

# ΑΡΣΙΝΟΕ ΙΙ

## ΦΗΛΑΡΑΟΗ ΟΥ ΣΕΥΡΤ

Welcome to the Amazons vs Valkyries Character Spotlight series. These PDFs outline the main characters in the Amazons vs Valkyries setting, providing personalities and backgrounds which can serve as inspiration for your own adventures in this setting. Guidelines for using these characters as patrons, allies, or villains are provided with D20 game statistics at levels 4, 9, and 20. In this issue, we take a detailed look at one of the most powerful and influential world leaders, Arsinoe II, Olympic Gold Medalist, Chantress of Isis, High Priestess of the Great Mother, Queen of Lysimachia, Queen of Macedon, and Pharaoh of Egypt.



### ARSINOE II, QUEEN OF LYSIMACHIA

4th level human priestess (Great Mother), neutral

**Armor Class** 11 (17 with earthen fell)

**Hit Points** 22 (4d6 + 8)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Wis +5, Cha +4

**Skills** Deception +4, History +3, Insight +5, Persuasion +4, Religion +3

**Tool Proficiencies** Chariots

**Feats** Resiliency (Con)

**Senses** passive Perception 13

**Languages** Konie Greek, Demotic Egyptian

**Challenge** 2 (2,300 XP)

**Preaching (2/long rest).** Grant allies 1d6 inspiration

**Channel Divinity.** Call my children (summon one, two, or four beasts as *conjure animals*)

**Spellcasting.** Arsinoe is a 4<sup>th</sup> level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Arsinoe has the following priestess spells prepared:

Cantrips (at will): *fist of iron, guidance, Magna Mater, message*

1<sup>st</sup> level (4 slots): *bless, cure wounds, detect magic, dust cloud, entangle*

2<sup>nd</sup> level (2 slots): *augury, detect thoughts, rolling rock, earthen fell*

#### ACTIONS

**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

### ARSINOE II

Arsinoe II is an Egyptian Pharaoh and the high priestess of the most powerful temple in the world. She seeks to eliminate the Great Mother's enemies and is deeply concerned with Egypt's prosperity and security. She also hopes to bring an end to the conflict between Amazons and Valkyries.

**Appearance.** Arsinoe is an attractive Macedonian woman with curly blonde hair and brown eyes that shine when she is plotting. She is of average height and build. She prefers to wear purple, yellow, and gold. When performing temple duties for Isis, she wears a translucent kalasiris. As Pharaoh, she often wears the Red Crown. During ceremonies for the Great Mother, she dons the traditional black and yellow gown of the cult. She always wears gold rings, bracelets, and broaches.



## BACKGROUND

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**Early Life.** Arsinoe was born in 1784 TA and raised in Alexandria. She had six elder half-siblings including one that she would later marry, Ceraunus. There was also Meleger and Lysandra among her elder kin. Her parents later had two more children, a sister named Philoterra and another brother she would also later marry, Ptolomy II.

She and her sisters received the same education as their brothers, studying under the best Greek tutors. Arsinoe developed lifelong friendships with several of them.

**Queen of Lysomachia.** When she was sixteen, Arsinoe and her family attended the wedding of Amastris of Heraclea and King Lysimachus. At the wedding, Arsinoe's father, Ptolomy I, and Lysimachus agreed to form an alliance against Seleucus of Persia. To secure the alliance, Lysimachus had to marry Arsinoe. Lysimachus truly loved Amastris, but international politics forced him to accept Ptolemy's offer. A year later, Arsinoe became queen of Macedon and Amastris returned to Heraclea. Despite his marriage, Lysimachus and Amastris continued their relationship and cooperated politically for many years.

**Cult of Samothrace.** Shortly after becoming queen, Arsinoe joined the secretive cult of the [Great Mother](#) on the island of Samothrace. She became deeply involved with the cult, funding large construction projects and rising quickly through the ranks. Soon she joined the cult's leadership.

**Lysandra.** Arsinoe's older half-sister, Lysandra, had married Lysimachus' son, Agathocles. After Arsinoe gave birth to her first son, Epigonos, she hatched a plot to shift the line of succession from Lysandra's children to her own. This was necessary for Arsinoe to implement the Great Mother's ambitions against Moloch and the other Phoenician deities.

**Ceraunus.** Arsinoe's half-brother and Ptolemy's eldest son, Ceraunus, was ambitious, short-tempered, and arrogant. Called the Thunderbolt, he was known for being hot-headed. Because of these traits, he was denied the Egyptian throne. Instead, the throne was passed to Ceraunus' younger half-brother and Arsinoe's full brother, Ptolemy II.

Deeply insulted, Ceraunus left Egypt. He traveled to Persia, seeking a position in Seleucus' court, but was turned away. He then ventured to Lysimachia and requested a court position. Lysimachus' court was divided over whether they should accept him. On one hand, he was the brother of Agathocles' wife. On the other, he was a spurned Egyptian heir and half-brother of Lysimachus' wife, Arsinoe. Lysimachus consulted with Arsinoe. She suggested Ceraunus could be useful and convinced Lysimachus to give him a place at court.

**Civil War.** When Cassander died of dropsy in 1803 TA, his wife, Thesolonike, divided Macedon between his two sons, Antipater and Alexander. Antipater wanted the entire kingdom, so he had his mother assassinated and launched a war against his brother. Alexander appealed to Pyrrhus and Demetrius for help.

**Assassinations.** Pyrrhus arrived and struck a deal with Alexander in the spring of 1806 TA. By the time Demetrius arrived, he was not welcome. Alexander tried to assassinate him but failed. The next day, Demetrius invited Alexander to dinner and assassinated him.



**King Demetrius.** When Demetrius claimed the Macedonian throne, the Boeotians resisted. The ensuing war lasted three years, ending when Demetrius seized Thebes. During the war, Arsinoe and Lysimachus aided the Boeotians. After Thebes fell, they acknowledged Demetrius' sovereignty and signed a pact recognizing him as king. They immediately began working against him, but their plans were interrupted when northern barbarians captured Lysimachus.

**Captured by The Getae.** Lysimachus launched a campaign beyond the Danube in 1806 TA. He was deceived by a Getae general named Seuthes, who claimed to be a deserter. He led Lysimachus into a trap. The Getae slaughtered the Macedonians and captured Lysimachus as well as Amastri's son Clearchus. Arsinoe negotiated for Lysimachus' release, offering to return the lands he had seized, promising an alliance, and giving Lysimachus' eldest daughter in marriage. The Getae accepted her terms and released Lysimachus.

**Destroying Demetrius.** Over the next three years, Arsinoe and Lysimachus secretly coordinated with her father and Pyrrhus to push Demetrius from the throne. She sent her agents into Macedon to spread damning rumors about him. They said a slave boy had committed suicide to escape Demetrius' molestation. This turned public opinion sharply against Demetrius, and he was soon forced from power. Now, Arsinoe and her husband shared Macedon with Pyrrhus.

**Earthquake.** During the conflict with Demetrius, a massive earthquake struck Lysimachia, killing hundreds of people. Through her connection with the Great Mother, Arsinoe had brief forewarning and saved her children.

**Propaganda.** The following year, Arsinoe launched a propaganda campaign that appealed to the patriotism of the Macedonians serving Pyrrhus. She reminded them that Pyrrhus was a foreign king while Lysimachus was a Macedonian. The campaign successfully turned Pyrrhus' Macedonian troops against him. Facing mass desertions and revolt, he withdrew to Epirus. Arsinoe and her husband then controlled all of Macedon and parts of Anatolia.

**Ephesus.** As Lysimachus shifted his attention to the west, Arsinoe went to oversee Ephesus. She arrived in 1810 TA and immediately realized the city had a big problem.

The old harbor had silted up, becoming a salt marsh and reservoir for malaria. Illness ravaged the city. Arsinoe advised Lysimachus to move the city two miles away to the southwest. Many citizens complied, but some resisted and refused to leave their homes. Eventually, adventurers were hired to block the sewers and flood the city, forcing the residents to leave. He soon attacked and destroyed the nearby cities of Lebedos and Colophon, forcibly relocating the survivors to Ephesus's new location.

**Temple of Artemis.** The Great Temple of Artemis at Ephesus is one of the Seven Wonders of the World. It stands on sacred ground and houses artifacts and a vast library. When the Ephesians were forced to move, the priestesses of Artemis were allowed to remain in their temple.

To reach the temple any time after 1812 TA, one must travel through a salt marsh and an abandoned, flooded city. Both are infested with monsters, bandits, and diseases. The temple priestesses have little trouble navigating this area due to their magic and retinue of guards. Most other people find the journey too dangerous to attempt.



**Heraclea.** After Amastris' brief marriage to Lysimachus, she returned to Heraclea and ruled for fifteen years. She conquered several neighboring cities and established a new megacity named after herself - Amastrasia. When she refused to yield control of her empire to her adult sons, they drowned her at sea.

Lysimachus avenged her murder, killing her sons and seizing control of Heraclea in 1816 TA.

When Arsinoe heard the amazing things Amastris had accomplished in Heraclea, she desired the city. Lysimachus declined to give it to her, but she persisted until he acquiesced. She sent her trusted agent, Heraclitus, to govern the city and began staging cult operations from there.

**Treason.** Later that same year, Arsinoe discovered Agathocles was conspiring with Seleucus against her husband. She enlisted Ceraunus in her plot to expose him. Enraged, Lysimachus tried to poison Agathocles but failed. So, he had Agathocles arrested and put to death. Ceraunus was the executioner.

Lysimachus' subjects despised him for killing Agathocles. Bards condemned the king's filicide with searing criticism. Cities in Anatolia, including Pergamon and Ephesus, defected to Persia. Entire military units deserted. Many accused Arsinoe of framing Agathocles.

Lysandra and her children fled to Persia. She urged Seleucus to avenge Agathocles. Eager to expand his territory and re-unify the empire, Seleucus invaded Lysimachia. Lysandra accompanied him as an advisor. After three years of skirmishes and coastal raids, the two armies met at the decisive Battle of Corupedium where Lysimachus was killed.

**The New King.** Seleucus claimed the Macedonian throne and announced his intention to occupy Lysimachia. Ceraunus wanted to raise an army against him, but Arsinoe had a better idea.

**The Plan.** Lysimachus' soldiers were now sworn to Seleucus, but some still clung to the memory of their dead king. Arsinoe secretly gathered a cadre of these soldiers who were willing to support her and Ceraunus in a coup against Seleucus.

To prime public opinion, Arsinoe sent her minions into the city to spread negative propaganda about Seleucus. They said he planned to destroy Lysimachia and relocate the inhabitants to a new city which he would build and name after himself, as he had recently done to Babylon. Thirty years earlier, the inhabitants of Lysimachia had been forced from their homes to become unwilling residents in a new vanity city named for a self-aggrandizing king. Therefore, this propaganda was easily believed and rapidly spread. Public opinion quickly turned against Seleucus.

**Riots in Ephesus.** Although it seemed a solid plan, Arsinoe feared for her children. So Ceraunus stayed in Lysimachia and she took her children to Ephesus. The Ephesians rioted. They feared her presence would bring Seleucus' army, they blamed her for Agathocles' execution, and resented her for relocating their city. So she sailed for Cassandreaia.

**Murder at the Altar.** Ceraunus had become Seleucus' subject after Lysimachus' death. He had joined Seleucus' entourage as the Persian army neared Lysimachia. Along the way they passed an old stone altar to Cybele, some distance from the road. When Seleucus went to pray at the altar, Ceraunus suddenly rode after him and murdered him. Ceraunus then escaped to Lysimachia where he used the soldiers Arsinoe had organized to support his claim to the throne.



**Threat of War.** Many Macedonians disagreed with his claim since Arsinoe's children were Lysimachus' direct heirs and Ceraunus was merely their uncle. Many thought Arsinoe should be the regent until her eldest son, Epigonos, was grown.

**Marriage Proposal.** Anticipating war with Ceraunus, Arsinoe proposed to marry him instead. She hoped to avert war and increase her own power. Ceraunus agreed. They wed and announced their plan to rule Macedon together but immediately began plotting against each other. Many Macedonians were displeased with this arrangement and some conspired against the new rulers.

**Killing Lysandra.** When Ceraunus murdered Seleucus, Lysandra fled to Persia. Arsinoe now sent agents to kill her and her children, thus securing her position and Epigonos' claim to the throne.

**Killing Ceraunus.** Arsinoe learned from her spies that Ceraunus was planning to murder her and her children. While he was on campaign in Illyria, she hatched a plot to kill him and seize the throne herself. The plot failed and in retaliation Ceraunus besieged Cassandreia. In the chaos, Arsinoe escaped to Samothrace. Epigonos escaped north to Dardania. Arsinoe's two other sons were captured and killed.

**Sanctuary on Samothrace.** Hiding in the temple complex on Samothrace, Arsinoe sent her agents abroad to find Epigonos, spy on Ceraunus, and seek opportunities.

**Celtic Invasion.** Gauls, aided by Valkyries, invaded Greece in 1821 TA. Ceraunus went to battle them. Impetuous as ever, he declined help from the Dardanians, rebuffed negotiations from the Gauls, and charged into battle before all of his army had arrived. He was soon captured and executed. The Gauls put his head on a pike and carried it around the battlefield. When the Macedonians saw this, they fled, leaving the Gauls free to sack all of Macedon.

**Occupation and Resistance.** Macedon fell into chaos as the Gauls spent two years raiding the countryside. Macedonian citizens sheltered and hid while their soldiers launched counterattacks on the Gauls. Arsinoe directed her agents to help the Macedonian resistance. She also directed them against three successive pretenders to the Macedonian throne; her half-brother Meleager, Cassander's nephew Etesias, and a Macedonian General named Sosthenes. None lasted more than a few months.

**Politicking.** When Arsinoe learned that Epigonos was alive in Dardania, she formed a plan to regain control of Macedon. Her agents crisscrossed the Aegean delivering messages, negotiating, and spying. They worked to build public and political support for her cause. Although her efforts failed, she reached an agreement with Antigonos Gonatas, her stepson-in-law. In exchange for his generous donations to the temple, she helped him win a decisive battle against the Gauls near Lysimachia. He was declared king of Macedon in 1823 TA. The following spring, she sailed for Egypt.



**Court Intrigue.** Arriving in Alexandria, Arsinoe found her brother's court in utter turmoil. His ineffectual ways were insufficient for dealing with the cutthroat ambitions of his courtiers. Priests, advisors, and his own family were feuding and plotting, each pulling the pharaoh in their own direction.

Arsinoe launched an elaborate scheme to flush out the dissidents. She successfully removed all of the most dangerous courtiers, including Ptolemy's own wife and his niece. On Arsinoe's advice, Ptolemy banished them both to Coptos in the hills of southern Egypt.

**Pharaoh of Egypt.** After the court was cleansed of disloyal conspirators, Arsinoe proposed to marry Ptolemy. It would be a symbolic wedding in the Egyptian tradition. She hoped it would bolster their support among the Egyptian people and increase her authority. As she anticipated, their marriage was popular among Egyptians. Greeks, however, derided it.

**Censorship.** The bawdy poet, Sotades, composed a lewd rhyme about their incestuous relationship and was jailed for his crime. He later escaped and was hunted down, stuffed into a small, lead box, and thrown into the sea.

**Cult of Isis.** As Pharaoh, Arsinoe was syncretized with Isis and joined the goddess' cult. She performed the ritual duties, but left the administration of the temple to the priestesses.

**The Syrian War.** After the Battle of Ipsus, in 1799 TA, Egypt subtly annexed Syria from Persia. Seleucus, king of Persia, acquiesced out of respect for his friendship with Ptolemy I and because his troops were exhausted from war. When Ptolemy I died in 1826 TA, Seleucus sought to regain control of Syria. His armies quickly drove the Egyptians from the region.

Once Arsinoe secured her position in Egypt, she took control of foreign policy and the situation in Syria. Directing resources and replacing incompetent commanders with skilled generals, she hired more mercenaries and turned the war around. Over the next four years, the Egyptian army won battles in Syria and all across southern Anatolia to the borders of Caria.

**Philotera.** Arsinoe's youngest sister became a military officer and served in Syria. She was killed in battle during the final days of the war.

**Olympic Champion.** In her spare time, Arsinoe competed in chariot races. She entered the Olympic Games in 1828 AR and took the Gold Medal.

**Children.** Epigonos later joined Arsinoe in Egypt and became, for a time, the heir apparent. She never had any children with Ptolemy.

**Deification.** After Arsinoe died in 1853 TA, Ptolemy II deified her and established a cult in her name. The Faiyum Oasis, which had long been a sanctuary for Sobek, was cleansed, renovated, and renamed in her honor. It became the headquarters of her new cult, which is a subsidiary of the Great Mother's cult.



## ENEMY CULTS

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The Great Mother is committed to eradicating the evil prehistoric cults that demand child sacrifice including Dagon, Moloch, Ishtarte, Rashef, Tanit, and Yam. She also has a millennia old conflict with the Scythian Sun goddess, Tabiti. The Great Mother also joined the alliance arrayed against Sobek and his plan to take control of the Egyptian pantheon.

## AMAZONS AND VALKYRIES

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Full knowledge of the conflict between Amazons and Valkyries is one of the Great Mother's cult secrets. Arsinoe learned of the ancient war sooner than most cult members when she encountered Amazons in Heraclea.

**Amazons.** A unit of Amazons had long served Amastris of Heraclea. When Amastris helped Lysomachus against Demetrius, she loaned him a contingent of Amazons. Arsinoe later worked closely with these elite warriors and became their patron, taking them to Egypt with her.

**Valkyries.** Arsinoe first encountered Valkyries after becoming Pharaoh. Mercenary companies from across the world flocked to Egypt for the generous wages and potential land and citizenship. Among these foreign mercenaries were occasional bands of northern women: tall, blonde, and muscular. Intrigued, she met with them and drew them into her plans alongside her Amazonian agents.

Arsinoe has carefully maintained positive relations with both groups without committing to either. One of her objectives is to somehow resolve the conflict between them. Failing that, she uses them and their differences to her own advantage.

## FOR THE DM

Arsinoe may be an ally, an enemy, or a patron of the PCs.

**As an Ally.** Seemingly warm and friendly, Arsinoe is always seeking to use others to further her own agenda. Even her allies are tools to exploit. As long as their ambitions align with her own, she will cooperate with allies. As soon they cease to be useful, she moves on or eliminates them. Her brother, Ptolemy II, remains useful her entire life. A simple and honest man, he is a perfect tool for expanding her authority and oversight.

**As an Enemy.** Arsinoe is one of the most powerful people in this setting and an extremely daunting foe. She controls the Egyptian empire and the vast tentacles of the Great Mother's cult. Her operatives are everywhere and might be involved with any plot or scheme. She remains several steps ahead of her enemies and has more contingency plans than they can conceive.

**As a Patron.** Early in her life, Arsinoe sends her agents on small missions intended to advance her position within the temple and build her power in Lysimachia. After Lysimachus is killed, Arsinoe uses her minions to attempt to gain control of Macedon. As a priestess of the Great Mother, she could assign nearly any sort of cult missions to an adventuring group. She might even send them to the far corners of the earth or to other planes. As pharaoh, she could also assign nearly any task imaginable to the heroes. She may need them to perform a diplomatic mission to far away Punt or India, or a top-secret military operation in Persia. They may be sent to explore the uncharted regions far to the south or attempt to circumnavigate Africa. As a master of manipulating public opinion, she might require the heroes to spread or eliminate propaganda.



## PERSONALITY

Arsinoe is ambitious, manipulative, and cunning. Highly educated and adept at court intrigue, she easily navigates social interactions. Similar to her brother, she demonstrates antisocial traits and probably has a few narcissistic traits as well. Consulting Chapter 2 of the [Book of Broken Dreams](#), we can surmise Arsinoe has the following personality traits:

- *Remorseless.* Arsinoe feels no guilt for the harm she causes others in pursuit of her goals.
- *Conning.* Arsinoe prefers tactics of trickery and deceit rather than direct confrontation.
- *Spendthrift.* Arsinoe spends money recklessly on lavish excess, cult donations, and pet projects. Her vast wealth keeps her from ever running out of money.
- *No Close Friends:* Arsinoe has only associates, acquaintances, and accomplices.
- *Odd Speech:* Arsinoe's sentences are seasoned with rare and exotic words reflecting her advanced education.
- *Feels Unique.* Arsinoe is overly proud of her personal qualities and believes she is destined for greatness.
- *Preoccupied with Success.* Arsinoe is obsessed with attaining her goals and will not let anyone stand in her way.

## d8 Adventure Goal

- 1 Operations against the evil prehistoric deities
- 2 Missions to secure and expand her power in Egypt or within the temple
- 3 Missions against the cult of Tabiti
- 4 Commando raids against a foreign nation (Persia, Macedon, Phoenicia, or Kush)
- 5 Operations to stop the cult of Sobek
- 6 Eliminate a political enemy of the Great Mother's temple
- 7 Spread propaganda supporting the Great Mother in Rome
- 8 Attempts to resolve the conflict between Amazons and Valkyries



## ARSINOE II, QUEEN OF MACEDON

9th level human priestess (Great Mother), neutral

**Armor Class** 13 (17 with earthen fell)

**Hit Points** 49 (9d6 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	17 (+3)	14 (+2)

**Saving Throws** Con +6, Wis +7, Cha +6

**Skills** Deception +6, History +5, Insight +7, Persuasion +6, Religion +5

**Damage Resistances** poison

**Vehicle Proficiencies** chariots

**Feats** Resiliency (Con)

**Senses** passive Perception 13

**Languages** Koiné Greek, Demotic Egyptian

**Challenge** 2 (2,300 XP)

**Preaching (2/short or long rest).** Grant allies 1d8 divine inspiration

**Channel Divinity (3/long rest).** Call my children (summon two, four, or eight beasts, as *conjure animals*)

**Power of the Earth.** Arsinoe has resistance to poison damage and her AC is 12 + Dex

**Destroy Undead.** (CR2)

**Counter Sermon.** As an action, Arsinoe can start a sermon that lasts until the end of her next turn. During that time, she and any friendly creatures within 30 feet of her have advantage on saving throws against being *frightened* or *charmed*. A creature must be able to hear her to gain this benefit. The performance ends early if she is incapacitated or silenced or if she voluntarily ends it (no action required).

**Font of Inspiration.** Arsinoe regains all expended uses of divine inspiration after finishing a short or long rest.

**Powerful Spells.** Arsinoe adds her Charisma modifier to damage she deals with any cantrip.

**Spellcasting.** Arsinoe is a 9<sup>th</sup> level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Arsinoe has the following priestess spells prepared:

Cantrips (at will): *fist of iron*, *guidance*, *Magna Mater*, *message*

1<sup>st</sup> level (4 slots): *command*, *cure wounds*, *detect magic*, *dust cloud*, *entangle*

2<sup>nd</sup> level (3 slots): *augury*, *detect thoughts*, *rolling rock*, *earthen fell*

3<sup>rd</sup> level (3 slots): *dispel magic*, *meld into stone*, *sand form*

4<sup>th</sup> level (3 slots): *stone shape*, *stoneskin*

5<sup>th</sup> level (1 slot): *creation*, *geas*, *wall of stone*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.





## ARSINOE II, PHARAOH OF EGYPT

20th level human priestess (Great Mother), neutral

**Armor Class** 13 (17 with *earthen fell*)

**Hit Points** 110 (20d6 + 40)

**Speed** 30 ft.

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

**Saving Throws** Con +8, Wis +10, Cha +9

**Skills** Deception +9, History +7, Insight +10, Persuasion +9, Religion +7

**Damage Immunities** Poison

**Damage Resistances** Bludgeoning, piercing, and slashing from nonmagical attacks

**Vehicle Proficiencies** Chariots

**Feats** Resiliency (Con)

**Senses** passive Perception 14

**Languages** Konie Greek, Demotic Egyptian

**Challenge** 2 (2,300 XP)

**Preaching (3/long rest).** Grant allies 1d12 divine inspiration

**Channel Divinity (4/long rest).** Call my children (summon two, four, or eight beasts, as *conjure animals*)

**Power of the Earth.** Arsinoe has resistance to poison damage and her AC is 12 + Dex

**Destroy Undead.** (CR 5)

**Counter Sermon.** As an action, Arsinoe can start a sermon that lasts until the end of her next turn. During that time, she and any friendly creatures within 30 feet of her have advantage on saving throws against being *frightened* or *charmed*. A creature must be able to hear her to gain this benefit. The performance ends early if she is incapacitated or silenced or if she voluntarily ends it (no action required).

**Divine Intervention (1/7 days).** Arsinoe can call upon the Great Mother to intervene with 100% chance of success.

**Font of Inspiration.** Arsinoe regains all expended uses of her preaching ability after finishing a short or long rest.

**Powerful Spells.** Arsinoe adds her Charisma modifier to damage she deals with any cantrip.

**Spellcasting.** Arsinoe is a 20<sup>th</sup> level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Arsinoe has the following priestess spells prepared:

Cantrips (at will): *fist of iron, guidance, Magna Mater, message, true strike*

1<sup>st</sup> level (4 slots): *bless, command, cure wounds, detect magic, dust cloud, entangle*

2<sup>nd</sup> level (3 slots): *augury, detect thoughts, rolling rock, earthen fell*

3<sup>rd</sup> level (3 slots): *dispel magic, meld into stone, sand form*

4<sup>th</sup> level (3 slots): *conjure minor elemental, stone shape, stonewall*

5<sup>th</sup> level (3 slots): *creation, geas, wall of stone*

6<sup>th</sup> level (2 slots): *move earth, planar ally, word of recall*

7<sup>th</sup> level (2 slots): *conjure celestial, finger of death*

8<sup>th</sup> level (1 slot): *earthquake*

9<sup>th</sup> level (1 slot): *astral projection*

### ACTIONS

**Dagger +3.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage.

### EQUIPMENT

**Scarab of Protection (10 charges).** Advantage on saving throws against spells. Spend 1 charge to use a reaction to succeed on a saving throw against a necromancy spell or a harmful effect originating from an undead creature

**Artifacts.** Arsinoe has access to several Egyptian artifacts and the treasures of the Great Mother's temple. These include the Relics of Iron and the Magna Mater (detailed in the cult of the Great Mother).



# CREDITS

**Designer:** L.J. Ogre

**Editor:** Heather Clift

**Template:** [Simple Microsoft Word Template](#) by Laura Hirsbrunner

**Page Background:** Zsuzsa Fige

**Interior Illustrators:** Brian Brinlee and Joao Mileski

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