level slots and she heals 6, 11 and 7. DDQ E3 02:27:36, DDQ E3 02:28:00
- **Hunter's Mark, cast** — Casts it as a bonus action on Zaria Hex at 90 feet range: every hit adds one d6; Zaria's attempt to Counterspell it is out of range. DDQ E4 00:13:21, DDQ E4 00:16:57
- **Cure Wounds, last slot** — A first-level, touch range spell; her one remaining slot heals Troyánn d8 plus four. DDQ E4 01:30:43, DDQ E4 01:31:37

Items

- **Longbow** — Carries a longbow. DDQ E1 00:29:15, DDQ E1 00:29:17
- **Seed of the All-Blossom** — Brennan has her write down the Seed of the All-Blossom in her equipment after Alvin gives it to her. DDQ E1 00:36:16, DDQ E1 00:37:13
- **Playing cards** — Brennan says she may just have some Uno cards; Nyruth sees a soldier's set of playing cards and wants the memories attached. She will not trade her memories. DDQ E2 01:01:57, DDQ E2 01:02:06
- **Gear listed for trade** — Says she has fae armor, a longbow, two short swords, playing cards and medals of valor; the cards and the medals she will trade, but not the armor, longbow or swords. She suggests the Seed of the All Blossom too, then says she needs it. DDQ E2 01:02:27, DDQ E2 01:05:59
- **Longbow attacks plus 10** — Her sheet gives two strikes with the longbow, her best weapon; Brennan says she is adding plus 10 to her longbow attacks, and the damage dice take a plus five. DDQ E2 00:25:37, DDQ E2 00:25:51
- **Playing cards glow** — The Will-o'-Wisps enter her deck of cards, which glows as bright as the sun and feels warm. DDQ E3 00:53:35, DDQ E3 00:53:53
- **Magical longbow** — Norelle Blaze's treasures include a hunter's bow and a Bow of the Seelie, both plus one magical longbows; Twyla and Troyánn both have bows, 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. DDQ E3 01:07:00, DDQ E3 01:07:33
- **Ring of Invisibility** — Among Norelle Blaze's treasures she claims the Ring of Invisibility; attacking or casting ends the invisibility, and anything she wears or carries goes invisible with her. DDQ E3 01:08:37, DDQ E3 01:08:44
- **Longbow, plus 11** — Brennan says her longbow attacks are plus 11 each time, a ranged attack for her strongest weapon. DDQ E4 00:18:32, DDQ E4 00:18:44
- **Seed planted** — lost: opens the last seed with Druidcraft and plants it, and the All Blossom grows; her playing cards shimmer and the Will O'Wisps pull them into the air. DDQ E4 02:15:28, DDQ E4 02:17:19