

BLIND OL' JEMMA

THIS BLACK TABAXI DOES NOT BOTHER TO LOOK IN your direction when she speaks you. Instead she stares upward or in some random direction and her blind eyes reflect light like two turquoise orbs filled with stars. She is fully aware of your presence though as one ear twitches in your direction when you move, speak, or breathe deeply. Her thick black fur gives way to patches of gray, it is thick and well kept. In her clawed hands, she twirls a dark blue crystal ball. She wears simple clothing: a deerskin corset over a pale green shirt that sits off her shoulders, with a purple sash and some dark blue pants that look like they were once a skirt but were expertly tailored and transformed. Golden bracelets and earrings sparkle, but are still dull compared to the twinkles in her eye and the grin on her face.

MYSTERIOUS KNOWLEDGE

Jemma is a great NPC for players to meet in a small village or a back alley of a bustling city. She can be a resource that the players can have to go to for information or to explain something, or maybe they are sent to find her before an important task to get readings from her.



"You adventurers are so adorable when you think you know what you're after. There is so much for you to learn..."

~Blind Ol' Jemma

CRYPTIC

Jemma tends to look at random things and speak in strange metaphors and riddles. She is fully capable of direct and clear conversation, but she prefers letting her speech dance on the edges of reality.

READING YOUR FUTURE

If the player characters can convince Jemma, they can get a reading from her. Each player character that wants a reading must spend 15 minutes in her presence while she does this, and this can be done during a short rest. Jemma will give the player a portent die (d20) which they roll at the end of the reading. The player should make a note of the result as it will last until the end of their next long rest. Upon leaving the reading, they player characters have no recollection of what Jemma said to them, though they feel as though it was meaningful.

When the player wishes to use the portent die result, just as a divination wizard does, they must narrate what cryptic thing Jemma said to them and describe how that changes the roll from the original roll to the portent die's result.

A LOVER OF TRINKETS

Jemma loves to get gifts, the more unique the better. Being a seer, she can get glimpses into an item's history through visions and feelings. She'll ramble strangely as she reads an item, but will require some convincing if the players want her to be more direct with her explanation of what she saw.

FETCH QUEST IDEAS

Jemma's responsibilities keep her from travelling, but she's always ready to trade. Below are fetch quest ideas that Jemma can ask of your party and in return she'll grant them a reading or information she may have on their quest.

1. Sand from the beach half a day's travel away
2. Specialty yarn from two towns away
3. A marble-handled brush owned by a local noblewoman
4. Venison jerky from a ranger in the nearby mountains
5. A fine leather pouch crafted by a famous leatherworker
6. An idol in some neighboring ruins
7. The recipe for crackers from a local baker
8. Special candles from the candlemaker in the woods
9. A plant with pointed, triangular leaves from the forest (it's catnip)
10. A log from the hard lockwood tree at the top of a nearby mountain (for a scratch post)

BLIND OL' JEMMA

Medium humanoid, Chaotic Good

Armor Class 13

Hit Points 71 (11d8 + 22)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Deception +4, History +4, Insight +10, Nature +4, Persuasion +4

Senses passive Perception 14

Languages telepathy 30 ft.

Challenge 7 (2,900 XP)

Multiattack. Jemma makes two claw strike attacks.

Spellcasting. Jemma is a 7th-level spellcaster. Jemma's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Jemma has the following spells prepared:

Cantrips (at will): *Blade Ward*, *Dancing Lights*, *Friends*, *Prestidigitation*

1st level (4 slots): *Absorb Elements*, *Catapult*, *Detect Magic*

2nd level (3 slots): *Blur*, *Darkness*, *Detect Thoughts*

3rd level (2 slots): *Catnap*, *Clairvoyance*

ACTIONS

Claw Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d4+1 slashing damage.

Lead the Target. Jemma can use her action to verbally guide an ally's melee and ranged attacks, granting a single ally +2 to hit and +2 AC until the start of her next turn. This requires concentration and that the ally is within 30 feet and can hear her.

REACTIONS

Saw that Coming. Jemma can use her reaction to allow an ally within 30 ft. to re-roll a failed saving throw or failed attack roll. The second roll must be used.

"Jemma wasn't a very social cat. She didn't get along with other cats, wasn't too playful nor affectionate. Except with me. Early on, she would hiss at other cats, sometimes causing them to gang up and run her out of rooms. I was there, as much as I could, to keep her safe. I'd snatch her up, and bring her to her "tower," nice and safe. When her vision started going, she would cry out for me to carry her places. Bring her onto my lap as I ate. She would hear when I got home, and follow the sound of my steps to a place we could both sit. She wasn't a cat for everyone because she was MY cat. She only wanted ME. Nobody else. And so I was with her, slept downstairs on the couch with her on her last days when she stopped eating and drinking... I was the only one in the room, holding her, constantly repeating, "I'm here baby, you're mine," as the nice doctor put you to sleep and sent you home from your suffering. I wanted to make sure the last things you experienced was my voice and touch. And it was so."

~Papalycan, [@papalycan](#)

IN MEMORIAM

"I came to learn about Jemma when [Papalycan](#), a TikTok mutual, asked for someone to draw his cat and turn her into an NPC. What I didn't know was that a few months later Jemma would cross the Rainbow Bridge. Papalycan, in his post about her passing, shared my timelapse video of me drawing Jemma. Him taking that time to express that brought to my mind the idea of the Angel NPCs section of my website. I am forever grateful to know that I could have that impact, and I hope that everyone can enjoy Blind Ol' Jemma and make her a part of their game world."

~John, [@dadsrolldice](#)