

SINCLAIR'S LIBRARY



5E
Compatible

SINCLAIR'S CODEX

A character with dark hair and a white, ornate mask covering their eyes and nose. They are wearing a white cape with gold trim over a dark blue and red tunic. The character is holding a large, open book in front of them with both hands. They are standing in a circular archway with intricate golden patterns. The background is a soft, hazy blue and white. The overall style is that of a digital illustration or concept art.

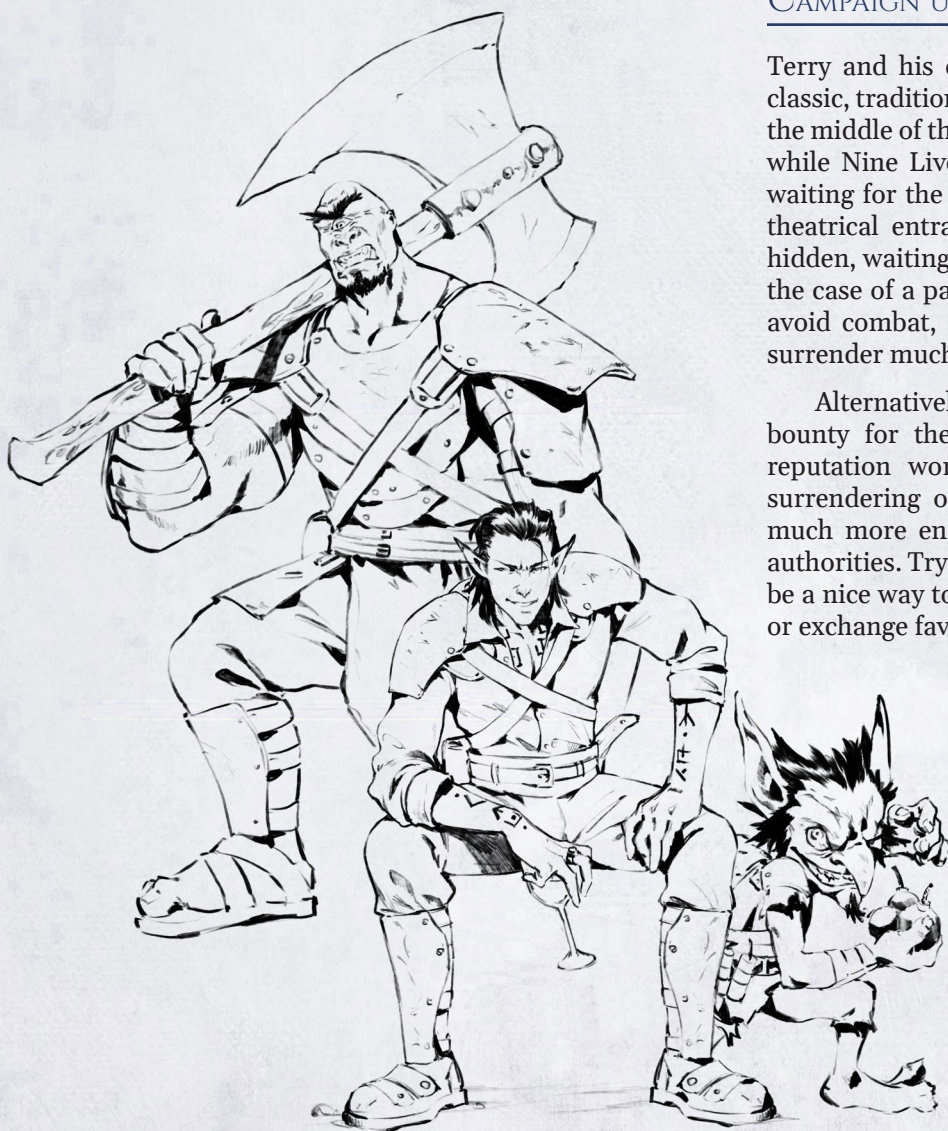
Playtest Package

Playtest Package 2

NINE LIVES TERRY

“ I’m not sure who said crime doesn’t pay, but Terry and his friends seem to be doing just fine “ ~ Sinclair

The legend of Nine Lives Terry is much taller than the man, and pretty distant from reality. A natural charmer, he always has the right word to convince people to do what he wants, which is usually to give up their coin. Terry appreciates the simple pleasures of life: good wine, good food, the soft skin of a woman, and a nap in the shade of a tall tree. When he was very young, he realized the lifestyle of a road bandit could offer everything he wanted, but intimidation was not Terry’s strong suit by any means. For this he needed friends—scary friends.



In a strange twist of fate, scary friends found him. As he was sunbathing in the grass, he suddenly found himself upside down, hanging by an ankle. Most would have been terrified at the sight of a cyclops, especially while dangling upside down in front of it. But to Crag’s surprise, Terry was smiling ears to ears. Without a care in the world, he started blabbering about how great friends they were going to be. Never did he seem to consider his current situation, nor the possibility that Crag might have no interest in being his friend. And yet, inexplicably, friends they became. Terry immediately baptized them “Nine Lives Terry and Crag the Unbreakable,” insisting on the necessity of “maintaining a scary image” and “building a legend.” Not too long after, Crazy Jack accidentally joined them, and their operation was born.

CAMPAIGN USE

Terry and his crew are meant to be used in a very classic, traditional ambush style. Brutal Crag stands in the middle of the road, appearing to be working alone, while Nine Lives Terry sneaks up behind the party, waiting for the perfect moment to make a grand and theatrical entrance. Meanwhile Crazy Jack remains hidden, waiting for a chance to blow up something. In the case of a party ambush, Terry and his crew try to avoid combat, finding intimidation and demands of surrender much simpler and cleaner.

Alternatively, Terry’s gang makes for a great bounty for the party to hunt. His obsession with reputation works wonders when it comes to the surrendering of his victims, but it also makes him much more enticing to capture in the eyes of local authorities. Trying to ambush the group of bandits can be a nice way to make some coins, build a reputation, or exchange favors with local authorities.

COMBAT TACTICS

If combat occurs, Brutal Crag lives up to his name, targeting horses, wagons, and chariots first to prevent any escape. Terry remains at a certain distance, using his blink ability to stay safe and peppering the enemies with spells. Crazy Jack follows a very precise routine of throwing a bomb and sneaking away, with absolutely no regard for potential friendly fire. If the gang ambushes the party, they will try to avoid killing anyone, instead satisfied with incapacitating and looting them. If the party ambushes Terry and his crew, however, all bets are off, and the three bandits will not hesitate for a moment to kill their foes if possible.

ROLEPLAYING NINE-LIVES TERRY

Terry has the following characteristics. Playing into them makes Terry more invested in an interaction, and might change his attitude or be necessary to attempt certain Charisma checks.

Traits: *Fearless.* Trusting things to work out in his favor, Terry seems oblivious to immediate threats. Glib. Terry is extremely talkative and also very convincing.

Ideal: *Simple Pleasures.* Terry likes his luxury, but never works harder nor pays more than he needs to to get them.

Bond: *Crew.* Terry's carefree attitude becomes deadly serious when Crag and Joe are threatened.

Flaw: *Bravado.* Creating a reputation as a criminal and as a bon vivant often draws unfriendly attention to Terry.

NINE-LIVES TERRY

Medium humanoid (male, elf), chaotic neutral

Armor Class 13

Hit Points 60 (11d8 + 11)

Speed 30 ft.

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

Saving Throws Con +3, Cha +5

Skills Acrobatics +5, Arcana +5, Deception +5, History +5, Intimidation +5, Perception +3, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant, Sylvan*

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Spellcasting. Terry is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Terry has the following spells known:

Cantrips (at will): *fire bolt, mending, message, minor illusion, true strike*

1st level (4 slots): *burning hands, jump, shield, sleep*

2nd level (3 slots): *blur*

3rd level (3 slots): *counterspell, haste*

Dangerous Friends. Terry has advantage on saving throws against effects created by his allies. Terry has damage resistance against effects created by his allies.

Elven Instincts. Terry has advantage on initiative rolls.

Fey Ancestry. Terry has advantage on saving throws against being charmed, and magic can't put him to sleep.

ACTIONS

Multiattack. Terry makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 6 (1d4 + 4) piercing damage.

BONUS ACTIONS

Erratic Blink. Terry teleports as the spell *dimension door*, except the range is only 15 feet. When doing so, he has a 20 percent chance of falling prone at the end of the teleportation. Terry cannot use this ability again until he performs a move action.

CRAG THE UNBREAKABLE

No one knows exactly why Brutal Crag chose to join Nine Lives Terry. Most suspect a magical charm of some sort, while others mistake the under-sized cyclops with a vulgar ogre, assuming him to be too stupid to make a decision on his own. The truth is, Terry amuses Crag. Always ready to crack a joke, tell a good story, and or enjoy one too many drinks, the little elf has shown Crag how to enjoy life. Terry's natural ability with words has also made Crag's bandit life far more lucrative and far less dangerous, something the cyclops truly appreciates despite never admitting it openly. Since the addition of Crazy Joe to the group, whom he considers to be in a strange combination of pet and child, Crag has even caught himself being truly happy with his newfound family.

ROLEPLAYING CRAG THE UNBREAKABLE

Crag has the following characteristics. Playing into them makes Crag more invested in an interaction, and might change his attitude or be necessary to attempt certain Charisma checks.

Traits: *Insightful.* Crag possesses a wisdom uncommon among cyclopes, with insight that borders on prescient. Intimidating. Crag maintains a facade of stoic indifference that drops briefly only among his closest friends.

Ideal: *Dominance.* Like most cyclopes, Crag seeks control over people and things around him.

Bond: *Crew.* Crag is fascinated by Terry and Joe, perhaps because they refuse to be controlled.

Flaw: *Rejected.* Shunned by his kin for his (relatively) small stature and strange abilities, Crag secretly fears rejection by those he is close to.

CRAG THE UNBREAKABLE

Large giant (male), Lawful Evil

Armor Class 12 (hide armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	18 (+4)	10 (+0)

Skills Athletics +6, Insight +6, Intimidation +2, Survival +6

Damage Resistances fire

Senses passive Perception 14

Languages Common, Giant

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Relentless Endurance (Recharges after a Long Rest). When Crag is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

ACTIONS

Multiattack. Crag makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

BONUS ACTIONS

Flash of Insight (1/Day). When Crag is about to roll an ability check or saving throw, he can peer into an occluded spectrum of possible futures. He gets an automatic success on the roll instead of rolling.

CRAZY JOE

Crazy Joe's nickname is a well-deserved one: he is both unpredictable and dangerous, even by goblin standards. Luckily, he is also fairly docile. His introduction to the gang is rather comical, as he joined Nine Lives Terry and Brutal Crag plainly by accident. Part of a goblin raid group, he and his fellow tribesman made the mistake of ambushing the two bandits as they were drunkenly exchanging stories by the fire. What was meant to be a goblin raid turned out to be a bloodbath, as Terry and Crag started a competition of who could kill the most goblins before they fled. Unfortunately for the duo, and very fortunately for Crazy Joe, this competition was interrupted by a much more serious threat: a group of mercenaries attempting to bring in the bandits for a hefty ransom. An arrow volley killed most of the remaining goblins, forcing the now sober pair of thugs to take cover behind a large rock. To their great surprise, they were sharing their cover with a grinning goblin, who had elected them to be the winning party to ensure his survival. Crazy Joe proudly showed them a bag of makeshift bombs, before tossing explosives left and right, creating utter chaos. Terry and Crag immediately fell in love. The mercenaries dispatched, they gave the goblin a meal, a name, a pat on the back, and Crazy Joe was officially the newest member of Terry's crew, despite sharing no common language with either of his compatriots.

ROLEPLAYING CRAZY JOE

Joe has the following characteristics. Playing into them makes Joe more invested in an interaction, and might change their attitude or be necessary to attempt certain Charisma checks.

Traits: *Eccentric Genius.* Joe's erratic behavior often turns out to have been smart in the long run. Unintelligible. Even to speakers of Goblin, Joe's rambling, train-of-thought speech is difficult to follow.

Ideal: *Pyromania.* For all his intelligence, Joe loves the simple pleasure of watching things explode.

Bond: *Crew.* At first Terry and Crag were just useful tools for survival, but now Joe views them as his kin.

CRAZY JOE

Small humanoid (male, goblin), Chaotic Neutral

Armor Class 14

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	8 (-1)	12 (+1)

Skills Athletics +3, Acrobatics +5, Perception +1, Stealth +6, Survival +1

Tools alchemist's supplies +6

Senses darkvision 60 ft., passive Perception 11

Languages Goblin

Challenge 3 (700 XP)

Proficiency Bonus +2

Nimble Escape. Joe can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Multiattack. Joe makes two bomb attacks.

Bomb. Joe throws a bomb at a point he can see within 60 feet. It explodes in a 5-foot radius. Creatures within the radius must succeed at a DC 13 Dexterity saving throw or take 1d4 points of fire damage. Joe also chooses one creature within the radius and makes a ranged attack roll against them with +5 to hit. This attack has disadvantage if the target is farther than 20 feet from Joe. On a hit, the target takes 1d8 fire damage. It also takes 1d4 fire damage at the start of each of its turns (this effect is not cumulative). A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

BONUS ACTIONS

Boom Surprise. Joe produces one or two bombs from questionable ingredients and raw pyromania. Any bombs that are not thrown this turn are lost.

VIVET OF THE FIRST WOOD

Born in the wilds of Untarel, Vivet spent much of her childhood playing with the other denizens of the First Woods. With nothing of a formal education, she still proved early on to be capable and intelligent. Her natural insight could shame even those with more sophisticated upbringings, something she took an unveiled pleasure in doing as frequently as possible.

Despite her natural intellect, Vivet had no interest in the arcane but gravitated toward martial pursuits instead as she became an adult. She found in herself a deep desire to protect her home, as well as a secret appreciation for the thrill of combat. She quickly garnered a reputation as a stalwart defender and a born leader, rising up the ranks in the military of the First Wood. When a strange abomination started poisoning the land and laying waste to the forest, many turned their gaze to Vivet to handle the threat.

Vivet stepped up to the task, carefully assembling an elite force to lead against the beast. As Untarel's army marched out to the forest for a frontal assault on the beast, Vivet was faced with an impossible decision: lie in wait with her elite forces and wait for the perfect opportunity to strike, or join the troops about to be slaughtered, risking losing the battle in the process. Vivet elected patience and the bigger picture, so she waited until the time was right. Her strategy worked to perfection, and they felled the beast, but of the thousand soldiers who marched, merely a hundred survived.

Despite returning a celebrated hero, titled the Savior of the First Wood, Vivet came back changed, broken and ashamed. Turning down the title and promotion offered, she left her home to perfect her training, dedicating her life to mastering the art of slaying demons. She swore that no others would suffer the cruelty of demons, but more importantly, she was determined never to resort to sacrificing a life in order to vanquish evil. Her training and vows as a holy champion serve the ultimate purpose of pursuing her mission.

FREE AGENT COMMANDER

Embracing both her newfound devotion and her extensive military experience, Vivet has made for herself somewhat of a unique path of life; the one of a commander for hire. Unrestrained from commanders, uniforms, and nation, she travels the world, offering her services as a military commander against fiendish incursions. She trains and leads soldiers into battle against the forces of pure evil, asking for little payment in return. Her reputation for efficiency and zeal goes so far that any fiend considering an incursion on the material plane had best consider an important question: where is Vivet the Savior at the moment?



STORY HOOKS

As a crusader, Vivet's main use in a campaign is to assist heroes in a call to action. A capable leader and firm believer in the merits of operating outside the confines of a traditional military structure, she is more than happy to delegate missions to independent parties. This makes her a perfect source of quests for early levels.

Her determination to save lives can also be leveraged in an adventure, such as by having her lead a rescue mission for the party. She might appear as part of a last minute save in a combat that went awry, to interrupt a combat between your players and a recurring villain, or in an encounter the players have no chance of winning, such as to drive home a threat or show them what is to come.

Vivet's high level and potential role as commander make her a great recurring character in your story. In a campaign with a recurring villain, it would be natural for Vivet to aid the party at numerous key moments, as well as in the final confrontation, though you should take care that she does not seize the spotlight in encounters.

Alternately, Vivet's goals and those of the heroes might not align. Though unlikely to be an antagonist to the party (unless they are evil themselves), Vivet is not immune to being deceived and her desire for more direct action against evil can leave her at odds with those who might prefer a more nuanced or subtle approach. In case of conflict, Vivet is always ready to draw her sword but will engage in diplomacy first and foremost. While her demeanor might appear slightly dismissive, she is not vivid in her thinking: her actions and decision-making show her willingness to consider she might be wrong.

ROLEPLAYING VIVET

Vivet has the following characteristics. Playing into them makes Vivet more invested in an interaction, and might change her attitude or be necessary to attempt certain Charisma checks.

Traits: Dedicated. Vivets put her mission ahead of other considerations, resting only to be energized for her next fight. Inspiring. It is hard for non-evil creatures not to be inspired by Vivet's zeal, nor evil creatures to ignore her presence.

Ideal: Defender. Vivet has made it her life's goal to protect the innocent, especially from the predations of demons.

Bond: The First Wood. Though she travels the world, Vivet still carries a strong attachment to the people and creatures of the First Wood.

Flaw: Survivor Guilt. The loss of so many allies weighs heavily on Vivet; only constant actions keep her from brooding on what she could have done to save them.

VIVET OF THE FIRST WOOD

Medium Humanoid (female, elf), neutral good

Armor Class 18 (half plate, shield)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +6

Skills Acrobatics +5, Athletics +8, Nature +6, Perception +6, Religion +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Celestial, Common, Elven, Sylvan

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Courage. Vivet and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Protection. Whenever Vivet or a creature friendly to her within 10 feet of her must make a saving throw, the creature gains a +2 bonus to the saving throw. Vivet must be conscious to grant this bonus.

Holy Weapons. Vivet's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

ACTIONS

Multiattack. Vivet makes two longsword attacks. If she also has her shield up, she can make a shield attack.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 4 (1d8) radiant damage, or 9 (1d10 + 4) slashing damage plus 4 (1d8) radiant damage if used with two hands.

Mithral Shield. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 4 (1d8) radiant damage.

Lay on Hands. Vivet has a pool of healing power that replenishes when she takes a long rest. With that pool, she can restore a total of 45 hit points. As an action, she can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in her pool.

Alternatively, she can expend 5 hit points from her pool of healing to cure the target of one disease or neutralize one poison affecting it. She can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This ability has no effect on undead and constructs.

BONUS ACTIONS

Erratic Blink. Terry teleports as the spell *dimension door*, except the range is only 15 feet. When doing so, he has a 20 percent chance of falling prone at the end of the teleportation. Terry cannot use this ability again until he performs a move action.

LILIANA, THE BANDIT WARLORD

On a seemingly eternal warpath, Liliana and her army of mercenaries are a grave threat to the established gentry. Once, she was dismissed as a mere bandit; the leader of yet another clan of warriors in the wastelands. Now, her empire greedily devours country after county, tearing down the wealth and power of landed lords and uplifting the common folk. Wherever she goes, death and bloodshed follows, and from the ashes of destruction, a prosperous and peaceful nation grows.

ORIGINS

Born from a Marilith and a Hobgoblin, Liliana was destined to become a great leader. Raised within a society of warriors in the desert, her childhood was as harsh as one could expect. Fighting among kids was common in these streets, if not encouraged, and by her fourth birthday she was no stranger to brawls and scraps. The summer of her sixth birthday, she was sent to training camp far out in the wasteland, as per the customs of her clan, where she very quickly distinguished herself from the other would-be warriors. Liliana stood out not by any particular talent, but by her dedication, focus, and determination. Always the first one on the field and the last one in the barracks, she was relentless, determined to

achieve martial perfection. Whenever she was not training, she was fighting with another recruit, as her overachieving personality had made her an outcast among her peers.

But things took a different turn once she was assigned to a squad. After six long years of drills, combat training, and forced marches under the sun, she was an accomplished warrior, ready to take on the dangers of the wastelands. Assigned to border protection, Liliana would spend weeks on end out in the desert, tracking down predators and hunting parties from neighboring territories crossing the border.



Now living in close quarters with nine other men and women, all of them older and more experienced warriors, Liliana had no choice but to do something she had never bothered with in the past: pay attention to others. This led her to two realizations that would shape the woman she would become. First, her squad leader was utterly incompetent, and more importantly, a coward. Her illusions that rank equated to merit shattered, and she became sickened by traditional military structure. Second, her new brothers in arms, all hardened veterans, showed no contempt for her unusual determination, but rather admiration and respect. They quickly became family to her, and while they showed her the value of easing up—of sharing a drink by the fire or a little rest under a tree on a hot afternoon—she inspired them to become better fighters, to take their training more seriously, and to perfect their craft.

Unfortunately for her commanding officer, as the bond with her squad grew, so did her insubordination. Her contempt for his cowardice was unveiled, and she would commonly ignore any order she deemed unworthy of consideration, invariably followed by the rest of the unit. This dynamic carried on for nearly three years until one day, during a routine border patrol, the squad discovered an unusual group of intruders on their land. Made up of twelve heavily armed warriors and four wargs, this was a war party—a raid group looking to pillage and plunder. To no one's surprise, the squad leader called for a retreat, which sent Liliana into a rage. Avoiding large predators or forgiving trespassing hunters was one thing, but ignoring a war party was utterly unacceptable. Anyone killed by this raid party would be blood on Liliana's hands and those of her squad. She violently expressed her opinion, but apparently her commanding officer could easily live with blood on his hands, so long as it wasn't his own.

The argument was abruptly interrupted when the head of her commanding officer rolled off his shoulders. The largest member of her unit, a towering minotaur, had simply and cleanly decapitated the coward. Without a word, without a look, all unanimously agreed: Liliana was the new squad leader. To this day, the bards still talk about the bloodbath that followed. Without a single casualty suffered, Liliana and her squad eviscerated the raid group in a matter of minutes.

At the capital, they were received as heroes. The official story : the squadron had discovered and handled a serious threat to the clan, tragically losing their esteemed leader in the process. The truth was an open secret, however, and many secretly celebrated a squad deposing their incompetent officer in favor of a more suitable candidate. Well aware of this fact,

the city council saw in Liliana an immediate threat. A sixteen year old insubordinate novice earning the loyalty of experienced warriors was a danger they could not ignore. They elected to handle the situation in perfect military fashion: by promoting her and sending her far away to die on foreign lands.

This news was received with great applause. Finally, a deserving leader was climbing the ranks. The folk organized a large banquet in Liliana's honor, to the greatest displeasure of the upper ranks. The celebrations went on for three consecutive days, during which Liliana received many pledges of allegiance, marriage proposals she bluntly declined, and gifts of all sorts. Even Liliana's mother, whom she had never met, made an appearance. The imposing yet seductive marilith brought gifts as well: an enchanted necklace and an abyssal bison calf named Baastri. Unmoved by the maternal gesture but appreciative of the value of these gifts, Liliana swore to never part ways with either.

Unfortunately for the powers that were, Liliana would come back victorious from her raids without fail. Even more worrying, she often came back from her raids with more soldiers than she left with. Mercenaries and warriors from all over the region, having heard the tales of the legendary captain, traveled from far and wide to join her ranks. Everytime she returned victorious from her increasingly dangerous quests, riding her impressive flaming bison, her war banner floating in the wind, her reputation and influence grew. Desperate and anxious, the city council took action: they hired a skilled assassin to deal with the issue. This mistake would be their last. The very same night, Liliana could be seen walking the streets of the city, dragging the bloodied body of the assassin, weapon in hand, in direction of the city hall. As she reached the steps of the building, not a single guard lifted a finger to stop her.

Within two years of her ascension, there was not a single village in the region that did not proudly wave Liliana's war banner. One territory at the time, she united the region into an empire, then turned her eye to conquest. Leading her impressive army of mercenaries, bandits, and warmongers, she began her expansion, showing no intentions to stop.

PERSONALITY

Despite her impressive ascension to power, Liliana stayed true to her roots as a dedicated warrior. Her nights might be occupied by banquets, lovers, or bare knuckle brawls, they are nothing but distractions. Her one true love and joy is the battlefield.

Most who have had the chance to carouse alongside Liliana describe her as a blunt and honest woman; a bit rough around the edges, but quick with a laugh and generous with her drinks. The ones who truly know her—the ones close enough she would call a friend—tell a different story. The story of a focused, determined, rigorous, and willful soldier.

These few select individuals also know all the suppositions about her military campaign are wrong. Liliana does not conquer land by ambition or ideology, nor is her crusade holistic or moral. She wages war simply because she knows and enjoys nothing else. Her rule is harsh but just and honest, which does not come from any moral belief but from a deep sense of responsibility to honor the brave men and women who fought to defend their home against her invasion. She has no interest in power for its own sake but perceives her reign to be the price to pay for the privilege of waging war, no more no less.

While being an honorable person, showing respect and grace to those she deems worthy of it, Liliana can be outright cruel. Not only does she believe cowardice and greed deserves to be eliminated from the world, she actually enjoys watching those she considers unfit to live suffer before their demise. This strange dichotomy in her personality leads her to commit actions which may seem unpredictable, like publicly dismembering an enemy general who dared surrender his city to her without a fight, but healing, feeding, and releasing an assassin who attempted to slit her throat, so long as she did not beg for her life.

THE MERCENARY EMPIRE

Liliana's reign is a ruthless but fair military regime following a single dogma: life is not deserved but earned. Growing up in the harsh wasteland, where survival requires hard work, she has learned to recognize the value of hardship and to despise those who would usurp the precious resources needed for their survival. Her regime applies this philosophy to the fullest. No titles of nobility are awarded or recognized, while the ruling class of conquered lands are executed, their wealth seized, and their opulent residences burned to the ground. Thievery, racketeering, and fraud are punished by death, and military ranks hold no authority over civilians. The raiding of civilians is strictly forbidden, as well as pillaging of any kind, at the exception of palaces, mansions, castles, and city halls.

MILITARY STRUCTURE

The military structure of Liliana's band of mercenaries is a very unusual one. Squads of soldiers are considered independent entities, and promotions are given from the bottom, rather than from the top. Squad members decide on a commanding officer to lead them into battle, whose only qualification must be earning their respect. Squads are then organized into factions, whose leader is determined by the officers of each squad to answer directly to Liliana's generals.

These generals are in charge of logistics more than anything, allocating regions or fronts to factions, an action similar to removing a leash from a dog in many ways. The spoils of war are divided evenly within the squad or faction responsible for taking a city, with officers getting nothing more than the privilege of choosing first among rare items. This strange compromise between organized legions and guerrilla warfare makes it incredibly hard to organize a counter offensive against Liliana's troops, as a squad's position is unpredictable and yet always close to potential reinforcements.

THE ENFORCERS

The flexible structure of Liliana's armies would make it impossible to stick to her counterintuitive rules of engagement regarding looting and occupation of newly conquered territories if it wasn't for her enforcers. Led by officers hand-picked by the warchief herself, these select groups of elite warriors are in charge of enforcing her will among the troops. The enforcers investigate, assess, and execute the culprits of any infringement of the rules. Any abuse of power, inequitable distribution of riches, unauthorized looting, or misconduct of justice is met by a swift and often public death.

THE PEACEKEEPERS

The Peacekeepers are the newest military branch of the mercenary empire. As time passes, life within newly conquered territory regains a sense of normality and with it, crime and corruption returns. The Peacekeepers serve as investigators in charge of rooting out potentially problematic agents within the general public. More often than not, Peacekeepers spend their time keeping an eye on guild leaders and larger enterprise owners, ensuring they don't use their positions to accumulate wealth or influence.

Like the Enforcers, the Peacekeepers are all personally selected by Liliana herself, often by having shown rigorous morality or proven to be incorruptible in one way or another.

PUBLIC PERCEPTION

The public perception about Liliana's unending campaign is a varied one. Those who resist her conquest speak of the bison-riding demon in terror, telling stories of mass murder and merciless bloodshed. Depicted as a cruel and cold blooded monster, Liliana is said to be the physical manifestation of evil itself. Soldiers who survived an encounter with her forces speak of the ruthless nature of their tactics, while their nightmares are fueled with public executions of their commanding officers.

Ask a mercenary flying her colors, however, and you will hear the story of a legendary warchief—an invincible warrior who leads her army head first on the battlefield, rewards might and courage, and punishes cowardice and greed. Due to the structure of her military apparatus, even the lower ranks hold every officer in high esteem, a feat thought to be impossible by any military entity.

The most interesting opinions regarding Liliana often come from the citizens of her newly conquered lands. Of the ones still alive, most testify of the improved lives they enjoy under the reign of the bandit warlord. The harvests, weapons, and equipment she needs to feed her troops are never taken by force but bought and paid for, bringing financial prosperity to farmlands and small towns. The spoils of war she offers her troops are plenty enough to attract would-be criminals into the ranks of the army, while the public beheadings of thieves dissuade cowards who consider racketeering civilians rather than honestly earn a coin. Her military regime has made road bandits now a thing of the past, making commerce safer and prosperous.

LEGENDS AND STORIES

Like those of most such figures, the legend of Liliana the bandit warlord is accompanied by a plethora of tales ranging from the mundane to the fantastic. These stories are told universally across the realms, although often heavily altered by the perspective of the storyteller.

THE BURNING TOWER

The most notorious of these stories tells of an army general defending an outpost attacked by Liliana herself. After having sent his men to the front lines knowing they would get slaughtered, he locked himself in a tower with his officers, cowering in fear. Once the outpost was conquered, Liliana offered a chance to the officers: if they surrendered their general, she swore not a single blade would strike. The officers immediately opened the door, offering their general. Liliana was

already disgusted by the cowardice of the officers for avoiding battle, and watching them surrender their commander simply added insult to injury. True to her word, not one man hidden in that tower was struck by a blade. She simply locked the officers inside the tower and set fire to it. The general, whom she deemed responsible for promoting these cowardly officers in addition to abandoning his troops in battle, was thrown into the warg enclosure for the entertainment of her soldiers.

THE FALL OF ZARACHAS

The fall of Zarachas is by the far the most mysterious of stories surrounding Liliana. Only a few elements of the tale are undeniable and refuted by none. One day, in the midst of her eternal crusade, Liliana saddled her loyal flaming bison and headed north. She took no rations nor escort, and offered no explanations. Two weeks later, she rode back into camp with an enormous white dragon's head dragging behind her steed. Tied to Baastris's saddle, two bags of holding contained the dragon's hoard. Stories say the celebrations lasted three days all across her empire.

"Why did Liliana risk her life to kill Zarachas, even I can't say for sure. Some say her crusade was in desperate need of funds, others claim she did it to bolster her reputation. Local tribes are convinced she did so to protect them from the ire of the beast. Personally, I think none of these things ever even crossed her mind. I think she simply did it for the hell of it ... Quite the woman, really." ~ Sinclair

THE INDEPENDENT CITY OF KALESH

Among the mercenary empire stands one independent city, free from the warlord's reign. The city of Kalesh is in no way remarkable, and is easily mistaken for any other fortified city in the region. And yet, it was granted full autonomy and immunity by Liliana herself. Back when the bandit chief and her troops first besieged Kalesh, it was expected to take three days, at most, for the city to fall. Two weeks later, the gate had not been breached, none of the mages defending the walls had fallen, and they had suffered fewer casualties by a factor of ten. Impressed by the resilience and vigor of the city's defenders, Liliana issued an offer: should the warriors of Kalesh agree to join her army as a factionless squad, the siege would end immediately. The officers and soldiers of Kalesh knew the siege couldn't last forever, and that eventually the walls would fall, but still they unanimously refused the offer within the hour. They held the siege for an additional month—a feat nearly unbelievable given their circumstances. When the city finally fell, Liliana gave the order to stand down.

A city with leaders and soldiers this brave and united would not suffer any unnecessary casualties. She granted Kalesh the status of free city under complete self governance without any further interference from her or her warriors. She provided the necessary gold to rebuild the city walls and went on her way.

BUILDING A CAMPAIGN

Liliana and her crusade are designed to be the core of a war theme campaign. Regardless of which side your party operates from, whether they act as soldiers in an army or as independent agents, if your adventurers are in the vicinity of the bandit chief, so is war. But where its theme is fairly unidimensional, a Liliana campaign offers significant diversity in style and genre.

The first session of play is crucial in determining the type of campaign you intend to run, and some key elements might help organically inform the direction you and your players decide to venture.

MILITARY CAMPAIGN

In a military campaign, the players likely begin as part of an army defending their nation from the evil invasion of Liliana and her mercenaries. In order to build a military style campaign, the suggested pattern is a linear ascension, with the party starting as low ranking members of the army fighting standard soldiers and gaining ranks and level as they defeat officers of the mercenary troops until they ultimately face Liliana herself. This style of campaign often takes a “good versus evil” structure and the standard progression of heroic fantasy.

To set the party on the path of a military campaign, we suggest starting the first session with the party defending against an assault. By making Liliana’s mercenary forces the aggressor, you can imply the righteousness of opposing the invasion, while simultaneously granting the players their first heroic victory, thus setting them on the path of becoming legends.

To build your encounters, a healthy balance between combat against enemy troops and wild creatures will be important to avoid becoming repetitive (more on encounter building down below). It is also suggested to prepare statblocks and persona ahead of time for 1) a squad leader, 2) a faction leader, and 3) a general for the party to face. Many NPCs found in this book can make for suitable candidates to fill these roles. Making these officers recurring encounters will help keep continuity throughout the campaign. We suggest using the squad leader between levels 4 and 6, the faction leader between 9 and 11, the general between 16 and 18, and finally facing Liliana to close the campaign.

Making Liliana a recurring character, following the guidelines found below, should help keep the thread and the tension between story arcs against her officers.

MERCENARY CAMPAIGN

In a mercenary style campaign, the players find themselves part of Liliana’s army. While the format can resemble a military campaign, with the party instead siding with the bandit warlord against an oppressive monarchy, a mercenary campaign can take a very different turn. The freedom of operation granted to Liliana’s troops can offer a wider variety of adventures than a battlefield centric story.

When building a mercenary campaign, take a more quest-based approach to your campaign, sending the party through various missions, such as infiltrations, escorts, investigations, or priority target eliminations. These operations can lead the party to climb the ranks of the mercenary army, from squad leader to general, but they can also lead the party on the path to becoming enforcers or peacekeepers, keeping order within the empire.

To send your players on the path of a military campaign, we suggest making your players part of an assault on a city whose walls just fell. Once the city is taken, grant your players a generous loot, and have their squad leader assign them a new mission. The familiar mission-reward pattern should set the players expectations right about the style of campaign you are running. At some point, elevate them to their own squad, possibly following the success of a difficult mission. In this way, you can demonstrate Liliana’s unusual means of promotion, where respect for one’s abilities is more important than experience.

Building encounters for a mercenary campaign follows the same basic rules of encounter building than any standard campaign. The somewhat encapsulated nature of the missions and story arcs allow for any type of encounter. In order to diversify your campaign, it is recommended to include missions which cannot be resolved solely by combat, like discreet infiltrations or scouting a path forward for the squad to march on.

SANDBOX CAMPAIGN

A sandbox Liliana campaign uses the war as a setting, rather than its core. By placing your players anywhere near a contested border, you can use the effects of the war as a motivator, a trigger, an obstacle, or an opportunity for the party. Sandbox campaigns are varied and personal, but here are a few tips and key points to keep in mind.

Try and keep the conflict morally neutral. By exposing the party to both sides of the war, allowing them to witness justice and cruelty on both sides, you should be able to help the players feel a sense of agency, prompting them to build an opinion based on their own moral compass. By doing so, you introduce nuance to the game and limit the risk of developing a manichean, black and white story.

NOT INHERENTLY EVIL

A mercenary campaign does not require the party to be evil. By making the surrounding countries truly oppressive to their citizens, abusing the power granted by their titles, or by taming down a little the savagery and selfishness of the mercenaries, Liliana's crusade can appear truly just and right, especially for neutral or chaotic characters. Alternatively, sending the party on the path to become enforcers or peacekeepers and punishing mercenaries who elect to loot civilians can allow the players to lean on either their lawful or good alignment.

FACING LILIANA

If you plan on having the party face Liliana despite being part of her mercenaries, the simplest way is to play off the motives of your players. If Liliana starts losing her war, she might grow tyrannical, removing the moral component to justify her actions. One of her generals or perhaps her marilith mother might attempt to take her place, enticing the party into a coup attempt. In the event of a more morally ambiguous or self-serving party, the players might simply desire to overthrow Liliana in order to seize her power for themselves.

Expose your players to every side of the conflict. The nature of sandbox campaigns offers a chance for your players to get a bird's eye view of the world you crafted. Exposing them to civilians, soldiers, and commanding officers of both warring nations should help your players stay engaged and curious about your story.

Finally, try to make sure the world around your players is moving forward, with or without their involvement. By occasionally moving territory lines, or by changing the occupying force of a city between two visits from the party, the war will feel real and the world immersive.

BUILDING A CAMPAIGN WITHOUT LILIANA

If the setting of a mercenary empire is appealing to you but the idea of your party facing the warlord herself is not, the event of Liliana's death can touch off a compelling campaign. The integrity of her army, prosperity of her empire, and the well-being of her conquered citizens relies entirely upon her. In the event of her demise, the military structure providing near autonomy to the squads, the absence of proper law enforcement and justice system in favor of a few independent agents trusted to wield their power honestly, and the absence of local authorities of any kind would create a power vacuum of unprecedented magnitude.

To build a campaign setting in this manner, simply open the story with the death or disappearance of Liliana. Then divide a large piece of land into four territories occupied by four factions and their leader, and you are off to the races. A high-level combat wherein a group of heroes defeat the warlord can make



for a great session zero and provide some context to the events. While removing Liliana from the story removes the moral quandaries her empire are meant to instigate within the players, a power vacuum campaign offers the chance to tell a story of unforeseen consequences and the possible terrible ramifications of a seemingly heroic act, like putting an end to a conquering warlord.

SWITCHING CAMPAIGN STYLES

Even if you started a Liliana Campaign electing to follow a specific style, it is possible your party pushes to go in a different direction, or you might feel like changing things up a little bit along the way. Shifting campaign style is an easy task in this setting. Simply use a transition point, like the party getting captured, the party becoming defectors and changing sides, or even the unsuspected death of Liliana, to transition toward a new style of campaign. From there, simply follow the guidelines provided for the new style and move onward.

LOW LEVEL

At low level, Liliana should be a distant figure. Keeping her out of reach of the players, physically and/or socially, will establish her importance and provide a sense of direction to the story. We recommend introducing Liliana as early as the first or second session, either as a leader, an antagonist or a significant world event. The player characters should feel how powerful she truly is to establish her as a force to be reckoned with and an element which cannot be ignored.

MID LEVEL

This is a good time to start introducing your party to Liliana herself. They aren't powerful enough to be a challenge for her, but their efforts have probably accumulated enough stories by now to catch her attention. There are many ways to introduce the warlord to the party. If the players are on her side of the conflict, a private meeting to convey a promotion or a celebration banquet after a victory would be organic events. In the event of the party opposing her, the party being captured or a parlay prior to a battle are easily arranged. This is a good opportunity to show how much Liliana's personality, her respect for strength and her hatred of cowardice.

HIGH LEVEL

Around 15th level is a good time for your players to start planning to take Liliana down. There are plenty of ways a party can tackle this issue: a full frontal attack, a more subtle assassination attempt, or some combination of both. If they have risen to high rank in her army, they might plan a coup to take over, or decide her ambitions have gone too far and she must be stopped. If the party has been opposing her for long enough or caused her a significant setback (such as defeating one of her generals), she might decide the players are too big a thorn in her side and the time has come to handle the situation herself. Having her come after the party can help build tension and give your players a sense of urgency to deal with the situation.

BUILDING ENCOUNTERS

A Liliana campaign can become very repetitive encounter-wise if you aren't careful. Even when trying to diversify its content, a group of mercenaries is still a group of mercenaries. We suggest using a few simple solutions to remedy the situation. Beast taming is a very common practice among the mercenaries' army, and so is unleashing a powerful creature in a territory and just letting it rampage throughout the region. This allows you to pick almost any creatures available to you and throw it at the players without breaking immersion or campaign logic.

The second point to remember is that, despite the region being at war, the wilderness is still a dangerous place. Sometimes clearing the region of a ferocious beast is a more pressing matter than the battlefield. Wild creatures may even interrupt an encounter, attracted by the sound of combat, making for a three-sided conflict.

Finally, it is implied that the mercenary empire spreads across several lands, and your party being sent to varied fronts makes a good deal of organic sense in the story. This should allow you to use diverse climates, terrain, and regions to change up your bestiary selections and your battlemap design.

COMBAT TACTICS

While always surrounded by her most loyal followers, Liliana will never send her troops ahead of her. Quite the opposite: she will always be leading the charge, riding on her loyal partner Baastri. We recommend using 2 level 18 NPC alongside her (most likely two of her generals). At least once per turn, she will use an ability to empower her bandits, command Baastri to move and Strike, and make a Strike with each of her weapons with any remaining action.

When selecting the generals to accompany her in battle, remember that both Liliana and Baastri are resilient and powerful front liners. Favoring more mechanically diverse generals with some spell casting, ranged options or high mobility combat style should help keep the combat engaging, and avoid the common “big bags of hit points” issue.

If Baastri is killed before her, Liliana goes berserk and whoever kills him will suffer her wrath until they are dead and in pieces. Use all three actions to either Stride towards the culprit or Strike them, ignoring every other party member.

DREAD'S FANG

Weapon (longsword), legendary (requires attunement)

This magic longsword seemingly crafted for a giant was in fact made personally for Liliana to complement *Fearmonger*. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Flame Tongue. You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. This damage ignores fire resistance (but not fire immunity). The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Dread's Bite. Whenever you hit a frightened creature, your attack deals an additional 1d8 psychic damage.

FEARMONGER

Weapon (whip), very rare

This magic whip made from a dark steel chain was part of Zarogovich's hoard. It has a damage die of 1d6 (instead of 1d4) and adds 10 feet to your reach (instead of 5) when you attack with it, as well as when determining your reach for opportunity attacks with it. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Terrifying Lash. When you hit a frightened creature, the duration of the frightened condition increases by one round. When you score a critical hit, the target becomes frightened of you for one round.

SKIN OF ZARACHAS

Armor (breastplate), legendary (requires attunement)

This armor has been crafted directly from the head of Zarachas, an ancient white dragon. While wearing this armor, you gain a +2 bonus to AC and resistance to cold.

Breath Weapon. You exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. This property can't be used again until the next dawn.

ROLEPLAYING LILIANA

Liliana has the following characteristics. Playing into them makes Liliana more invested in an interaction, and might change her attitude or be necessary to attempt certain Charisma checks.

Traits: Dedicated. Liliana is ever focused on her next conquest, with only superficial interest in the lands already conquered. Egalitarian. Liliana enforces an equitable distribution of resources among soldiers and civilians.

Ideals: Militocracy. Liliana views military achievement as the greatest virtue, and cowardice an unforgivable sin. Civilians are to be treated fairly, but are unfit to lead.

Bond: Mother's Gifts. Despite her estranged relationship with her demonic mother, Liliana has vowed never to part with the necklace and fiendish bison, and has even grown fond of Baastri.

Flaw: Bloodthirsty. Liliana considers violence the only solution to any problem.

LILIANA, BANDIT WARLORD

Medium Humanoid (she/her, tiefling), chaotic neutral

Armor Class 18 (skin of Zarachas)

Hit Points 228 (24d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	12 (+1)	16 (+3)	20 (+5)

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

Skills Acrobatics +7, Athletics +9, Intimidation +10, Nature +6, Perception +8, Persuasion +10, Survival +8

Damage Resistances cold (skin of Zarachas), fire

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Giant, Goblin

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Innate Spellcasting. Liliana's spellcasting ability is Charisma (spell save DC 18). Liliana can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

3/day: *heroism* (9th level, range: 30 ft.)

1/day: *darkness*, *hellish rebuke*

Commander's Rage. When Liliana or a creature friendly to her within 100 feet makes their first attack on their turn, they can decide to attack recklessly. Doing so gives them advantage on melee weapon attack rolls using Strength during that turn, but attack rolls against them have advantage until their next turn.

ACTIONS

Multiattack. Liliana makes three attacks with dread's fang and two attacks with fearmonger (in any order).

Dread's Fang. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 7 (2d6) fire damage, or 11 (1d10 + 6) slashing damage plus 7 (2d6) fire damage if used with two hands. The attack deals an additional 1d8 damage if the target is frightened.

Fearmonger. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the target is frightened, the duration of the frightened condition increases by one round. On a critical hit, the target becomes frightened of Liliana for one round.

Frightful Presence. Each creature of Liliana's choice that is within 120 feet of the warlord and aware of her must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Liliana's Frightful Presence for the next 24 hours.

Breath Weapon (Recharges after a Long Rest). Drawing on the power of the skin of Zarachas, Liliana exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Gang Up. Liliana commands her bandits to focus on a single target. Up to two allies within 30 feet of her use their reactions to move up to their speed toward the designated creature.

REACTIONS

Don't Die on Me (1/Day). Liliana shouts, calling on Baastri's eternal loyalty for his mistress, allowing him to push onward. When Baastra is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

ESSILA THE MINDTHIEF

The daughter of a night hag and a gifted telepath, Essila's destiny was always to be bound to the memories and thoughts of others. Though she lacked her mother's propensity for dreamwalking, her ability to see memories combined with her inherited psychic potency granted her a unique talent she discovered while "playing" with her mother's victims at a young age: the ability to steal thoughts.

Upon learning this, Essila's mother put her to work, taking people's most prized thoughts and holding them for ransom. Though Essila's talents only allowed her to take fragments of memory, a choice cut of information—a loved one's face, the code to a safe box containing a precious artifact—was plenty enough to coax people to part with their life savings... or something dearer.

As hags are wont, though, her mother's love was conditional, and began to pale in comparison to the abuse heaped upon Essila, despite the fact that she was the lodestone of their operation. Fed up, Essila decided to return the favor by incapacitating her mother by slowly stripping her of her memories, one fragment at a time. By the time Essila was done, her mother couldn't even remember how to speak.

Essila's first act upon leaving her mother was to travel to a nearby port city, break into the house of a wealthy couple, and steal their memories of its location, leaving the owners to wander the streets lost. From there, she rebuilt her mother's operation for her own benefit, remaining undetected by strategically erasing her presence from the memories of authorities and rivals.

For some time, Essila lived in the lap of luxury, indulging in debauchery and hedonism, but while she filled her pockets, her soul remained empty. She longed for true connection: a real, reciprocated relationship. She ruminated on stolen recollections of loved ones and shared moments, becoming addicted to such memories. Her riches grew hollow and insubstantial, she became desperate to find genuine companionship instead.

Unfortunately, Essila's antisocial behaviors were not conducive to forming healthy bonds, which her newly obsessive nature did nothing to improve. She resorted to stalking or using contrived coincidence to get close to others, terrifying and traumatizing those unfortunate enough to attract her attention.

Her despair slowly turned into frustration and she made a fateful decision: if no one would fall for her of their own volition, she would make them. She began abducting people, removing all memories of their partners, then their friends, then their family, until she had them all to herself. But this veil of lies could only last so long. Her habit of removing every argument, every undesirable moment, or every disagreement from her victim's memory, only to replace them with lies and manufactured stories eventually caught up with her. Eventually, the lies reached a critical mass, her victims would threaten to leave, and, in a rage, she shattered their minds completely, then haul them onto ships and carriages that would take them far away, where their loved ones would never find them. Then, she would go seek out a new victim, desperately hoping they would finally, finally be the one to stay with her forever...

Gameplay Consideration

While manipulation is a natural narrative hook for Essila, be aware this kind of behavior could be inappropriate at tables with players whose own trauma may be triggered by emotionally manipulative tactics such as stalking and gaslighting. If you do not wish to venture into these waters, we suggest you use the alternative story hooks.

STORY HOOKS

Seeding in Essila by having her steal a PC's memory and growing attached to them is a natural way to work her into the narrative. Once she grows attached, she stalks the target of her attachment, and her antisocial behavior will naturally lead to conflict. For example, she might attempt to separate the player character or create dissent among the party. This way of handling Elissa is more suited for a roleplay-intensive campaign, as it may take some time and finesse to achieve the desired outcome.

Alternatively, Essila can simply be an agent working in the employ of another antagonist, or she seeks to acquire one of the party's belongings for herself. You can rely on her profession and skills to build your story rather than her personal journey.

Since killing Essila restores all stolen memories to their original owners, you can use this as a plot hook as well. If she is in possession of important information that needs to be reclaimed, either by stealing crucial information from the party as they receive it, or by employing the party to retrieve an important memory.

ENCOUNTERING ESSILA

As a highly skilled manipulator, Essila always has a plan to bring in reinforcements if she wants to fight. Otherwise, she simply plane shifts away if attacked, then schemes to get revenge when she is prepared with allies. She favors hired goons, such as 2 thugs or 3-4 spies, to attack directly, making her a deadly challenge for 7th- or 8th-level PCs.

ROLEPLAYING ESSILA

Essila has the following characteristics. Playing into them makes Essila more invested in an interaction, and might change her attitude or be necessary to attempt certain Charisma checks.

Traits: Desperate for affection, Essila may cross social boundaries in her attempts to be friendly. In conversation, Essila may drop information (often of a personal nature) she shouldn't reasonably be able to know.

Ideal: *Selfishness.* Essila cares only for her own well-being.

Bond: *Mother.* Like all hags, Essila retains a strong connection to her hag mother, especially from the stolen memories in her head.

Flaw: *Addiction.* Essila is addicted to the thrill of being loved, but is incapable of loving others (and perhaps even herself).

STEAL MEMORY OUTSIDE OF COMBAT

When using Essila's Steal Memory ability outside of combat, make the saving throw in secret and do not make the character aware of the missing information until they try to use it for the first time, at which point they find themselves incapable of remembering it.

Additionally, Steal Memory can be used to steal non-combat information, like the name of a person, the precise detail of an acquaintance's face or a crucial bit of information like a passphrase or the location of a building.

ESSILA THE MINDTHIEF

Medium Fiend (she/her), chaotic evil

Armor Class 18 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Int +6, Wis +5, Cha +7

Skills Arcana +6, Deception +7, Insight +5, Intimidation +7, Perception +5, Sleight of Hand +7, Stealth +7

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft.; passive Perception 15

Languages Abyssal, Common, Infernal, Primordial, telepathy 60 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Innate Spellcasting (Psionics). Essila is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15). Essila can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *vicious mockery*

2/day each: *dream*, *modify memory* (9th level, maximum duration 1 hour), *plane shift* (self only)

1/day: *feblemind*

Magic Resistance. Essila has advantage on saving throws against spells and magical effects.

Psychic Assault. Essila's claws are magical and deal an extra 10 (3d6) psychic damage on a hit (included in the attack below).

Steal Memory. When Essila focuses her mind on a creature using *detect thoughts*, the creature must

make a successful DC 15 Wisdom saving throw or forget a prepared spell, a known spell, or a feat of Essila's choice. Breaking her concentration on the spell restores what was forgotten. However, if Essila continues concentrating on detect thoughts for its maximum duration, the loss lasts until Essila dies or returns the memory.

ACTIONS

Multiattack. Essila casts vicious mockery and makes a claws attack.

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 10 (3d6) psychic damage.

Change Shape. Essila magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Paranoia (1/Day). A creature within 30 feet that Essila can telepathically communicate with must succeed at a DC 15 Wisdom saving throw or become hostile to all creatures and treat no creature as an ally for 1 minute. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

BONUS ACTIONS

Return Memory. Essila returns a memory she's stolen to a creature within 30 feet that she can see. The creature receives a brief flash of the memory as it re-enters their consciousness. If the creature is aware that Essila is performing the action, they can attempt a DC 15 Wisdom saving throw to refuse the memory. Essila can only give memories back to their original owners.

KOBIEL THE FALLEN

Kobiel, formerly known as the monadic deva Aniela, is the result of one of the most tragic stories there is; a story of love. Aniela was an angel of unbelievable beauty, even by divine standards, and a fearsome warrior. Stationed at the border between the world of the living and the many worlds of the dead, she prided herself on providing safe passage to more than a million souls to their afterlife. But even angels are flawed: Aniela longed desperately for love, and often fell for a pretty smile or charming words.

The story of the eternally heartbroken angel made its way to the most dangerous ears possible: a succubus. Niimah, like many succubi, was devious, ambitious and cunning. Eager to get in the good graces of a pit fiend in hope of charming him into submission, she saw in Aniela a perfect opportunity. Bold and brazen, Niimah did not even bother to change form when she approached the angel, instead presenting herself as trapped in her ways, misunderstood but repentant. Within days, she had wrapped Aniela around her finger, as the lonely angel had fallen madly in love with the demon. With the pretext of seeking a long-lost love, it took Niimah but a month to be granted access to the river of souls. This tale wasn't entirely false, as the best lies are made of truth after all: the seductive demon was looking for the soul of a powerful warlord, whose demise she had orchestrated from the comfort of his bed. After trapping the soul in a gemstone, she left a devastated Aniela with a victorious laugh. The warlord's soul ended up in the hands of the pit fiend, who twisted the soul into a malebranche and sent him to the material plane to wreak havoc.

Duped by a demon into failing her mission, Aniela was banished from the heavens in complete disgrace. Broken and humiliated, Aniela roamed the planes aimlessly for nearly a century. In that time, humiliation became anger, and her endless errands found purpose: vengeance against all who had wronged her. Her wings turned black, her soul darkened, and horns sprouted from her skull. The monadic deva was no more, and Kobiel the Erinyes was born. But one thing remained of her former beauty: her golden angelic eyes, which would ever remind her of what she once was, and of all that was taken from her.

With her newfound purpose, Kobiel traveled through the depths of hell in search of Niimah. Finding her former lover comfortably sitting at the side of a powerful pit fiend, she pledged loyalty to both. Finding an opportunity for blissful irony, Niimah convinced the tyrant devil to put Kobiel at the service of the malebranche so intrinsically tied to her demise.

The irony wasn't lost on Kobiel, whose new disposition allowed her to appreciate her twisted fate fully. She became a great general for the forces of the hells, leading armies of fiends to victory throughout the planes. Embodying her new devilish nature to the fullest, Kobiel cared for nothing but her own power. She collected the souls of those she defeated at every occasion, slowly replacing the army granted to her by the tyrant devil. Rather than shepherd them to a final reward, she bound these souls by contract or by shackles, forcing them to recognize but one master: Kobiel herself. As her army grew, so too did her power, and her features evolved to match: her wings lost their feathers in favor of the leathery skin so typical of devils, and a long barbed tail, uncharacteristic of Erinyes but quite common among greater devils, grew from her lower back. Her ascension in the strict devil hierarchy had begun ...

STORY HOOKS

Kobiel provides numerous story opportunities for both good and evil parties. Kobiel may be beyond redemption, but many would consider putting an end to her torment a merciful act. She serves as a wonderful villain to defeat at the end of a long war campaign against the forces of the hells. Alternatively, she can be the trigger for a devil invasion of any other plane, leaving your players caught in the crossfire.

If you favor a subtler approach, Kobiel is always in search of new souls to enslave, usually through hellish contracts, and she is not above using her tragic origin story to convince people to help her out, only for them to later realize they have been duped, just as she was so long ago.

Kobiel can also be a rare opportunity to turn celestial opposition against a non-evil party. Many angels remember the former glory of Aniela, and would go as far as considering her redeemable. These angels see the murder of Kobiel as an act to be punished, having permanently closed any chance of redemption for the fallen angel. By having the party fight and kill Kobiel without any knowledge of who she is, her origin can be unraveled to them after the fact, leaving them to deal with the situation.

And the angels might even be right: Kobiel might be capable of redemption, offering a truly epic quest especially resonant with good-aligned clerics, paladins, or any character seeking a similar redemption.

ENCOUNTERING KOBIEL

As a combat challenge, Kobiel is suitable as leader of a retinue of three succubi or incubi, which is a deadly encounter for an 11th- or 12th-level party.

For a greater challenge, you can give Kobiel the following action. Using this action before combat makes her and the summoned devils (without any other allies) a deadly encounter for 14th-level characters; using it during combat makes for a hard encounter.

Army of Hell (1/Day). Kobiel calls forth troops to aid her in battle. She summons up to 5 devils, each adjacent to a different enemy within 60 feet. These devils must each be no higher than challenge rating 5 (usually barbed devils). Roll initiative for the group; they all have their own turn at that initiative count. Each devil disappears after 1 hour or when reduced to 0 hit points.



ROLEPLAYING KOBIEL

Kobiel has the following characteristics. Playing into them makes Kobiel more invested in an interaction, and might change her attitude or be necessary to attempt certain Charisma checks.

Traits: Kobiel uses her history as a fallen angel to trick others into sympathizing with her or underestimating her. Kobiel seeks to dominate all around her through a combination of infernal contracts and military might.

Ideal: Vengeance. Kobiel fell because she is unwilling to forgive those who wronged her, including those she once served and those she now serves.

Bond: Niimah. Kobiel has pledged her loyalty to Niimah, the same succubus who caused her fall from heaven.

Flaw: Lovelorn. Despite her diabolic transformation, underneath it all Kobiel still desires to be loved; a clever character could use this knowledge to defeat or redeem her.

KOBIEL THE FALLEN

Medium Fiend (she/her, Devil), lawful evil

Armor Class 17 (+1 breastplate)

Hit Points 153 (18d8 + 72)

Speed 30 ft. fly 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

Skills Acrobatics +7, Deception +8, Intimidation +8, Perception +6, Persuasion +8, Religion +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft.; passive Perception 16

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Innate Spellcasting. Kobiel's spellcasting ability is Charisma (spell save DC 16). Kobiel can innately cast the following spells, requiring no material components:

1/day each: *disguise self*, *fear*, *flame strike*

Flames of Fury. Kobiel's weapon attacks are magical and deal an extra 13 (3d8) fire damage on a hit (included in the attacks). Any weapon she throws flies back to her hand on wings of flame instantly after dealing damage, allowing her to throw it again if she has attacks remaining to make.

Magic Resistance. Kobiel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Kobiel makes three spear attacks. She can make a tail attack in place of one spear attack.

Spear. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) slashing damage if used with two hands, plus 13 (3d8) fire damage.

Tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 13 (3d8) fire damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, Kobiel can automatically hit the target with her tail, and Kobiel can't make tail attacks against other targets.

BONUS ACTIONS

Golden Tears. Kobiel begins to weep tears of golden light as the memory of the angel she once was superimposes itself over her devilish form in the minds of those around her. Creatures within 60 feet who can see her must succeed at a DC 16 Wisdom saving throw, or have disadvantage on attacks against Kobiel and cannot make opportunity attacks against her for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to Kobiel's golden tears for the next 24 hours.

REACTIONS

Retributive Pain (1/Day). When a creature within 30 feet of Kobiel deals damage to her, it takes psychic damage equal to half the amount it dealt to her when it triggered this ability.

MOOGAN THE MOUNTAIN SHAKER

“The ground shook. No, not just the ground, but the walls and ceiling. It seemed the whole world rumbled. This is not uncommon when living underground. Others go about their business after the quakes cease. However, I am nervous, and rightfully so. For I know what causes the mountain to shake. My father has told me the tale of Moogan, the giant under the mountain.”
- the diary of Erit Stonebuckle

Most stone giants stay near the surface, but Moogan was not like most giants: he was never satisfied threading the shallows and despised the light of the sun. One day, he ventured deep into the caverns of the largest mountain he could find, intending never to return. Like an enraged zealot, he fought his way down, down, down, through dwarves and orcs alike. Many fell before the mighty giant and in response the mountain shook, choosing Moogan and opening a path to its heart. As he passed, the path closed behind him, sealing the way. Since then, he has abided within the heart of the mountain for hundreds of years.

Moogan will not let his presence be forgotten, however. He has learned the mountain's secrets. He and the mountain have become one and they must be respected, and that is why Moogan shakes the mountain. It is a reminder to all who inhabit it: “Do not take the mountain for granted or Moogan will come for you and should the mountain send him, he will show no mercy.”

Moogan retains the impressive stature, long arms, and thick dark fur of other stone giants, but his connection to the mountain has changed him profoundly. His fur is lined with jagged rocks protruding from his skin, while a large chunk of the mountain orbits him like a satellite. Upon his hands he wears the Heart of the Mountain: gauntlets formed of the earth itself and hardened with the pressure of the unbearable weight of the mountain into a weapon that causes the earth itself to tremble. If you ever have the misfortune to face Moogan, beware the mountain, for it too will come to his aid.

Few have called down the wrath of Moogan over the years, but many have heard the tales. Some see him as a guardian, others a menace. Outside of the mountain, he is a fairytale for young dwarves, orcs, and other mountain-dwelling folk alike. Many suspect Moogan is nothing less than a force of nature at this point, and his greatest power is the fear embedded in the minds of those living within the mountain. The fear that if anyone ever delves too deep, Moogan will be waiting for them.



PLOT HOOKS

- Moogan is on the rampage! The party must discover who is disrespecting the mountain and stop it before Moogan destroys everything!
- The treasure the party seeks is deep within the mountain. Be it by stealth or force, they must get past Moogan to find it.
- The party have heard of a mighty pair of gauntlets wielded by a powerful giant living deep within a mountain.
- The party is sent by miners to clear a creature that prevents them from mining deeper into the mountain.

MOOGAN THE MOUNTAIN SHAKER

Huge Giant (he/him), neutral

Armor Class 18 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	7 (-2)	16 (+3)	14 (+2)

Skills Intimidation +8, Nature +10, Survival +9

Senses darkvision 60 ft., tremorsense 120 ft.; passive Perception 13

Languages Giant, Terran

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/day). If Moogan fails a saving throw, he can choose to succeed instead.

Sunlight Sensitivity. While in sunlight, Moogan has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Mountain Shield. When Moogan uses this ability from the Heart of the Mountain (see below), the shield lasts until the next dawn and has 80 hit points.

Stone Camouflage. Moogan has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. Moogan makes two gauntlet attacks.

Gauntlet. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

BONUS ACTIONS

Contact Quake (Recharge 5-6). Moogan uses this ability from the Heart of the Mountain, even if he has already used it today. It has a radius of 60 feet for Moogan.

Shielded Step. As long as Moogan has his Mountain Shield, he can Disengage as a bonus action.

REACTIONS

Rock Catching. If a rock or similar object is hurled at Moogan, he can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

LEGENDARY ACTIONS

Moogan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Moogan regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Moogan makes one gauntlet or rock attack.

Contact Quake. Moogan uses his Contact Quake bonus action, if available.

Steady Stride. Moogan moves up to half his speed. Difficult terrain doesn't cost him extra movement while using this legendary action.

Stalagmite Growth. The ground in a 15-foot radius around Moogan becomes difficult terrain until he moves or dies. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels.

ENCOUNTERING MOOGAN

As a legendary creature, Moogan is best encountered alone. He is a deadly challenge for a party of 11th- or 12th-level characters.

ROLEPLAYING MOOGAN

Moogan has the following characteristics. Playing into them makes Moogan more invested in an interaction, and might change his attitude or be necessary to attempt certain Charisma checks.

Traits: Moogan considers himself superior to all other creatures under the mountain. A show of deference and an offering of food, drink, or wealth might appease the giant.

Ideal: *Might Makes Right.* Moogan can be placated with offerings, but he respects only strength.

Bond: *The Mountain.* Anyone who disrespects the mountain disrespects Moogan.

Flaw: *Lonesome.* Moogan cares for none but the mountain, and seemingly none but the mountain cares for him.

MOOGAN'S LAIR

Moogan treats the entire mountain as his lair, but spends most of his time in his sanctum deep beneath the surface. Moogan's challenge rating is 18 (20,000 XP) in his lair.

REGIONAL EFFECTS

Moogan's presence causes the following magical effects around his mountain home:

Mountain's Pain. Whenever a creature breaks rock within 3 miles of Moogan's sanctum, Moogan becomes aware of the creature's presence and location.

Shifting Tunnels. A character approaching Moogan's sanctum must succeed at a DC 20 Wisdom (Survival) check or become lost in confusing tunnels for 1d4 hours and arrive back the way they came.

Tremors. Small earthquakes are common on and within the mountain.

If Moogan dies, these effects fade immediately.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) while in his lair, Moogan takes a lair action to cause one of the following effects; Moogan can't choose the same effect two rounds in a row:

- **Fissure.** The ground opens up under a 10-foot square Moogan can see within 120 feet, creating a 15-foot-deep pit. Each creature in that area falls in, taking 3 (1d6) bludgeoning damage. A creature can climb out of the fissure without an ability check.
- **Rockfall.** The cave ceiling collapses in a 20-foot-radius cylinder centered on a point Moogan can see within 120 feet. Each creature in the area must succeed at a DC 18 Dexterity saving throw or take 10 (3d6) bludgeoning damage. The area becomes difficult terrain until Moogan uses this action again.
- **Tremor.** A tremor shakes the ground in a 60-foot radius around Moogan. Each creature other than Moogan on the ground in that area must succeed at a DC 18 Dexterity saving throw or be knocked prone. If a creature on the ground that is concentrating must succeed at a DC 18 Constitution saving throw or their concentration breaks.

HEART OF THE MOUNTAIN

Wondrous item, artifact (requires attunement)

This pair of gauntlets are the famous weapons of Moogan the Mountain Shaker, a mighty giant that lives under the mountain. These gauntlets are formed by and of the earth itself, hardened with the pressure of unbearable weight to such a weapon that the earth itself trembles.

The gauntlets turn unarmed strikes with your hands into magic weapons that deal 3d8 bludgeoning damage (modified by your Strength) on a hit. You always know the direction to the mountain where they were formed.

Contact Quake. As a bonus action, you slam the gauntlets on the ground, sending out shock waves in a 20-foot radius. Until the start of your next turn, attacks against creatures who were in the radius are rolled with advantage. You can't use this action again until the next dawn. When you critically hit with an attack with the Heart of the Mountain, you recharge this ability.

Mountain Shield. You can perform a 1 minute ritual to create a levitating shield of rock that revolves around you for up to 8 hours. While the shield is active, it deflects attacks, giving you resistance to bludgeoning, piercing, and slashing damage from weapon attacks. All damage prevented in this way is dealt to the shield. This shield has 40 hit points. The effect ends when the shield is reduced to 0 hit points; all the excess damage is dealt to you. Once used, this power can't be activated again until the next dawn.

Destroying the Heart of the Mountain. The Heart of the Mountain can only be destroyed by melting it in a crucible heated only by the sun.

FIN SLICERS

Mercenaries for hire, the Fin Slicers are a squad of elite amphibian warriors. Specialized in supply line disruption, they travel from one war to another, selling their services to the highest bidder. The Fins are known to be particularly deadly and efficient, without much consideration for morality or even rules of engagement. Their favored technique is to grind an enemy army's efficiency to a halt, and the end justifies the means. If their analysis shows that starving the population is the most effective way to hurt the war effort, they won't hesitate to attack fishermen, burn warehouses and granaries, and attack food convoys. They make no distinction between civilians and soldiers.

On the rare occasion where the Fins aren't at work, they usually go their separate ways, with no real knowledge (or care for that matter) regarding what the others are doing. They go about their business, waiting for the magical brand they share to start moving and burning, which calls them back to their brutal work.

MODUS OPERANDI

Once a target is acquired and payment has been made, Ola sends word to the other Fins, giving them a rendezvous point across the enemy lines. They start by mapping out the entire region and identifying weak points in an army's logistics. After weeks of intel gathering about the supply chain and methods of operations of the target, they regroup and start their disruptions. The efficiency of their methods isn't as much due to their battle tactics but the subtlety of their work. Carefully spreading their efforts across military supply, fishing expeditions, merchant navies, and intercepting communications, the result of their disruptions may seem like the consequences of a series of unrelated misfortunes. Some empires have suffered from the Fin Slicers' disruption for more than a year without ever suspecting the presence of a squad behind their lines.

CAMPAIGN USAGE

As a very organized team of experienced fighters, the Fin Slicers are comfortable opposing similarly disciplined and skilled enemies. Favoring ambush tactics, they strike silently, swiftly, and without mercy, most often emerging silently from the water. Each member has a discrete specialty and a precise role to play, and their cohesion as a team allows them to claim victory even when outnumbered or outmatched.

POTENTIALLY DEADLY ENCOUNTER

Even though their challenge ratings would put the Fin Slicers as a medium encounter for a party of four level 7 characters, the high level of coordination of the Fins can make the encounter far more dangerous than the average. We suggest using them for a party of at least 8th level or higher, so you can truly use their strategy without fear of instantly killing a vulnerable player character or, worse, risking a total party kill. Choosing carefully which beast to use as Zluut'klo's bonded beast should provide further fine tuning of the challenge your players will face.

To help your players handle this encounter, providing useful clues as to the Fin Slicers' strengths and weaknesses goes a long way. For example, check the passive Perception score of a character who just got struck with one of Creek's Marking Arrows, or describe Zluut'klo's bonded beast swiftly turning its attention toward anyone approaching the tamer. Allowing the party to witness an ambush from the death squad or talking to a lucky survivor are other alternatives to minimize the element of surprise and let your players prepare for the encounter as best they can.

ROLL OF THE DICE

If you feel like causing a little bit of chaos, add a touch of unpredictability to your encounter by selecting a bonded beast of much higher challenge rating for Zluut'klo, which will almost guarantee she loses control of it. The beast being let loose should provide interesting storytelling opportunities and dynamism to combat. Do so at your own risk, as a higher-challenge beast may cause serious havoc with a lucky critical hit.

IMPRESSIVE LOOT

The members of the Fin Slicers all possess specific magic items, more than your average side-of-the-road encounter or in-travel filler combat. Make sure to take this into consideration when planning your story arc, especially if the Fins aren't intended to be the primary story arc in themselves. If and when the PCs defeat the Fins, they will get their hands on those items, and that might accelerate their accumulation of power in your game.

OLA GRIMSCALE

As formidable as she is charismatic, Ola is the serpent-tailed lamia face of the Fin Slicers. As a matter of fact, most of their clients never meet any other members of the squad, but instead deal exclusively with her in all matters of logistics and payment. While not the original founder of the Slicers, Ola is undeniably the one who brought them to prosperity and holds them together. Without her, the other members would probably resume being solitary sellswords for hire, not making nearly as much coin.

IN COMBAT

A highly mobile fighter thanks to her facility with the expeditious retreat spell, Ola's role is to shut down magic users before they get the chance to react to an ambush. Using her magical net to interrupt their first castings, she focuses on getting close enough to prevent further spellcasting attempts.

ROLEPLAYING OLA

Ola has the following characteristics. Playing into them might change her attitude or be necessary for certain Charisma checks.

Traits: Ola has a sense for what's important to people, and uses that to manipulate them. When dealing with clients or performing a job, she projects business-like efficiency.

Ideal: *Subtlety.* Ola has a disdain for flashy or extravagant magic.

Bond: *Fin Slicers.* Ola's charisma and business acumen are what holds the otherwise loner mercenaries together.

Flaw: *Itinerant.* Ola is always on the move and gets uncomfortable if she is forced to stay in one place for long.

MAGE FISHER

Weapon (net), uncommon (requires attunement)

A thin yet remarkably solid hemp net with lead weights along its edges, mage fisher was made by a lizardfolk shaman as a gift for Ola Grimscale. Its AC is 13. Upon close inspection, some magical runes are woven with black silk directly into the net.

Tangle Spell. If a creature within 15 feet casts a spell, you can attack that creature with the mage fisher as a reaction. On a hit, the spell is countered. This power can't be used again until the next dawn.

OLA GRIMSCALE

Large Monstrosity (she/her), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 77 (10d10 + 22)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	14 (+2)	13 (+1)	14 (+2)

Skills Acrobatics +4, Insight +3, Intimidation +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Innate Spellcasting. Ola's spellcasting ability is Charisma (spell save DC 12). Ola can innately cast the following spells, requiring no material components:

At will: *disguise self* (any humanoid form), *minor illusion*
3/day each: *charm person*, *clairaudience/clairvoyance*,
expeditious retreat, *mirror image*
1/day: *suggestion*

ACTIONS

Multiattack. Ola makes two attacks: one to constrict and one with her trident or Intoxicating Touch.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and Ola can't constrict another target.

Intoxicating Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Mage Fisher. *Ranged Weapon Attack:* +4 to hit, range 15 ft., one Large or smaller creature. *Hit:* The target is restrained until freed (unless it is formless). A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and breaking the net.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

REACTIONS

Tangle Spell (1/Day). If a creature within 15 feet casts a spell, Ola attacks that creature with the mage fisher. On a hit, the spell is countered.

MARSHLAND STALKER

One of the original members of the Fin Slicers, Marshland Stalker is by far the most vicious. Awakened by a druid banished from his circle for holding somewhat extremist views, Marshland Stalker inherited all the anger and hatred of their creator. Marshland Stalker has no care for riches or luxury. Their involvement with the squad has one and only purpose: killing soldiers who soil rivers and creeks in the name of war.

IN COMBAT

Marshland Stalker's role is to immobilize the biggest potential threat while the rest of the Fins eviscerate more vulnerable targets. Grabbing one or two creatures at the time, they enjoy slowly suffocating them, always making sure their eyes are uncovered so they can witness their allies being slaughtered.

ROLEPLAYING MARSHLAND STALKER

Marshland Stalker has the following characteristics. Playing into them might change their attitude or allow certain Charisma checks.

Traits: Marshland Stalker subscribes to a merciless interpretation of the path of the druid. Lacking humanoid features, it is difficult to tell what Marshland Stalker is thinking (though it's usually violence).

Ideal: *Environmentalism.* Marshland Stalker is protective of wetlands and waterways.

Bond: *Fin Slicers.* Since the death of their creator, Marshland Stalker relies on the mercenary group to provide direction for their violent urges.

Flaw: *Short Fuse.* If Marshland Stalker sees something that offends them, they are likely to attack the perpetrator without regard for the consequences.

BOOTS OF IMMOBILITY

Wondrous item, uncommon (requires attunement)

A pair of leather boots with steel soles and cap, the boots of immobility were originally designed by a skiff captain who specialized in going down rapids, during which events she wanted to make sure she would remain firmly anchored to her ship.

Anchored Stance. As an action, you loudly stomp both your feet on the ground. For 1 minute, your speed becomes 0 (you can't benefit from any bonus to your speed) and you cannot be pulled, pushed, or knocked prone, unless the creature or effect succeeds at a DC 20 Strength check (or spellcasting ability check if the effect is a spell). This effect cannot be dismissed voluntarily, but ends if you are moved in any way. Once this effect is used, it can't be used again until the next dawn.

MARSHLAND STALKER

Medium Plant (they/them), chaotic evil

Armor Class 14 (bark armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft., swim 20 ft.

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

Skills Acrobatics +4, Intimidation +3, Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. While Marshland Stalker remains motionless without their armor and boots, they are indistinguishable from a normal shrub.

ACTIONS

Multiattack. Marshland Stalker makes three attacks: two with its vines and one with its paddles.

Paddles. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Vine. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). If the target is a Large or smaller creature, it must succeed on a Strength contest against Marshland Stalker or be pulled up to 10 feet toward them.

Anchored Stance. Marshland Stalker activates their boots of immobility.

ZLUUT'KLO

With her thick skin closer to a deep blue than a dark green, Zluut'klo's complexion would indicate some sort of mixed lineage, though no one really bothered to investigate further, Zluut'klo included. Raised and trained to be a shaman, the young lizardfolk found in herself an affinity with beasts and monsters. But her arrogance, in conjunction with the natural superstition of lizardfolk, proved to be a very volatile mix. Constantly trying to bond with beasts far too powerful for her, she accidentally exterminated her clan, one loose beast at a time, without ever being challenged for it. It is only by joining the Fin Slicers, who were skilled enough to handle one of her pets gone rogue, that Zluut'klo was able to find some sense of balance in her craft through trial and error.

IN COMBAT

Zluut'klo uses her bonded beast as a meat shield, always keeping it on a short enough leash to intercept any threats moving her way. She uses her spells to impede opponents' attempts to flee, retreat, or organize any sort of defense. Every turn, she uses her terrifying vitamancy to empower her bestial bodyguard.

SUGGESTED BONDED BEAST

Constrictor Snake (1/2), Crocodile (1/2), Giant Crab (1/8), Giant Frog (1/4), Giant Lizard (1/4), Giant Poisonous Snake (1/4), Giant Toad (1)

ROLEPLAYING ZLUUT'KLO

Zluut'klo has the following characteristics. Playing into them might change her attitude or allow certain Charisma checks.

Traits: Zluut'klo is sure to let everyone know what a powerful beast master she is. Her use of blood rituals is evident upon her scales.

Ideal: *Dominance.* Zluut'klo seeks to dominate those weaker than herself, and (eventually) overthrow those more powerful.

Bonds: *Bonded Beast.* Zluut'klo has a strong attachment to each of her bonded beasts, but only for the short time until they inevitably die or turn on her. Fin Slicers. Since she destroyed her clan, these mercenaries have become her new family.

Flaw: *Overconfidence.* Zluut'klo's belief in her magical abilities far exceeds her ability to control them.

ZLUUT'KLO'S EMBLEM

Wondrous item, uncommon (requires attunement by a druid, ranger, or character who can form a bond with a beast)

This necklace is made of rune-engraved tusk and horns of various creatures tied together with boar sinew. The necklace is imbued with a little bit of Zluut'klo vitamancy magic, allowing you to use a glimpse of its power.

Transpose. As a bonus action, you cut yourself with the emblem. You lose hit points equal to your level or challenge rating. Magically teleport to exchange places with a beast friendly to you that you can see. The effect fails if there is insufficient room for your or the beast to fit in the other's location. Once this special action is used, it can't be used again until the next dawn.

ZLUUT'KLO

Medium Humanoid (she/her, lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Skills Acrobatics +4, Animal Handling +4, Athletics +3, Intimidation +4

Senses passive Perception 12

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

Bonded Beast. Zluut'klo has a close bond with a creature of the Beast type. While under her influence, the Beast gets a +2 bonus to AC, acts on her turn, and can't Attack, Help, or Ready unless Zluut'klo uses Command Beast successfully or is incapacitated or dead.

Hold Breath. Zluut'klo can hold her breath for 15 minutes.

Spellcasting. Zluut'klo is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Zluut'klo has the following ranger spells known:

1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*

2nd level (3 slots): *silence*, *spike growth*

Swamp Stride. Zluut'klo ignores difficult terrain caused by swamp terrain features.

ACTIONS

Multiattack. Zluut'klo makes one bite attack and two dagger attacks. She can Command Beast instead of biting.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranges 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Command Beast. Zluut'klo attempts a Wisdom (Animal Handling) check against a DC of 13 + her bonded beast's challenge rating. If successful, her bonded beast takes an Attack, Help, or Ready action. If the check fails by 5 or more, the beast becomes hostile to all creatures (including Zluut'klo) and is no longer a bonded beast; it rolls initiative and has its own turns.

BONUS ACTIONS

Empower Beast. Zluut'klo cuts the palm of her hand with a drake's fang hanging from her belt. She loses 5 hit points. Her bonded beast gets a +4 bonus to its damage rolls for 1 round.

Transpose (1/Day). Zluut'klo activates Zluut'klo's emblem. She loses 3 hit points and teleports to switch places with her bonded beast or another friendly beast that she can see. The effect fails if there is insufficient space for her or the best to fit in the other's location. Once used, Zluut'klo cannot activate the emblem again until the next dawn.

CREEK

Eternally stuck between the way of the water and the way of the land, Creek has felt like an outcast for as long as he can remember. A half-human, half-sea-elf, Creek has always felt his ancestry to be somewhat of a burden. From his experience, the distrust and marginalization caused by his gills far outweigh the pride he was supposed to feel regarding his unique lineage. It is Ola who finally provided some relief toward his identity struggles. Her attitude toward her own unusual physique, her unshakable assurance, and her utter lack of concern regarding any notion of identity freed something in Creek, who aspired to such a simplistic vision of life.

IN COMBAT

Creek will always be found up high, either hidden in a tree by the river bank, or atop a mast. This position allows him to leverage both his bow and his unparalleled talent for strategy. From his crow's nest, he sees the big picture of the battlefield and identifies priority targets. He then marks them with his bow, whose arrows leave colored trails for his squad members to follow. If an enemy comes close, he sticks them with an arrow by hand and scrambles away, often loosing the same arrow from his bow into the same target.

ROLEPLAYING CREEK

Creek has the following characteristics. Playing into them makes Creek more invested in an interaction, and might change his attitude or be necessary to attempt certain Charisma checks.

Traits: Creek watches everyone around him intently. He reacts with suspicion to any show of friendliness by a stranger.

Ideal: *Acceptance.* Caught between human and elf, land and sea, Creek seeks out conditions where he can just be himself.

Bond: *Fin Slicers.* Creek feels comfortable around his equally unusual allies, even binding them to his magic bow.

Flaw: *Conscience.* Creek is not a villain by nature, and may be convinced to leave the Fin Slicers if the characters can overcome his suspicious nature.

BOW OF MARKING

Weapon (longbow), uncommon (requires attunement)

The shaft of this magic longbow is adorned with four colored seashells. The bow of marking was crafted specifically for a legendary hunter known to hunt the sea shore with four saltwater crocodiles. You can bind a creature to the bow by inserting a drop of its blood into one of the colored seashells. When using the bow of marking, you can release an arrow which leaves a trail of colored dust visible only by the bonded creature and the marked creature. The bow can only be bonded with 4 different creatures at once. You can cleanse the seashell and release the bond by pouring salt water into it. A hit with this magic weapon deals an additional 1d8 piercing damage.

Mark a Target. As an action, make an attack with this magic weapon. On a hit, the target becomes marked for a chosen ally bonded to the bow. That ally has advantage on attack rolls against the marked creature until the start of your next turn.

CREEK

Medium Humanoid (his/him, elf, human), neutral

Armor Class 14 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	18 (+4)	12 (+1)	12 (+1)

Skills Acrobatics +5, Athletics +3, Arcana +6, History +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elven

Challenge 3 (700 XP)

Proficiency Bonus +2

Amphibious. Creek can breathe air and water.

Fey Ancestry. Creek has advantage on saving throws against being charmed, and magic can't put him to sleep.

Covering Fire. If Creek makes at least two ranged attacks against a single target, that target cannot take reactions until the start of Creek's next turn.

ACTIONS

Multiattack. Creek makes two weapon attacks. He can mark a target in place of one attack.

Arrow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target cannot take reactions until the end of Creek's turn, nor does being adjacent to the target give Creek disadvantage on ranged weapon attacks this turn.

Bow of Marking. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Mark a Target. Creek uses the special action of the *bow of marking*.

BONUS ACTIONS

Strategize. Creek shouts a directive to one of his allies. The target ally can use their reaction to move up to their speed toward a target marked for them by the *bow of marking*. This movement doesn't trigger opportunity attacks.

DRAGA THE GUIDE

Everyone has somewhere to go, and someone is always willing to take you there if the price is right. Fortunately for you, Draga's price is good company and even better stories.

A boviaan hailing from the lowlands, Draga grew up with a circle of druids, but upon coming of age, she decided she wanted to see the world. Traveling for many years, she lived off the land and made many friends along the way, both animal and humanoid. She befriended a pair of giant elks, Honedoo and Shiveek, whose names mean "speed" and "fury" in Bovian, that loved traveling as much as her. Because she makes a habit of accompanying adventurers along their journeys, many retired adventurers have either met her or at least know of her. Once, after a dangerous quest upon which only Draga alone was brave enough to guide them, a grateful adventurer amassed such a fortune that they gifted her with an immaculate ironwood wagon sled affixed with twisted grass harnesses sized for her beloved elk friends. She named the sled Neeshoon, the boviaan word for "traveler." With Neeshoon, she can traverse even the most rugged terrain at top-notch speeds without concerns of breaking wheels or the other wear and tear a regular wagon might suffer.

Draga is almost always willing to take travelers forward on their adventures if they can get her attention. While references can make their way to her over time, her old friends all know a much faster way. It is said that if you were to find ten birds, at least one would know of Draga's current whereabouts. Send them off with a letter with your request and she is bound to show up the next day. Of course, this story is hyperbole; those who know her best will correctly tell you that at least thirty birds must be released to actually find her.

Draga does not offer her services for free, but many find her rates more than generous. She deals in tales: the better the story, the more likely she will come to your aid again in the future. Draga simply loves travel and relishes the company of adventurers, who frequently like her as well. In fact, while she requests nothing more than stories, many patrons often offer her souvenirs and other trinkets. She secretly gives these to the children in the towns she passes by, as there's not much room for personal possessions when living on the road. However, if you request a ride from Draga, be certain of your destination. Once she has her mind set on taking adventurers somewhere, she can be very stubborn about changing her route.

Though many years have passed, Draga still practices some druidic magic. Watchful adventurers will notice her slow down when traveling through particularly wild and beautiful places. She regularly takes time to thank nature for all it has given her, and for the wonderful world she gets to explore and see. Even in battle, a keen observer will notice her utter a small prayer to nature before each swing of her hatchet. Many a bandit has met their end in an unfortunate encounter with these words, followed by Draga's hatchet.

PLOT HOOKS

Draga provides a great way to make travel interesting. By sending the players to an unexplored and dangerous area and introducing Draga as a guide, she can provide a great exposition tool, giving crucial information to the players so they can prepare accordingly. An alternative is to make the search for Draga a quest in itself. As she wanders around the world, guiding adventurers and temerous travelers, finding her can be a challenging and engaging puzzle for the party to solve.

Finally, while Draga is not defenseless, combat is not her area of expertise, and her trade can easily put her in a dangerous situation where she knows too much and becomes threatened. She might have to duck agents of a kingdom while trying to hide an escaped prisoner, or elude thieves guild looking for someone on the run. Helping her out of such a situation would guarantee her eternal loyalty and friendship, establishing her as a very useful recurring ally for a group of adventurers.

ENCOUNTERING DRAGA

Draga alone is best suited as a temporary combat ally to player characters of 5th to 8th level; treat her as a 6th-level PC when determining the difficulty of an encounter. She won't normally bring her two giant elk into combat for fear they will be hurt, but if she falls below 15 hit points, they Dash to her, pick her up, and carry her away from danger. If the two giant elk aid in battle, treat each of them as a 4th-level PC, making the trio suitable as temporary combat allies for a party of 9th or 10th level.

ROLEPLAYING DRAGA

Draga's charming and friendly nature makes her very open to Charisma (Persuasion) checks, treating most strangers as de facto friends until proven otherwise. Characters can also make requests of her with Charisma (Performance) or Intelligence (Nature) checks instead, generally at a DC 2 lower than for Charisma (Persuasion). However, the impressive bo-vian is not easily scared, and the DC of any Charisma (Intimidation) check to change her behavior is never lower than 20.

Characteristics. Draga has the following characteristics. Playing into them makes Draga more invested in an interaction, and might change her attitude or be necessary to attempt certain Charisma checks.

Traits: Draga is always eager to hear about the lives of adventurers. She carries only what she needs, and gives away what she doesn't.

Ideal: *Wonder.* Draga loves travel and stories of adventure.

Bond: *Honedoo and Shiveek.* More than mere draught animals, Draga's elk are like children to her.

Flaw: *Stubborn.* Once Draga has made a plan, it is difficult to convince her to change it.



DRAGA THE GUIDE

Medium humanoid (she/her, bovian), neutral

Armor Class 14 (hide armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Con +4, Int +2, Wis +4

Skills Animal Handling +4, Medicine +4, Nature +3, Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Aquan, Bovian, Common, Draconic, Dwarvish, Elvish, Gnomish, Sphinx; Animal Speech

Challenge 3 (700 XP)

Proficiency Bonus +2

Animal Speech. Draga can understand and be understood by beasts, as if under the *Speak with Animals* spell.

Animal's Sense (1/Day). Draga can perform a 1 minute ritual to tap into the senses of a beast within 120 feet, allowing her to see, hear, and otherwise sense whatever it senses for 1 hour. If the target wishes to prevent her from doing so, it can negate the magic with a successful DC 12 Wisdom saving throw, but most beasts don't bother to do so. While using the beast's senses, Draga is blinded and deafened in regard to her own surroundings. On her turn as a bonus action, Draga can switch from using the beast's senses to using her own, or back again.

Innate Spellcasting. Draga's spellcasting ability is Wisdom (spell save DC 12). Draga can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day: *animal messenger*

ACTIONS

Multiattack. Draga makes two melee attacks or two ranged attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Earthen Skin. Draga thanks the earth for giving her endurance. Until the start of her next turn, Draga gains resistance to bludgeoning, piercing, and slashing damage.

River's Path. Draga thanks the river for guiding her way. Until the end of the turn, Draga ignores difficult terrain due to water and swimming does not cost her extra movement.

Fiery Slice. Draga implores the fire to grant her warmth. Until the end of turn, her melee handaxe attacks deal an additional 7 (2d6) fire damage.

Zephyr Launch. Draga prays to the wind to push her forward. Until the end of turn, double the normal range and long range of her ranged handaxe attacks.

THE CARPENTER

“Funny how quickly life can turn around sometimes, isn’t it?” Sinclair

Once a simple halfling filled with grandiose ambition, Merras “the Carpenter” practiced his craft in the slums. He wore his heart on his sleeve, always offering his services at low cost to the less fortunate: he built free cribs for new parents, for instance, and shared tools with other artisans of the neighborhood. But every night, lying in his bed, the Carpenter dreamt of doing more—of changing the world. His nights were filled with fantasies of ridding the city of criminals and making the slums a better place to live. Alas, his physical prowess reached nowhere near the height of his ambitions, and he lacked the power to make his dreams come true.

On a gloomy evening, as he was working on a piece of furniture for a couple of newlyweds, an overly excited goblin walked into the shop, waving around a menacing yet strangely hypnotizing sword. The goblin requested a custom case to contain the ominous blade, which he planned to offer to someone as a gift. After a long and tedious conversation, featuring the words “beautiful” and “present” more often than one would think possible, the goblin left the sword, a deposit, and a foul smell as he skipped away. The Carpenter, a little scared of the blade, placed it carefully on a shelf out of sight and closed up shop, never suspecting his life was about to change forever.

The very next morning, his new patron’s body was found in an alley, brutally mutilated. Later that evening, someone broke into his shop. Panicked and taken by surprise, the Carpenter grabbed the only weapon to hand: the goblin’s blade. After a short graceless battle, the intruder found himself at the wrong end of the sword, dead. As the thief drew his final breath, the Carpenter felt invigorated. The nose broken during the struggle fixed itself, the pain in his swollen jaw dissipated, and his years-long arthritis vanished.

Through this death, the Carpenter’s life was inextricably tied to the cursed weapon and thus changed forever. The bloodthirster made him feel powerful, confident, and full of vitality, but also hungry for blood, urging him to feed it at any cost. And so began his crusade. The carpenter by day became a vigilante by night. Using the few coins kept in his life savings, he bought himself shoddy leather armor, and every day after sundown, he patrolled the shadowy streets. Residents of the slums celebrated and criminals whispered in fear of “the Exsanguinator,” “the Blood Drinker,” and other such monikers. The Carpenter proceeded to rid the slums of its criminals, draining one life after another. No one was safe: from the lowly racketeering brute to

the feared thieves guild, all ultimately found themselves at the end of the bloodthirster. Within a year, the lower city was clean, and people lived unafraid for the first time anyone could remember.

But from his success arose an unforeseen issue: the Carpenter was running out of victims to feed the blade. And so the bloodthirster started feeding on him. At first, the Carpenter let it happen, thinking it was a small price to pay for the power granted to him. He figured crime would resume eventually, thus providing for a renewed source of victims. And he was right: crime did return, in the form of a new group of vagabonds that claimed dominion over the city slums. Excited and a little desperate, the Carpenter donned his shoddy armor and went hunting. That night, he learned two crucial lessons: ghouls make for dangerous opponents, and they do not bleed. His resolve remained unshaken, however, and he resolved to drive the undead brutes out of town. But he wouldn’t be able to feed the blade in the process, making the task considerably harder.

It took him a week to resort to killing an innocent civilian, rationalizing that the life of one would be outweighed by the good he was doing. It took him a month to realize the blade’s thirst could not be quenched by a single life a day, let alone would a single life allow it to address his nightly injuries. By the end of the summer, the Carpenter was killing as many civilians as he was killing ghouls, and many more than the ghouls killed on their own.

Today, if you spend an evening in a tavern of the slums, you will quickly learn that citizens fear two things: the governing ghoull syndicate and the killer of the slums.

USING THE CARPENTER IN A CAMPAIGN

While the Carpenter has a relatively low challenge rating, he can be made into a high level villain simply by increasing his proficiency to murder without leaving clues (increasing the DC to find clues by +1 to +5). In this way, the Carpenter can provide a story arc for a campaign at any level. Once the identity of the murderer is discovered, the apprehension of the Carpenter should pose little difficulty to a party beyond the first tier of play.

CLUES

- The crime scene has traces of wood dust - DC 15 Intelligence (Investigation) or Wisdom (Perception) check
- The same wood dust is found near the body of a dead ghoul - DC 17 Intelligence (Investigation) or DC 20 Wisdom (Perception) check
- The victim has been completely drained of its blood - DC 15 Intelligence (Investigation) or Wisdom (Medicine), or DC 18 Wisdom (Perception) check
- The blood drain was not done by a vampire – DC 18 Intelligence (Religion) check or DC 20 Intelligence (Investigation) or Wisdom (Perception) check
- A rumor in town speaks of a tortured goblin found dead around the same time as the first victim - DC 15 Charisma (Persuasion) check
- Word in the underworld claims the ghouls are on high alert, looking for the Exsanguinator - DC 20 Charisma (Intimidation) or Wisdom (Insight), or DC 22 Charisma (Persuasion) check

- The killer's victims were all known to be shady characters and/or people who attracted attention with questionable behavior - DC 18 Charisma (Deception) or DC 15 Wisdom (Insight), Charisma (Intimidation), or Charisma (Persuasion) check

THE CURSE LIVES ON

If your players decide to execute the Carpenter or to deliver him to the authorities, you might also introduce the bloodthirster to your campaign. Do so with extreme caution. The bloodthirster can provide rich and interesting storytelling options, but it can also lead to PC death, campaign derailment, and more importantly, conflict among the players. Whether it's through vigilantism, hunting potential foes, or a string of murders, the cursed player will be required to take a life daily. Such a plot element can be sensitive in many ways and easily derail a campaign.

ROLEPLAYING THE CARPENTER

The Carpenter has the following characteristics. Playing into them makes the Carpenter more invested in an interaction, and might change their attitude or be necessary to attempt certain Charisma checks.

Traits: In his daily life, the Carpenter is humble, but always willing to do what he can for someone in need. By night, he believes that death is the only punishment for wrong-doing.

Ideal: *Justice.* The Carpenter wants to change the world for the better through heroic action.

Bond: *The City.* For all his dreams of adventure, the Carpenter loves his city and neighborhood.

Flaw: *Extreme.* The Carpenter doesn't see how everyday good deeds change the world for the better, and believes only bold actions matter.

BLOODTHIRSTER

Weapon (*shortsword*), *very rare (requires attunement)*

This black shortsword is covered in seemingly organic red veins. When in contact with blood, the veins along the sword start pulsing and faintly glowing, emulating a beating heart pumping blood through it. You gain a +1 bonus to attack and damage rolls made with this magic weapon even when you are not attuned.



While you are attuned to the bloodthirster, hit points lost to its damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using the bloodthirster, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d6 necrotic damage for each time you've wounded it, and it can then make a DC 17 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature or a creature within 5 feet of it can use an action to make a DC 17 Wisdom (Medicine) check in place of this saving throw.

In addition, the first three times in a day you kill a living creature with two or more Hit Dice using this weapon, your hit point maximum increases by a number equal to half the creature's Hit Dice. The blade cannot increase your maximum above its usual value by more than three times your level.

Curse. This shortsword is cursed, and becoming attuned to it extends the curse to you. The bloodthirster becomes attuned immediately if you kill a living creature with it. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

At dawn each day that you remain attuned, your hit point maximum is reduced by your level or challenge rating. If your hit point maximum has been reduced by the bloodthirster when the curse is lifted, the reduction ends when you next finish a long rest.

BLOODTHIRSTER AND DOWNTIME

If the bloodthirster falls into the hands of a player character, downtime can become an issue. Left unfed, the blade will feed off the PC, reducing their maximum hit points every day whether the wielder gained hit points through draining others or not, and could eventually kill them if they do not feed the blade. The simplest way to handle this swiftly and efficiently is to roll a check with a DC 15 for every week of downtime.

Have them roll a Wisdom (Survival) check if the player elects to hunt big game, a Dexterity (Stealth) check if they attempt to do some vigilantism, and so on. On a success, the player gains 2 maximum hit points. On a failure, they lose 2 maximum hit points.

In case of downtime lasting several months, we suggest rolling once per month and increasing the hit point maximum change to 4.

THE CARPENTER

Small Humanoid (he/him, halfling), chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 78 (12d6 + 24 + 12 from bloodthirster)

Speed 25 ft.

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

Saving Throws Dex +5

Skills Athletics +3, Deception +5, Sleight of Hand +5, Stealth +5

Tools carpenter's tools +5

Senses passive Perception 10

Languages Common, Halfling

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brave. The Carpenter has advantage on saving throws against being frightened.

Halfling Nimbleness. The Carpenter can move through the space of any creature that is Medium or larger.

Naturally Stealthy. The Carpenter can attempt to Hide even when he is obscured only by a creature that is Medium or larger.

ACTIONS

Multiattack. The Carpenter makes two attacks with the *bloodthirster*.

Bloodthirster. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus wounding.

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COMPANION CREATURES

The following rules support player characters gaining companion creatures who can engage in combat without investing in a subclass or similar mechanic. Any character can gain the following feat to befriend such a companion creature.

COMPANION CREATURE

Prerequisite: 4th-level character, must not have any other similar companion creature

You have formed a close relationship with an animalistic creature that is willing to accompany you into danger; the creature uses one of the following stat blocks with adjustments for your proficiency bonus. It has a number of Hit Dice equal to your own. Your companion doesn't normally have its own turns and instead acts after you on your turn. If you are incapacitated when initiative is rolled, your companion has its own turns; should you later become able to act in the encounter, you act before it on its turn.

Your companion's actions are limited while it follows you. On its own, without your command, your companion can only move and use the Dash or Dodge actions, and cannot take bonus actions or reactions unless you take a reaction to command it (for instance, command your companion to make an opportunity attack). When you Disengage, Hide, or Search, you can choose for it to take that action as well. When you Ready an action, it tries to Help you if possible. You can use a bonus action on your turn to command your companion, allowing your companion to take any action available to it (such as Attack), move up to its speed, and/or use a bonus action before the end of your turn. If you do not command it or you are incapacitated, your companion acts on your turn as the GM dictates, typically continuing to do what you last commanded it, protect you, or protect itself, in that order or priority. Your companion can take reactions (such as opportunity attacks) if you are incapacitated.

If your companion is reduced to 0 hit points, it falls unconscious and must make death saving throws like a player character. You can stabilize your companion creature when it is dying as a bonus action if you are within 5 feet of it, requiring no ability check.

You can bond with a new companion creature by spending a long rest together. You can spend 1 day of downtime to find a new companion creature, bonding with it the same day. The GM decides what you find, potentially calling for one or more Wisdom (Survival), Intelligence (Nature), Wisdom (Animal handling), or other suitable ability checks to find a particular creature. Certain creatures might not be available in the area or at all in your campaign. Any prior companion creature departs when you bond with a new one. A former companion that has grown especially fond of you might habitually visit places it knows you frequent, hoping to encounter you again, but it doesn't follow you into dangerous areas.

If your companion is frightened, you must succeed at a Wisdom (Animal Handling) check to command it. The DC is the same as the effect that frightened the companion, or 10 if there was no DC. Once your check succeeds, you don't have to check for that condition again until your companion takes damage or is frightened by a new effect.

When you first gain a new companion creature, it must learn to trust you. You must succeed at a DC 15 Wisdom (Animal Handling) check to command it until a new situation arises, it takes damage, or it gains the frightened condition. Every time that you and your companion finish a long rest spent together, the DC of the ability check is reduced by 5. You no longer have to attempt the check once the DC is reduced to 0.

GMING ERRANT COMPANIONS

When you must choose actions for a companion creature for lack of a successful command, consider what the creature understands of the situation.

The companion usually follows its friend closely in combat, typically moves to be within 15 feet of them, and prefers to defend its friend, such as interposing itself between them and the nearest opponent. If it has fewer than half its hit points remaining or is frightened, it instead Dodges and moves away from danger while keeping its friend within line of sight. If it is charmed in combat, it is likely to Dodge and move toward whatever charmed it.

ADVANCED COMPANION CREATURE

Prerequisite: 6th-level character, Companion Creature feat

Your companion creature has grown faster and stronger. It gains the following benefits.

- Your companion's Strength, Dexterity, and Wisdom scores each increase by 2, to a maximum of 20. Note that this increases its bonus to hit, damage, AC, ability checks, saving throws, and any save DCs it has based on those scores by 1.
- It becomes proficient in two of the following skills: Acrobatics, Athletics, Intimidation, Stealth, and Survival.
- If your companion is Medium or smaller, it grows one size category up to a maximum of Large. (If so, its Hit Dice increase in size by one step and its hit point maximum increases by 1 + your level.)
- Your companion gains access to actions and/or additional effects as noted in its statblock (see below).

EAGER COMPANION CREATURE

Prerequisite: 10th-level character, Companion Creature feat

Your companion creature has become tougher and more independent. It gains the following benefits.

- Your companion's Constitution score increases by 2, to a maximum of 20. Note that this increases its hit points by 1 + your level and its Constitution saving throw modifier by 1.
- Add Disengage, Hide, and Search to the actions your companion can always take, even if you can act and don't command it.
- Your companion becomes able to take reactions without command. Its reactions never cost your reaction.
- As long as your companion wears any permanent magic item or has a spell you cast on it, your companion's attacks are treated as magical for the purposes of damage resistances and immunities.
- Your companion gains access to actions and/or additional effects as noted in its statblock (see below).

Companion Spell

The following spell can only be cast if you have the Companion Creature feat or a similar subclass benefit.

ELDRITCH COMPANION

3rd-level conjuration (ritual; warlock or wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (100 gp in offerings to the companion per level of the spell, which the spell consumes)

Duration: Instantaneous

If you have the Companion Creature feat or a similar companion (at the GM's discretion), you gain the service of a spirit that takes the form of a companion creature, taking one of the forms listed below, which appears in an unoccupied space within range. The companion has the statistics and rules of the chosen form except as noted here. It is a Celestial, Fey, or Fiend (your choice) instead of its usual type. The companion counts as a familiar for spells, items, features, and other abilities you have that apply to familiars.

When the companion would die, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your companion. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Additionally, when you cast a spell with a range of touch, your companion can deliver the spell as if it had cast the spell. Your companion must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can't have more than one eldritch companion or familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to transform into an eldritch companion. Choose one of the forms from the below list. Your familiar transforms into the chosen creature and follows the rules in this spell.

SPECIFIC COMPANION CREATURES

Some of the more distinctive companion creatures are described here.



CONCORDINE

Your companion is a canine creature known for its disorienting bark and three heads.

Small Beast, unaligned

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points 4 + four times your level (your number of d6 hit dice)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	12 (+1)

Saving Throws proficient in Dex and Wis saves

Skills proficient in Perception

Senses darkvision 60 ft., passive Perception 10 + Perception bonus

Languages —

Challenge — **Proficiency Bonus** equals yours

Keen Smell. The concordine has advantage on Wisdom (Perception) checks that rely on smell.

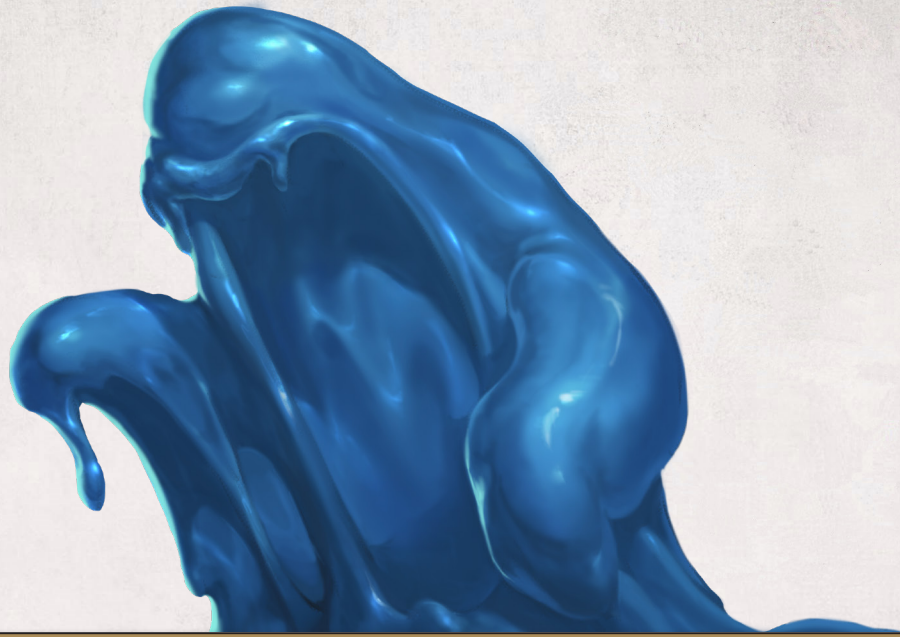
Three Heads. The concordine has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack (Requires Eager Companion Feat). The concordine makes three bite attacks. No more than two can be aimed at the same target unless that target is Large or larger. If two attacks hit the same target, it is deafened until the end of your next turn.

Bite. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.

Cacophonous Barks. The concordine's rapid barks throw one creature's senses into chaos. The target must be within 30 feet and able to hear the concordine. The target attempts a Wisdom saving throw (DC 8 + your proficiency bonus + concordine's Wisdom modifier). On a failure, the foe is frightened until the end of your next turn and the next attack to target it before then is made with advantage. If you have the Advanced Companion feat, the concordine can target three creatures.



INDIGO OOZE

Your companion is an ooze just intelligent enough to follow your commands. Indigo slimes are rare and hard to find as companions.

Small Ooze, unaligned

Armor Class 9

Hit Points 6 + six times your level (your number of d6 hit dice)

Speed 25 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	2 (-4)	8 (-1)	4 (-3)

Saving Throws proficient in Str and Con saves

Skills proficient in Stealth

Damage Resistances acid, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge — **Proficiency Bonus** equals yours

Amorphous. The indigo slime can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack (Requires Eager Companion Feat). The indigo slime makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 bludgeoning damage plus proficiency bonus acid damage.

If you have the Advanced Creature Companion feat and the target is a Large or smaller creature, it is automatically grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the indigo slime's Strength (Athletics) bonus. The slime can't grapple another creature while it has one grappled.

Sticky Acid. The indigo slime spits sticky acid at a foe. The creature makes a Dexterity saving throw. It automatically fails if it was hit by an attack or failed a saving throw this turn. On a failure, its walking and climbing speeds are each reduced by 5 feet. At the start of each of that creature's turns, the acid deals 1d4 acid damage. A creature can use its action to scrape off the acid. A creature can also attempt to quickly wipe off the acid using its free interaction with an object, but must attempt a DC 10 Dexterity check, ending the effect on a success or reducing the DC of future attempts by 1 on a failure.

If you have the Advanced Creature Companion feat, the acid damage adds your proficiency bonus and the speed reduction is 15 feet.

SHAMBLING MOUNT

Your companion is a close relative of the shambling mound grown to serve as a mount. Shambling mounts are rare and hard to find as companions.

Large Plant, unaligned

Armor Class 9 + your proficiency bonus (natural armor)

Hit Points 7 + seven times your level (your number of d10 hit dice)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

Saving Throws proficient in Str and Con saves

Skills proficient in Survival

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge — **Proficiency Bonus** equals yours

ACTIONS

Multiattack (Requires Eager Companion Feat). The shambling mount makes two vine attacks.

Vine. Melee Weapon Attack: +3 plus your proficiency bonus to hit, reach 5 ft., one target. **Hit:** 1d6 + 3 + your proficiency bonus slashing damage.

If you have the Advanced Creature Companion feat and the target is a Medium or smaller creature, it is automatically

grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the shambling mount's Strength (Athletics) bonus. The mount can't grapple another creature while it has one grappled.

BONUS ACTIONS

Tangling Roots. Your shambling mount extends its root-like feet to trip up a creature within 5 feet unless the target succeeds at a Dexterity saving throw. The DC is 10 + your proficiency bonus + the shambling mount's Strength modifier. It automatically fails if it was hit by your attack or failed a saving throw this turn. That creature's speed is reduced by 10 feet until the start of your next turn.

BONUS ACTIONS

Ground (Requires Your Reaction Or You Are Incapacitated). If the shambling mount or its rider would take lightning damage, it hunkers into the ground, which absorbs some of the electricity. The shambling mount and its rider gains resistance to the lightning damage.





GURRUDAEMON

Your companion is a fiend bound to true evil from another plane of existence. It is rare and hard to find as a companion.

Medium Fiend (Daemon), neutral evil

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points 5 + five times your level (your number of d8 hit dice)

Speed 35 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	11 (+0)

Saving Throws proficient in Con and Cha saves

Skills proficient in Athletics

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Daemonic but can't speak

Challenge — **Proficiency Bonus** equals yours

Punishing Kick. The gurrudaemon has advantage on kick attack rolls to hit creatures it has grappled.

ACTIONS

Multiattack (Requires Eager Companion Feat). The gurrudaemon makes two attacks, one with its tentacles and one to kick. It can replace one attack with Poison in the Wound.

Kick. Melee Weapon Attack: +2 plus your proficiency bonus to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

Tentacles. Melee Weapon Attack: +2 plus your proficiency bonus to hit, reach 5 ft., one target. Hit: 1d6 + 2 slashing damage. If you have the Advanced Companion feat and the target is a Large or smaller creature, it is automatically grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the gurrudaemon's Strength (Athletics) bonus.

Poison In The Wound. The gurrudaemon spits poison in the fresh wounds of a creature within 5 feet that took acid, fire, piercing, or slashing damage since the end of your last turn. Unless the creature succeeds at a Dexterity saving throw, it takes 2d4 poison damage and has disadvantage to its next attack roll before the end of your next turn. If you have the Advanced Companion feat, the damage increases to 4d4.

NIGHTSTALKER

Your companion is a nightmarish bipedal creature that dwells in the dark and instills terror in its victims.

Small Beast, unaligned

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points 4 + four times your level (your number of d6 hit dice)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	4 (-3)	12 (+1)	11 (+0)

Saving Throws proficient in Dex and Wis saves

Skills proficient in Stealth

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge — **Proficiency Bonus** equals yours

Daylight Incorporeal Movement. While the nightstalker is in daylight, it is blinded and invisible and passes harmlessly through physical objects and creatures other than you. It is also invisible to creatures in daylight other than you, and they can't touch or damage it. The nightstalker can't pass through walls that aren't transparent. If it would end its turn occupying the same space as a creature or object, it takes 1d10 force damage and is forced into the nearest open space.

ACTIONS

Multiattack (Requires Eager Companion Feat). The nightstalker makes three attacks: one with its bite and two with its claws. It can use *Insidious Shadows* instead of biting.

Bite. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

Claw. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Eyes In The Dark. The nightstalker twists nearby shadows into a terrifying shape. It chooses a creature within 30 feet in dim light that it can see and that can see it. The creature must succeed at a Wisdom saving throw or be frightened until the start of your next turn. The DC is 8 + your proficiency bonus + nightstalker's Wisdom modifier. The creature automatically fails if you hit with an attack or it failed a saving throw this turn.

If you have the *Advanced Companion* feat, the duration increases to 1 minute but the creature gets another saving throw to end the condition at the end of each of its turns.





EYE HORROR

Your companion is a bulbous floating mouth with several eyes protruding from its body.

Small Aberration, unaligned

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points 5 + five times your level (your number of d6 hit dice)

Speed 25 ft.

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

Saving Throws proficient in Dex and Con saves

Skills proficient in Perception

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10 + Wisdom (Perception) bonus

Languages —

Challenge — **Proficiency Bonus** equals yours

Limited Levitation. The eye horror magically levitates 1 to 3 feet above any solid surface. It ignores most difficult terrain. It can fly across gaps up to 10 feet across and can climb by levitating along a surface, but must spend 2 feet of movement for every 1 foot it moves vertically. Levitating up an unsteady surface or one with substantial gaps requires a Dexterity (Acrobatics) check.

ACTIONS

Multiattack (Requires Eager Companion Feat). The eye horror uses Illuminating Glare, then makes either one melee attack or two energy spit attacks.

Bite. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 + your proficiency bonus piercing damage.

Energy Spit. *Ranged Spell Attack:* +2 plus your proficiency bonus to hit, range 60 ft., one target. *Hit:* 1d6 + your proficiency bonus damage of a random type chosen by rolling 1d4: 1.cold, 2.fire, 3.lightning, 4.necrotic.

Illuminating Glare. The eye horror fixes its gaze on a creature it can see to make that creature glow dimly until the end of your next turn. The creature loses the effects of being lightly obscured and having half cover.

If you have the Advanced Companion feat, the horror can see invisible creatures as if they weren't invisible but merely lightly obscured while it uses this action and the creature it fixes its glare on is treated as lightly obscured instead of invisible by all creatures while it glows.

BONUS ACTIONS

Searching Eyes (Requires Eager Companion Feat). The eye horror Searches.

LANDSTRIDER

Your companion is a long-legged beast suitable as a mount over long distances and in strange terrain.

Large Beast, unaligned

Armor Class 10 + your proficiency bonus (natural armor)

Hit Points 7 + seven times your level (your number of d10 hit dice)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

Saving Throws proficient in Str and Con saves

Skills proficient in Survival

Senses passive Perception 11

Languages –

Challenge – Proficiency Bonus equals yours

Stilted Stride. Difficult terrain doesn't cost the landstrider extra movement unless it is magical.

ACTIONS

Multiattack (Requires Eager Companion Feat).

The landstrider makes two kick attacks.

Kick. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + your proficiency bonus + 3 bludgeoning damage.

BONUS ACTIONS

Looming Protector. The landstrider uses its great legs to protect a Medium or smaller creature within 5 feet. Until the start of your next turn or until the creature is farther than 5 feet from the landstrider, the protected creature has half cover from all directions.

Nimble Step (Requires Advanced Companion Feat).

The landstrider can Dash or Disengage.





AUGEPPI

Your animal companion is an adorable platypus-pangolin hybrid that possesses great psychic abilities.

Small Beast, unaligned

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points 4 + four times your level (your number of d6 hit dice)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	11 (+0)

Saving Throws proficient in Dex and Wis saves

Skills proficient in Arcana with double your proficiency bonus

Condition Immunities prone

Senses passive Perception 12

Languages understands Sylvan but can't speak; psychic defender

Challenge — **Proficiency Bonus** equals yours

Psychic Defender. As long as you and your augeppi are within 100 feet of each other, you each are aware of the other's emotional state.

You also have advantage on saving throws against divination spells. If you succeed on such a save, the effect is redirected to the augeppi instead of you.

ACTIONS

Multiattack (Requires Eager Companion Feat). The augeppi makes two attacks: one to body slam and one with its claws.

Body Slam. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your proficiency bonus bludgeoning damage.

Claws. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 2d4 + 3 + your proficiency bonus slashing damage.

Psychic Burst (Requires Advanced Companion Feat). The augeppi unleashes a blast of psychic energy into the mind of a creature it can see within 30 feet. The creature must succeed at an Intelligence saving throw or it has disadvantage on attack rolls as well as on ability checks and saving throws using Intelligence, Wisdom, or Charisma until the end of your next turn. The DC is 8 + your proficiency bonus + augeppi's Wisdom modifier.

REACTIONS

Psychic Drone (Requires Your Reaction Or You Are Incapacitated). If you or an ally would trigger a reaction from a creature within 5 feet of the augeppi, the augeppi emits a psychic drone that distracts the opponent unless it succeeds at an Intelligence saving throw; on a failure, the creature cannot take the triggered reaction nor any other reactions until the end of your turn. The DC is 8 + your proficiency bonus + augeppi's Wisdom modifier.



ABYSSAL BISON

Your animal companion is a flaming bison, bearing unusually large and menacing horns. An abyssal bison is rare in the mortal world and hard to find as a companion there.

Medium Beast, unaligned

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points 6 + six times your level (your number of d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	10 (+0)

Saving Throws proficient in Str and Con saves

Skills proficient in Athletics

Senses passive Perception 11

Languages understands Abyssal but can't speak

Challenge — **Proficiency Bonus** equals yours

ACTIONS

Multiattack (Requires Eager Companion Feat). The abyssal bison makes two attacks: one with its horns and one with its hooves.

Horns. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + your proficiency bonus + 3 piercing damage.

Hooves. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 2d4 + 3 bludgeoning plus fire damage equal to your proficiency bonus.

Abyssal Stomp (Requires Advanced Companion Feat). The abyssal bison stomps on the ground, opening flaming rifts in the earth. The area within 10 feet of the abyssal bison becomes difficult terrain until the start of your next turn. Each creature on the ground in the area must succeed at a Dexterity saving throw or take 2d8 fire damage and fall prone; if the creature was concentrating, it must make a Constitution saving throw at the same DC or its concentration is broken (even if it took no damage).

REACTIONS

Smokescreen (Costs Your Reaction). When you are about to make an attack roll and you are within 5 feet of the abyssal bison, it snorts a blast of smoke to make your movements harder to see. You make your attack roll with advantage unless the creature has blindsight or can otherwise clearly see you through smoke.

SWARM COMPANIONS

A swarm companion is a loyal swarm of insects or other Tiny creatures that you have under your control. They follow your orders obediently, though your method of commanding them may be more unusual than for single companions. Most swarm companions are rare, requiring obscure magics, natural affinity, or even advanced alchemical pheromones to even begin to tame them. You can have only one companion of any kind at a time, even if it is a swarm.

If a feat or effect changes the size of your companion, the size of the swarm changes, rather than the size of the constituent creatures.



COLONY SWARM

Your companion is a group of ground dwelling social insects or bugs, such as ants or some species of spider.

Small Swarm of Tiny Beasts, unaligned

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points 4 + four times your level (your number of d6 hit dice)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	13 (+1)	2 (-4)	13 (+1)	10 (+0)

Saving Throws proficient in Dex and Con saves

Skills proficient in Stealth

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 5 ft., passive Perception 11

Languages —

Challenge — **Proficiency Bonus** equals yours

Companion Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

Damage Transfer (Requires Advanced Companion Feat). While it clings to a creature, the swarm takes only half the damage dealt to it, and the creature it clings to takes the other half.

ACTIONS

Bite. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

If you have the Eager Companion feat, the target must make a Constitution saving throw, taking 2d10 poison damage on a failed save, or half as much damage on a successful one. The save DC is 8 + your proficiency bonus + the colony's Constitution modifier.

Get Everywhere (Requires Advanced Companion Feat). The swarm clings to one creature in its space unless the target succeeds at a Dexterity saving throw. The save DC is 8 + your proficiency bonus + the swarm's Dexterity modifier. On a failed save, the swarm moves with the creature, can use its Damage Transfer trait, and has advantage on attacks to hit the creature. The creature the swarm clings to has disadvantage on ability checks. A creature can wipe the swarm off by jumping in any liquid or by spending their action rolling around and succeeding at another Dexterity saving throw.

HIVE SWARM

Your companion is a group of social flying insects, such as bees or wasps.

Small Swarm of Tiny Beasts, unaligned

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points 3 + three times your level (your number of d6 hit dice)

Speed 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	11 (+0)	2 (-4)	14 (+2)	12 (+1)

Saving Throws proficient in Dex and Wis saves

Skills proficient in Survival

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 12

Languages —

Challenge — **Proficiency Bonus** equals yours

Companion Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can

move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Sting. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

If you have the Eager Companion feat, the target takes 2d4 poison damage and at the end of your next turn, it must succeed a Constitution saving throw or take 2d4 poison damage. The save DC is 8 modifier + your proficiency bonus + the swarm's Constitution modifier.

Dizzying Buzz (Requires Advanced Companion Feat). The swarm confounds a creature in its space with complex flight patterns and a droning buzz. Until the end of your next turn, the first attack roll to hit the creature each turn is made with advantage.

WARREN SWARM

Your companion is a collection of rodents, such as mice, rats, rabbits, or weasels.

Small Swarm of Tiny Beasts, unaligned

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points 4 + four times your level (your number of d6 hit dice)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Saving Throws proficient in Dex and Wis saves

Skills proficient in Survival

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge — **Proficiency Bonus** equals yours

Companion Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a

Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Requires Eager Companion Feat). The swarm can make a single bite attack against each creature whose space it shares at any point this turn.

Bite. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

Trip Up. Your warren swarm tramples about your foe's feet, knocking them prone if they were damaged by an attack this turn.

BONUS ACTIONS

Skittering Swarm (Requires Advanced Companion Feat). The swarm can take the Disengage, Hide, or Trip Up action.

THANATOR

Thanators are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of necromantic nature, its true source is still unknown. The most accepted theory pins thanators as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower, or a love of challenge, thanators have a reputation as infamous adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

DURING COMBAT...

You hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You have to make yourself the center of attention and risk your life to unlock your full potential.

DURING SOCIAL INTERACTIONS...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends. Your obvious prowess and dangerous but hard-to-quantify aura makes it easy for you to make creatures listen to what you say.

WHILE EXPLORING...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

IN DOWNTIME...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

YOU MIGHT...

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

OTHERS PROBABLY...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination.

CLASS FEATURES

As a thanator, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 + your Constitution modifier

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per thanator level after 1st

THE THANATOR

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Adrenaline Flow, Diehard (1 use), Fighting Style
2nd	+2	Adrenaline Surge, Thanator Manifestation
3rd	+2	Blood for Blood, Intimidating
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Morbid Stoicism
6th	+3	Manifestation Feature
7th	+3	Juggernaut
8th	+3	Ability Score Improvement
9th	+4	Diehard (2 uses)
10th	+4	Fearsome Presence
11th	+4	Manifestation Feature
12th	+4	Ability Score Improvement
13th	+5	Unwavering Determination
14th	+5	Reactive (different reactions only)
15th	+5	Manifestation Feature
16th	+5	Ability Score Improvement
17th	+6	Death Stare
18th	+6	Diehard (3 uses), Living on the Edge
19th	+6	Ability Score Improvement
20th	+6	Reactive (any reaction)

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, Intimidation, Medicine, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two martial weapons
- A longbow and 20 arrows
- Leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

ADRENALINE FLOW

You distill adrenaline into necromantic energy using a trance-like state known as Adrenaline Flow. As long as your current hit points (including temporary hit points) are lower than your hit point maximum, you are in Adrenaline Flow and you can use your Diehard feature as well as any other features or abilities that depend on it.

Normally, you gain and use Adrenaline Flow only in combat encounters; when an encounter ends, you leave Adrenaline Flow. At the beginning of an encounter, if your current hit points are lower than your maximum hit points, you enter Adrenaline Flow as soon as you lose hit points.

DIEHARD

You are exceptionally hard to kill. If you would be reduced to 0 hit points but not killed outright while in Adrenaline Flow, you can choose to be reduced to 1 hit point instead. Until the end of your next turn, you have immunity to all damage and can't regain hit points or gain temporary hit points. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 9th level and three times between long rests starting at 18th level.

FIGHTING STYLE

Choose a Fighting Style from among those below as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again. Whenever you gain an Ability Score Improvement, you can change your choice of fighting style from this class.

MULTICLASSING AND THE THANATOR

If your game uses the optional rule to allow multiclassing, a multiclass thanator has the following rules.

Prerequisites: Constitution 13.

Proficiencies Gained: When you take your first thanator level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

Emblem Magic: If you also have the Emblem Magic feature from the shaman class and your thanator manifestation is the Manifestation of Magic, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known and spell slots, and you use those slots to cast shaman spells you know from either class.

Martial Arts: If you chose the Pugilist fighting style and also have the Martial Arts feature from the monk class, you inflict unarmed damage based on the progression for the class you have more levels in; add your levels in both classes to determine your unarmed strike damage (for example, if you are a monk 2 / thanator 9, you inflict 1d8 with an unarmed strike as though you were an 11th level thanator).

Pact Magic: If you have the Manifestation of Magic and also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Manifestation Magic feature to cast warlock spells you know.

Spellcasting: If you have the Manifestation of Magic and also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Manifestation Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

Vitamancy Cost: If you have the Manifestation of Magic and also have levels in the shaman class, add your thanator levels to your shaman levels to determine your vitamancy cost.

BODYGUARD

You can use your reaction to interpose yourself when an ally within 5 feet takes damage from an attack or from an effect that allows a Dexterity saving throw. You must be able to see the incoming attack or effect. You can use this reaction even if you are surprised. You take the damage instead of your ally. Any additional effects also apply to you and not your ally. You have advantage on your next attack roll to hit that attacker before the end of your next turn.

BRUTALITY

You get a +1 bonus on attack rolls to hit any creature if its speed is reduced. Whenever you hit a creature with a weapon attack and deal damage, its speed is reduced by 5 feet until the start of your next turn. This reduction is cumulative if you hit it multiple times in the same round.

DOMINATION

Whenever you replace an attack with a Strength (Athletics) contest to grapple or shove and win the contest, you can attack the target with an unarmed strike or a weapon wielded in one hand as a bonus action.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage dice for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PUGILISM

You can use unarmed strikes with deadly efficacy. You can use your unarmed strikes like weapons with the finesse and light traits. You can roll a d4 in place of the normal damage for your unarmed strike.

Starting at 5th level, your unarmed strikes are magical for the purpose of damage resistances and immunities as long as you are in Adrenaline Flow. Your unarmed strike damage also increases as you gain levels, increasing to d6 at 5th level, d8 at 11th level, and d10 at 17th level.

PRIMAL POWER

You learn two cantrips from the shaman spell list. Your spellcasting ability for these cantrips is Constitution. Whenever you gain a Manifestation Feature or Ability Score Improvement, you can replace one of these cantrips with another shaman cantrip.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

ADRENALINE SURGE

Starting at 2nd level, the more injured you are, the more dangerous you become. If your hit points are lower than half your hit point maximum, your Adrenaline Surge is active, and you gain the additional benefits listed in your Thanator Manifestation.



THANATOR MANIFESTATION

Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, although it may be a hidden or subtle aspect of their persona. At 2nd level, choose a thanator manifestation, which grants you a feature at 2nd level as well as at 6th level, 11th level, and 15th level.

BLOOD FOR BLOOD

Starting at 3rd level, when you are hit by an attack from a foe within your reach, you can suppress your instinct to dodge in order to create an opening to strike back. You can use your reaction to attack the creature that hit you, but if you do, the foe's attack becomes a critical hit. Even if the foe's attack knocks you unconscious or kills you, you can still attack it this way first.

INTIMIDATING

At 3rd level, you learn to use your skill at Intimidation to manipulate your foes. Choose one of the following options.

Desperate Gambit. As an action, you intentionally provoke an opportunity attack from an opponent that can reach you. You can attempt a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Intelligence saving throw (target's choice). If you win, the target must use its opportunity attack to attack you; if you lose, the target can choose to attack you or not. If the target attempts the opportunity attack, your attack rolls to hit it are made with advantage until the end of your next turn. If the target hits you with the opportunity attack, all attack rolls to hit that opponent by other creatures are also made with advantage until the end of your next turn, and you can attack that foe once with a weapon or unarmed strike as a bonus action this turn.

Frighten. As an action, you can scare all opponents within 30 feet that can see or hear you. Make a single Charisma (Intimidation) check; each creature must contest your check with its own Charisma (Intimidation) check or Charisma saving throw (its choice). Each target that loses the contest becomes frightened of you until the end of your next turn.

Provoke. As an action, you can challenge a creature within 60 feet who can see you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Wisdom saving throw (target's choice). If you succeed, the target becomes fixated on you until the end of its next turn. While fixated, it must move toward you and take a hostile action on its turn, using its free interaction with an object if necessary to facilitate targeting you (such as opening a door or drawing a ranged weapon). Then, if it can target you

with the Attack action or by casting a cantrip, it must do so; otherwise, it takes the Dash action or another appropriate action to better reach you. All other creatures are lightly obscured to the creature while it is fixated on you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MORBID STOICISM

By 5th level, your close calls with death have become so mundane that the forces of death leave you unfazed. You have advantage on saving throws against necromancy spells, any saving throw to avoid your hit point maximum being reduced, and any saving throw to avoid or remove the frightened condition.

JUGGERNAUT

Beginning at 7th level, your toughness becomes so extraordinary you can shrug off certain extreme conditions and poisons, such as a naga's bite, a *blight* spell, or a *cone of cold* spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FEARSOME PRESENCE

At 10th level, your closeness to death becomes palpable, making your presence terrifying to your foes. As long as you are in Adrenaline Flow, you can use your Intimidating feature as a bonus action. When you use your Diehard feature, you can use your Intimidating option as a reaction. You can't target the same creature more than once each round with your Intimidating feature.

UNWAVERING DETERMINATION

Beginning at 13th level, when you succeed at a death saving throw, you regain a number of hit points equal to 2d12 + your Constitution modifier. Once you use this feature, you can't use it again until you finish a long rest.

REACTIVE

At 14th level, you can use a reaction on every turn of a combat, but each time you do, you must choose an option you haven't used since the end of your last turn.

When you reach 20th level in this class, you no longer have a restriction on what reactions you can take each turn.

DEATH STARE

At 17th level, you can overwhelm foes already intimidated by you. Whenever you start your turn with a foe within range of your Intimidating feature and already under its effects, you can use your action to overwhelm that foe. The target must make a Constitution saving throw unless it is a Construct or Undead. The save DC is 8 + your proficiency bonus + your Constitution modifier. On a failed save, the target dies if it has 100 hit points or fewer, or takes 10d10 necrotic damage if it has more hit points. On a successful save, it takes 5d10 necrotic damage. Whether the saving throw succeeds or fails, that target becomes immune to this feature until you finish a long rest.

LIVING ON THE EDGE

Beginning at 18th level, you regain all of your expended uses of Diehard when you finish a short or long rest.

THANATOR MANIFESTATIONS

Below are thanator manifestations you can choose from at 2nd level.

FRENZY MANIFESTATION

You fully embrace the frenzy of combat and let it electrify you.

FRENZIED ATTACKS

Beginning when you choose this manifestation at 2nd level, you move with furious speed while in Adrenaline Flow. You can make a single weapon attack or unarmed strike as a bonus action. It doesn't add your ability modifier to the damage unless it is a light weapon or an unarmed strike.

SAPPING STRIKES

Also at 2nd level, you learn to fuel necromantic forces into your weapons, keeping yourself standing by leeching the lifeforce of your opponents. While in Adrenaline Surge, the first time on each of your turns that you deal damage to a creature other than a Construct with a melee weapon attack or unarmed strike, you regain hit points equal to half your level (unless you are using Diehard).

ACCELERATED FRENZY

Beginning at 6th level, you can Dash as a bonus action as long as you are in Adrenaline Flow. Your walking speed and any other speed you have increases by 10 feet as long as you are in Adrenaline Surge and you are not wearing heavy armor nor using a shield.

CLOSE THE GAP

Also at 6th level, you can use your Blood for Blood feature when you are hit by a foe within a distance equal to your speed. You can and must move up to your speed to reach it before attacking it; this movement does not provoke opportunity attacks.

TRIPLE ATTACK

At 11th level, the number of attacks you can make with the Attack action on your turn increases to three as long as you are in Adrenaline Flow.

RELENTLESS SAPPING STRIKES

Starting at 15th level, your Sapping Strikes allow you to regain hit points any number of times per turn as long as you are in Adrenaline Surge and not using Diehard.

MANIFESTATION OF FOCUS

The crystallized adrenaline steadies your hands and sharpens your sight.

STEADY HAND

Beginning when you choose this manifestation at 2nd level, while you are in Adrenaline Flow, you can spend your bonus action to gain advantage on the next attack roll or Strength check you make before the end of your turn.

SURGING CRITICAL

Also starting at 2nd level, while you are in Adrenaline Surge, your attacks critically hit on a 19 or 20 on the die.

SURGING STEADINESS

Beginning at 6th level, your adrenaline steadies your hand automatically as long as you are in Adrenaline Surge, giving you advantage on the first attack roll or Strength check you make on each of your turns.

STRIKE FROM DEATH'S DOOR

Also starting at 6th level, your weapon always aims true while you are on the verge of death, as if it had an unnatural attraction to vital organs. Once per round when you hit with an attack you attempt while you have exactly 1 hit point, you score a critical hit.

NECROMANTIC CRITICAL

At 11th level, you learn to infuse weapons with your necromantic power when they reach a foe's vitals. When you score a critical hit with your weapon attack or unarmed strike, it deals an additional 1d10 necrotic damage and the target has disadvantage on its next attack roll before the end of your next turn.

FLOWING CRITICAL

Starting at 15th level, as long as you are in Adrenaline Flow, your attacks critically hit on a 19 or 20 on the die.

SUPERIOR NECROMANTIC CRITICAL

Also at 15th level, the extra damage from Necromantic Critical increases to 2d10 and the disadvantage applies to all attacks the target makes until the start of your next turn.

MANIFESTATION OF MAGIC

Your conversion of adrenaline into necromancy is more precise and deliberate than most thanators.

EMBLEM MAGIC

When you choose this manifestation at 2nd level, you gain the ability to cast spells using the primal power of nature and your own vitality.

Spell Slots. The Manifestation of Magic table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have one 3rd-level spell slot. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the shaman spell list on page xxx, which must be evocation or necromancy.

The Spells Known column of the Manifestation of Magic table shows when you learn more shaman spells of your choice. Each of these spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level. These spells must be necromancy or evocation spells except at 8th, 12th, and 19th levels.

Additionally, when you gain a level in this class, you can choose one of the shaman spells you know and replace it with another spell from the shaman spell list, which also must be of a level for which you have spell slots. You can only replace a necromancy or evocation spell with another necromancy or evocation spell from the shaman list.

LEVEL	SPELLS KNOWN	SPELL SLOTS	SLOT LEVEL	FEATURES
2nd	2	2	1st	Emblem Magic, Enduring Concentration
3rd	3	2	1st	—
4th	3	3	1st	—
5th	3	3	1st	—
6th	4	3	2nd	Fast Healing, Rush of Magic (1st level)
7th	4	3	2nd	—
8th	5	3	2nd	—
9th	5	3	2nd	—
10th	5	3	2nd	—
11th	6	3	3rd	Magical Attack, Rush of Magic (2nd level)
12th	6	3	3rd	—
13th	7	3	3rd	—
14th	7	3	3rd	—
15th	8	3	4th	Surge of Magic
16th	8	3	4th	—
17th	9	3	4th	Rush of Magic (3rd level)
18th	9	3	4th	—
19th	10	3	5th	—
20th	10	3	5th	—

Spellcasting Ability. Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability.

In addition, you use your Constitution modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

Spellcasting Focus. You can use a druidic focus or shaman emblem (including a weapon) as a spellcasting focus.

Vitamancy Cost. If you must pay a vitamancy cost as a component to cast a shaman spell, treat your thanator levels as shaman levels and use the vitamancy cost for a shaman of that level.

ENDURING CONCENTRATION

Your emotional balance is unparalleled. When you take damage in Adrenaline Surge while concentrating on a spell, as well as any time you use either Blood for Blood or Diehard, you don't have to make a Constitution saving throw to maintain your concentration. You apply double your proficiency bonus, rather than your proficiency bonus, when you do have to attempt a Constitution save to maintain your concentration.

FAST HEALING

Beginning at 6th level, at the start of each of your turns while you are in Adrenaline Surge (but not while using Diehard), you regain hit points equal to half your level.

RUSH OF MAGIC

Also beginning at 6th level, when you start your turn at exactly 1 hit point, you can cast a 1st level spell you know without expending a spell slot. Once you cast a spell using this feature, you can't do it again until you finish a short or long rest. The maximum level of spell you can cast using this feature increases to 2nd level when you reach 11th level, and to 3rd level spells when you are 17th level.

MAGICAL ATTACK

Starting at 11th level, whenever you use your action to cast a spell, you can make a single weapon attack or unarmed strike as a bonus action. That attack counts as magical for the purpose of bypassing damage immunities and resistances.

SURGE OF MAGIC

Starting at 15th level, you can use Rush of Magic as long as you are in Adrenaline Surge, but you don't get to use it more frequently.

MANIFESTATION OF MIGHT

You crystalize adrenaline into raw strength.

NECROMANTIC MIGHT

The necromantic energy within you extends to your weapons, making them more dangerous. When you hit with a weapon attack or unarmed strike or succeed at a Strength (Athletics) contest while in Adrenaline Flow or Adrenaline Surge, you can choose to deal your choice of radiant or necrotic to your opponent. If you are in Adrenaline Surge, the damage is equal to your proficiency bonus. If you are in Adrenaline Flow, the damage is half your proficiency bonus.

DESTABILIZING STRIKE

At 6th level, you learn to knock the wind out of foes with every strike. As long as you are in Adrenaline Surge, when you hit a creature with a weapon attack, you can choose one of the following effects to apply. You can use this feature no more than once each turn.

Flatten. You make a Strength (Athletics) contest to shove the target.

Guard Break. The next attack or Strength check against the target before the end of your next turn is made with advantage.

BREAK THROUGH

At 11th level, you learn to charge your body with necromantic power that protects you and smashes through magical resistances. As long as you are in Adrenaline Flow, you have resistance to necrotic damage and can use a bonus action to change the damage type of your weapon attacks and unarmed strikes to necrotic or radiant (your choice) until the start of your next turn.

UNDYING MIGHT

Also beginning at 11th level, being on the edge of death makes you stronger than ever. While you have exactly 1 hit point, the damage from your Necromantic Might increases to twice your proficiency bonus and you treat any roll of 7 or less on the d20 for a Strength (Athletics) check as an 8.

NECROMANTIC IMMERSION

At 15th level, as long as you are in Adrenaline Flow, you become immune to necrotic damage and allies within 10 feet of you have resistance to necrotic damage.

SHAMAN

Where some find power in books, the divine, or even a performance, you draw your power from the primal forces of life through a shamanic emblem. Whether it be the markings on your body, a weapon you hold high in battle, or an item of strong significance to you, your emblem makes you a force to be reckoned with as you wade into combat slinging spells, bringing hope to your allies, and sundering the health of your enemies.

DURING COMBAT...

You use your vital essence to manipulate the battlefield, either by empowering your allies or crippling your foes. Fighting as a shaman might feel like a race against the clock as your hit points drain away.

DURING SOCIAL INTERACTIONS...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

WHILE EXPLORING...

You help out your allies, assisting them in their task and keeping them healthy all along your travels.

IN DOWNTIME...

You might further meditate and develop your ability to channel your vital essence or search for ritual spells to enhance your emblem more. You might also work to craft magic items for yourself and allies to make them better, or conduct research into magic and traditions.

YOU MIGHT...

- Assume everything has a cost and be very willing to make sacrifices and compromise.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

OTHERS PROBABLY...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.
- Are wary of your unusual practice or feel uneasy when you use vitamancy.

CLASS FEATURES

As a shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 + your Constitution modifier

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shaman level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana, Insight, Intimidation, Medicine, Nature, Perception, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greatclub or (b) any melee martial weapon
- (a) a shortbow or (b) any ranged martial weapon
- Leather armor, an explorer's pack, and a druidic focus if you can use it (determined by your choice of emblem, below)

MULTICLASSING AND THE SHAMAN

If your game uses the optional rule to allow multiclassing, a multiclass shaman has the following rules.

Prerequisites: Constitution 13.

Proficiencies Gained: When you take your first shaman level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

Emblem Magic: If you also have the Manifestation of Magic from the thanator class, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known, spell slots, and Secrets of High Magic. You use those combined slots to cast shaman spells you know from either class.

Pact Magic: If you also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Emblem Magic feature to cast warlock spells you know.

Spellcasting: If you also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Emblem Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

Vitamancy Cost: Add your levels in all classes to your shaman level to determine your vitamancy cost.

EMBLEM MAGIC

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your shaman spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the shaman spell list.

The Spells Known column of the Shaman table shows when you learn more shaman spells of your choice. Each of these spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

REPLACING CANTRIPS AND SPELLS KNOWN

Whenever you gain a level in this class, you can choose a shaman cantrip or a shaman spell of 1st level or higher that you know to replace. You can replace a cantrip with another shaman cantrip. You can replace a spell of 1st level or higher with another spell from the shaman list, which must also be of a level for which you have spell slots.

SPELLCASTING ABILITY

Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

RITUAL CASTING

You can cast a shaman spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use your chosen shaman emblem (described below) as a spellcasting focus for your shaman spells.

SHAMAN EMBLEM

As a shaman, you select one Emblem at 1st level from the list at the end of the class description. The type of emblem you wield represents how you use your vitamancy and how it manifests itself. You can use the ability granted by your emblem no more than once a round. Your emblem grants you a feature at 1st level as well as at 6th level, 10th level, and 14th level.

THE SHAMAN

LEVEL	PROFICIENCY BONUS	CANTRIPS KNOWN	SPELLS	SPELL SLOTS	SLOT LEVEL	VITAMANCY COST	SECRETS KNOWN	FEATURES
1st	+2	3	2	2	1st	2	—	Emblem Magic, Shaman Emblem, Vitamancy
2nd	+2	3	4	3	1st	4	1	Ritual Expert, Shaman Secret
3rd	+2	3	5	3	2nd	6	1	Internal Vitamancy, Vital Casting (1st level, 1/rest)
4th	+2	4	6	3	2nd	8	1	Ability Score Improvement
5th	+3	4	7	3	3rd	11	2	Vital Casting (2nd level)
6th	+3	4	8	3	3rd	13	2	Emblem Feature
7th	+3	4	9	3	4th	15	3	Vital Casting (2/rest)
8th	+3	4	10	3	4th	18	3	Ability Score Improvement
9th	+4	4	11	3	5th	20	3	Vital Casting (3rd level)
10th	+4	5	12	3	5th	22	4	Emblem Feature
11th	+4	5	12	4	5th	25	4	Secret of High Magic (6th level), Vital Casting (4th level)
12th	+4	5	13	4	5th	27	4	Ability Score Improvement
13th	+5	5	14	4	5th	29	5	Secret of High Magic (7th level)
14th	+5	5	15	4	5th	32	5	Emblem Feature
15th	+5	5	15	4	5th	34	5	Secret of High Magic (8th level), Vital Casting (5th level)
16th	+5	5	16	4	5th	36	6	Ability Score Improvement
17th	+6	5	16	5	5th	38	6	Secret of High Magic (9th level)
18th	+6	5	17	5	5th	40	6	Vital
19th	+6	5	18	5	5th	43	6	Ability Score Improvement
20th	+6	5	18	5	5th	45	6	Vital Casting (6th level), Vitamancy Visionary

VITAMANCY

You are a practitioner of the unconventional art of Vitamancy, allowing you to use vital essence as a resource. To use any vitamancy power, you must spend hit points as listed for your level on the Shaman table. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly). You can't pay a vitamancy cost that would reduce you below 0 hit points, but you can reduce yourself to exactly 0 hit points (in which case you fall unconscious and begin making death saving throws normally).

You start with two Vitamancy powers determined by your emblem. Some emblems grant you additional Vitamancy powers as you advance in levels, as noted in the emblem description.

Some Vitamancy effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC.

RITUAL EXPERT

At 2nd level, you learn two spells with the ritual tag and add a minor decoration to your emblem, such as a dried plant or feather, to represent each one. The spells need not be from the shaman spell list, but none can be of a higher spell level than your shaman spell slot level. They don't count against the number of shaman spells you know. You can't cast the spells except as rituals, unless you've learned them by some other means.

On your adventures, you can learn other ritual spells using this feature. When you find such a spell—whether a spellcasting teacher, a spellbook, or another shaman's emblem—you can add another decoration to represent it on your emblem. The spell's level must be equal to or less than your shaman spell slot level and you must spend the time and materials to ritually prepare the decoration to correspond to the spell. For each level of the spell, preparing the decoration for it takes 2 hours and costs 50 gp in incense, ceremonial herbs, and other ritual components.

SHAMAN SECRET

Also at 2nd level, you begin to unlock the deep magical secrets of the living world. You gain one shaman secret of your choice. Your options are listed at the end of the class description. When you gain certain shaman levels, you gain an additional shaman secret, as shown in the Secrets Known column of the Shaman table.

Additionally, when you gain a level in this class, you can choose to replace one shaman secret you know with another secret that you could learn at that level.

INTERNAL VITALITY

At 3rd level, you develop an internal reservoir of vitamancy power. As a bonus action, you can regain hit points equal to your vitamancy cost. You can't use this feature if you already paid your vitamancy cost this turn, and you can't pay your vitamancy cost on the same turn after using this feature. Once you use this feature, you can't use it again until the turn after you next pay your vitamancy cost or you finish a long rest.

VITAL CASTING

Also at 3rd level, you learn to pay your vitamancy cost instead of a spell slot to cast a 1st level shaman spell you know. Once you do this, you can't use this feature again until you finish a short or long rest.

At higher levels, you can cast higher-level shaman spells you know this way: 2nd level or lower when you are 5th level, up to 3rd level spells when at 9th level, up to 4th level spells at 11th level, up to 5th level spells at 15th level, and up to 6th level spells at 20th level.

Beginning at 7th level, you can use Vital Casting twice between rests, and beginning at 18th level, you can use it thrice between rests.

VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and Undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art (who find it to be simplistic and disgraceful).

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SECRET OF HIGH MAGIC

At 11th level, your connection with your emblem helps you discover a powerful magical secret. Choose a 6th-level spell from the shaman spell list as this secret.

You can increase the level of one of your spell slots to 6th and cast your secret spell with it. Once you cast a spell using a spell slot increased by this feature, you can't cast that spell again using this feature until you finish a long rest.

At higher levels, you gain more shaman spells of your choice that can be cast only in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. The slot level you can raise a spell slot to increases to match the highest level of spell you know as a visionary secret. Each time you learn a new visionary secret, you can replace one lower-level secret with another spell of the same spell level.

VITAL CONCENTRATION

Beginning at 18th level, when you cast a spell of up to 5th level with a duration of concentration, you can pay your vitamancy cost to change the spell's duration to 1 minute. You do not need to concentrate to maintain the spell for the duration.

VITAMANCY VISIONARY

At 20th level, you can pay 20 hit points instead of your vitamancy cost except when you use Vital Concentration or cast a 6th-level spell with Vital Casting. You don't regain the use of your Internal Vitality feature after paying this discounted cost.

SHAMAN SECRETS

Below are shaman secrets you can choose from starting at 2nd level. You must meet any listed prerequisites to learn a secret, but you can meet the prerequisite at the same time that you learn the secret. A level prerequisite refers to your level in the shaman class. If a secret requires you to pay your vitamancy cost, you can't use that secret if you already paid your vitamancy cost this turn.

FOUNTAIN OF HEALTH

When you cast a spell of 1st level or higher that heals hit points, one target of the spell heals additional hit points equal to your Constitution bonus (minimum 1).

GIFT OF LIFE

Prerequisite: 9th level

You gain a Vitamancy power: You can pay your vitamancy cost as an action to give up to three allies within 30 feet (other than you) temporary hit points equal to the hit points you paid. The hit points last for 1 hour. Constructs are not affected by this power.

LIFE AWARENESS

Prerequisites: 15th level

You are always aware of the location of all creatures within 30 feet except for Constructs. Your awareness can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.



MASTER RITUALIST

You learn two spells with the ritual tag that have an increased effect when cast using a higher-level spell slot. If you have the Ritual Expert feature, you can choose them from any class's list and they are shaman spells for you. (You lose these spells if you ever replace this shaman secret.) Whenever you cast a spell with the ritual tag using a spell slot, you can meditate for 10 minutes to regain the spell slot you used to cast it.

OMNIPRESENT VITALITY

You gain a Vitamancy power: When you cast a spell that heals hit points or removes conditions, you can pay your vitamancy cost to target an additional creature within 30 feet.

POTION SIPHON

You can draw upon the life energy stored in *potions of healing*. If you would pay your vitamancy cost, you can destroy a potion in your hand instead. The minimum rarity of potion you must destroy depends on your level. Once you siphon a potion, you can't siphon any potion again until you finish a short or long rest.

LEVEL	MINIMUM RARITY
1st-3rd	common
4th-6th	uncommon
11th-12th	rare
13th+	very rare

VITAL QUICKENING

When you cast a spell with a casting time of 1 action using a spell slot, you can change the casting time to 1 bonus action for this casting by paying your vitamancy cost. (As normal, you can't cast a spell other than a cantrip using your action in a turn you cast a non-cantrip spell with your bonus action.) You can't use this secret again until you finish a short or long rest.

RHYTHM OF LIFE

Prerequisite: 12th level

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to infuse the frenetic energy of life into up to three allies within 30 feet (other than you). They each get an additional action on their next turn that they can only use to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. Constructs are not affected by this power.

SENSE VITALITY

Prerequisite: 5th level

As a bonus action, you learn whether there are non-Construct creatures other than the ones you were already aware of within 30 feet. Your sense can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

VITAL AID

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to magically give an ally within 30 feet of you temporary hit points equal to your vitamancy cost. The temporary hit points last until the end of your next turn. Constructs are not affected by this power.

VITAL RESERVE

You learn to store a little bit of vital essence for later. When you finish a long rest, you can spend 2 Hit Dice to charge your emblem instead of regaining hit points. The emblem remains charged until you discharge it. You can discharge it as part of using Vitamancy instead of paying your vitamancy cost.

SHAMAN EMBLEMS

Below are shaman emblems you can choose from at 1st level.

EMBLEM OF BLOOD

Your emblem is something written upon your body, typically a tattoo, a face paint, scarification, or some other permanent body marking.

BLOOD BOLT

You gain the ability to fire a bolt of crystallized blood as an action. It is a ranged spell attack with a range of 120 feet. On a hit, it deals magical piercing damage equal to 1d10 + your Constitution modifier.

VITAMANCY

You have the following vitamancy powers.

Blood Manipulation. You can manipulate the flow of blood in a creature's body to hinder its movements as a bonus action on your turn by paying your vitamancy cost. As long as the creature has blood and has no more hit points than five times your vitamancy cost, it has one of the following effects until the start of your next turn:

- When the creature rolls weapon damage, a Strength check, a Strength saving throw, or Constitution saving throw, it must roll a d4 and subtract the number rolled.

- When the creature rolls any attack roll, or rolls an ability check using Dexterity, Intelligence, or Charisma, it must roll a d4 and subtract the number rolled..

Bleeding Wound. Whenever you hit a creature with a weapon or Blood Bolt attack on your turn, you can pay your vitamancy cost as a bonus action to give that creature a bleeding wound. The bleeding creature takes 1d4 necrotic damage at the start of each of your turns for each bleeding wound it has from this power and it can then make a Constitution saving throw against your spell DC, ending the effect of all bleeding wounds on it on a success. The wounded creature or any creature within 5 feet of it can use an action to make a Wisdom (Medicine) check against the same DC, ending the effect of all such wounds on a success.

The amount of damage increases at higher levels, to 2d4 necrotic damage per wound at 6th level, 3d4 damage at 10th level, and 4d4 damage at 14th level.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn. You can make two Blood Bolt attacks this way.

BLOOD GUSH

Beginning at 10th level, whenever a creature you can see within 20 feet takes damage, you can use your Bleeding Wound Vitamancy power as a reaction to target that creature. Up to once per turn when you hit a creature with your Blood Bolt, it gets a bleeding wound without you spending or reaction or paying your vitamancy cost.

EXSANGUINATION AURA

Starting at 14th level, all foes within 20 feet of you that have a bleeding wound can't take bonus actions or reactions.

WIDE BLOOD MANIPULATION

Also at 14th level, you can use your Blood Manipulation Vitamancy power to target any number of creatures within 20 feet by paying the vitamancy cost only once.

BEAST EMBLEM

Your emblem is a druidic focus made from a fang, a claw, a horn or something else from a magical beast and engraved with runes.

BOUND COMPANION

You learn the *find familiar* spell. It doesn't count against your number of shaman spells known. Instead of choosing from the beasts listed in the spell, you can choose any beast of up to challenge rating 1/4.

VITAMANCY

You have the following Vitamancy options.

Ferocious Transformation. As an action, you can pay your vitamancy cost to infuse your companion with ferocity for as long as you concentrate, as if concentrating on a spell, to a maximum of 1 minute. It loses the powers of a familiar and gains the statistics of a companion creature such as one of those listed starting on page xxx with adjustments for your proficiency bonus. Your companion doesn't normally have its own turns and instead acts after you on your turn. On its own, without your command, your companion can only move, use the Dash or Dodge actions, and cannot take reactions unless you take a reaction to command it (for instance, command your companion to make an opportunity attack). When you Disengage, Hide, or Search, you can choose for it to take that action as well. When you Ready an action, it tries to Help you if possible. You can use a bonus action on your turn to command your companion, allowing your companion to take any action available to it (such as Attack), move up to its speed, and/or use a bonus action before the end of your turn. If you do not command it, your companion acts on your turn as the GM dictates, typically continuing to do what you last commanded it, protect you, or protect itself, in that order of priority.

If your transformed companion is reduced to 0 hit points, it falls unconscious and must make death saving throws like a player character. You can stabilize it when it is dying as a bonus action if you are within 5 feet of it, requiring no ability check. If it would die, it disappears instead as normal for a familiar.

If your companion is frightened, you must succeed at a Wisdom (Animal Handling) check to command it. The DC is the same as the effect that frightened the companion, or 10 if there was no DC. Once your check succeeds, you don't have to check for that condition again until your companion takes damage or is frightened by a new effect.

Primal Resistance. When your companion is hit by a weapon attack, you can spend your reaction and pay your vitamancy cost to give your bound companion resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks until the start of your next turn.

ELDRITCH COMPANION

At 6th level, you gain the Creature Companion and Advanced Creature Companion feats on page xxx. You also learn the *eldritch companion* spell on page xxx. The spell doesn't count against your shaman spells known.

GREATER VITAMANCY

At 10th level, you gain the following vitamancy powers.

Primordial Resistance. When your companion takes damage, you can spend your reaction and pay your vitamancy cost to give it resistance to all damage types other than psychic until the end of your next turn.

Vital Command. When you spend a bonus action to command your companion creature, you can pay your vitamancy cost to gain an additional bonus action this turn. (The extra bonus action can't be used to command your ally or use a Vitamancy power.)

SUPERIOR VITAMANCY

At 14th level, you gain the following Vitamancy powers.

Stay with Me. When your companion would be reduced to 0 hit points but is not killed outright, you can cause it to drop to 1 hit point instead as a reaction by paying your vitamancy cost. Once you use this vitamancy option, you can't use it again until you finish a short or long rest.

Titantic Stature. As a bonus action, you can pay your vitamancy cost to cause your companion or familiar to become Huge for 1 minute. It has advantage on Strength checks and Strength saving throws. Its attacks deal 1d4 extra damage.

EMBLEM OF DEATH

Your emblem is a druidic focus made from part of a dead creature's body or a cultural icon of death.

EXTRA PROFICIENCY

You are proficient with herbalism kits. You can make an Intelligence check using an herbalism kit instead of any Wisdom (Medicine) check to treat a creature. As long as you are in the wilderness or another place with fresh useful plants, you have advantage on ability checks using herbalism kits.

SHARED VITALITY

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. Whenever you would pay your vitamancy cost, any of your allies within 30 feet of you that can see or hear you can choose to pay your vitamancy cost in your place. Once you borrow life from an ally using this feature, you can't borrow from any other ally using this feature until you finish a short or long rest, and you can't borrow from that specific ally using this feature until you finish a long rest.

VITAMANCY

You gain the following vitamancy powers.

Necromantic Occlusion. When a creature you can see within 20 feet would regain hit points or gain temporary hit points, you can use your reaction and pay your vitamancy cost to negate the effect.

Pull of Death. You can pay your vitamancy cost as a bonus action on your turn to give a creature you can see within 20 feet disadvantage on Constitution saving throws until the start of your next turn. If it dies during that time, you can use your reaction to drain some of its essence into yourself or another creature within 20 feet of both you and the dying creature, giving the recipient temporary hit points equal to your vitamancy cost for 1 minute.

ADVANCED VITAMANCY

At 6th level, you gain the following vitamancy powers.

Plague Carrier. As a bonus action, you can relieve yourself of all diseases, poisons, and the blinded and deafened conditions by giving them to a creature within 5 feet. For each of these that you have, the target can either willingly accept it (curing you automatically) or attempt a Constitution saving throw against your spell DC, preventing the transfer on a success.

Vital Resurrection. You can cast the *animate dead* spell as an action by paying your vitamancy cost instead of using a spell slot. When you do, your hit point maximum is reduced by the vitamancy cost but the Undead you create remains under your control until your hit point maximum is restored. If you would be hit by an attack while this Undead is within 5 feet of you, it uses its reaction to give you a +2 bonus to AC (which can cause the attack to miss). The Undead is always willing to pay your vitamancy cost for you using your Shared Vitality feature (above). Whenever you finish a long rest, you can choose to end this reduction to your hit point maximum and destroy the Undead if it still exists.

The number of Undead you create using this power increases at higher levels: two at 10th level and three at 14th level.

REACH OF DEATH

Starting at 10th level, your Pull of Death vitamancy power and any cantrip you cast can target an additional creature within range. Whenever a creature under your Pull of Death dies, you can use your reaction to transfer your Pull of Death to a new target.

SUPERIOR VITAMANCY

Starting at 14th level, you gain the following vitamancy power.

Death's Call. As a bonus action, pay your vitamancy cost and choose a creature you can see within 20 feet that has disadvantage on Constitution saving throws. It must make a Constitution saving throw. It takes 12d6 necrotic damage on a failed save, or half as much damage on a successful one. If it rolls a 1 on this saving throw, it instantly dies. Regardless of the saving throw, it then becomes immune to Death's Call for 24 hours.

EMBLEM OF WAR

Your emblem is something held aloft in battle, usually a weapon or a banner. It can be any visually recognizable item weighing at least 3 pounds and held in one hand. You can change your choice of emblem with a ritual that takes 8 hours, which you can perform as part of a long rest. You can't affect an artifact or a sentient weapon in this way.

UNARMORED DEFENSE

You learn to scribe magical runes into your skin that grant you magical protection. You can calculate your Armor Class as 10 + your Constitution modifier + your Dexterity modifier. (Bonuses such as from shields are still added to this calculation.)

VITAMANCY

You gain the following vitamancy powers.

Emblem Strike. When you use the Attack action, you can pay your vitamancy cost to make a weapon attack with your emblem in addition to the attacks you can normally make.

Roar of Power. As a bonus action on your turn, you can pay your vitamancy cost to unleash a roar that grants strength to yourself and your allies. You and allied creatures within 20 feet of you that can hear you get one of the following benefits of your choice until the start of your next turn:

- Add 1d4 to all weapon damage rolls; instead add 1d6 if you are at least 10th level, or 1d8 if you are at least 14th level.
- Resistance to bludgeoning, piercing, and slashing damage from weapon attacks that aren't magical; if you are at least 10th level, the resistance applies to all bludgeoning, piercing, and slashing damage as well as to necrotic and radiant damage.
- Advantage on Strength (Athletics) checks and Strength saving throws.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn.

GREATER VITAMANCY

At 10th level, you gain the following vitamancy power.

Unstoppable Force. You exude magical protection that keeps your allies from being confined. As a bonus action, you can pay your vitamancy cost to cast *freedom of movement* on yourself and all allies within 20 feet of you. It lasts for 1 minute.

SUPERIOR VITAMANCY

At 14th level, you gain the following vitamancy power.

Aura of Iron. You can spend a bonus action and pay your vitamancy cost to protect your allies with the runes carved on your body for 1 minute. Their AC becomes 10 + your Constitution modifier + their own Dexterity modifier if that is better. (Bonuses such as from shields are still added to this calculation.)

SHAMAN SPELLS

Below are all spells on the shaman's list. Each spell has its school of magic noted in parentheses. If a spell can be cast as a ritual, the appropriate tag follows the school of magic. Spells marked with an asterisk (*) are from this book starting on page xxx.

Hit Point Component. If a spell lists a component of HP, that means that you must pay your vitamancy cost as part of the action to cast the spell. You can't cast the spell in the same turn you have used a vitamancy power or otherwise paid your vitamancy cost. If a character without the vitamancy feature casts such a spell (such as with the Magical Secrets feature of the bard class), add all their class levels together to find their vitamancy cost on the Shaman table.

Spells from Other Sources. If your game uses spells from other sources, the player and GM should work together to decide what spells are on the shaman list. As a general guideline, most druid spells other than those that use fire or earth, most healing and necrotic spells from any list, and most spells that create spiritual forces from any list should be on the shaman list.

0 LEVEL (CANTRIPS)

Dancing Lights (evocation)
Druidcraft (transmutation)
Guidance (divination)
Mending (transmutation)
Poison Spray (conjunction)
Resistance (abjuration)
Shillelagh (transmutation)
Spare the Dying (necromancy)

1ST LEVEL

Animal Friendship (enchantment)
Charm Person (enchantment)
Create or Destroy Water (transmutation)
Cure Wounds (evocation)
Detect Magic (divination; ritual)
Detect Poison and Disease (divination; ritual)
Entangle (transmutation)
Faerie Fire (evocation)
Fog Cloud (conjunction)
Goodberry (transmutation)
Healing Word (evocation)
Inflict Wounds (necromancy)
Jump (transmutation)
Longstrider (transmutation)
Protection from Evil and Good (abjuration)
Purify Food and Drink (transmutation; ritual)
Speak with Animals (divination; ritual)
*Upwelling of Life** (evocation)

2ND LEVEL

Aid (abjuration)
Animal Messenger (enchantment; ritual)
Augury (divination; ritual)
Barkskin (transmutation)
Darkvision (transmutation)
Enhance Ability (transmutation)
Enlarge/reduce (transmutation)
Gust of Wind (evocation)
Hold Person (enchantment)
Lesser Restoration (abjuration)
Locate Animals or Plants (divination; ritual)
Locate Object (divination)
Moonbeam (evocation)
Pass without Trace (abjuration)
Protection from Poison (abjuration)

Spiritual Weapon (evocation)
Warding Bond (abjuration)
*Waves of Hurt** (necromancy)

3RD LEVEL

Beacon of Hope (abjuration)
Call Lightning (conjunction)
Conjure Animals (conjunction)
Daylight (evocation)
Dispel Magic (abjuration)
*Essence Flow** (necromancy)
Mass Healing Word (evocation)
Plant Growth (transmutation)
Protection from Energy (abjuration)
Revivify (necromancy)
Sleet Storm (conjunction)
Speak with Dead (necromancy)
Speak with Plants (divination; ritual)
Spirit Guardians (conjunction)
*Until Death Do Us Part** (necromancy)
Water Breathing (transmutation; ritual)
Water Walk (transmutation; ritual)
Wind Wall (evocation)

4TH LEVEL

*Aura of Immortality** (abjuration)
Blight (necromancy)
Conjure Minor Elementals (conjunction)
Conjure Woodland Beings (conjunction)
Control Water (transmutation)
Death Ward (abjuration)
Divination (divination; ritual)
Dominate Beast (enchantment)
Freedom of Movement (abjuration)
Giant Insect (transmutation)
Hallucinatory Terrain (illusion)
Ice Storm (evocation)
Locate Creature (divination)
Polymorph (transmutation)
Stoneskin (abjuration)

5TH LEVEL

Antilife Shell (abjuration)
Awaken (transmutation)
Commune with Nature (divination; ritual)
Cone of cold (evocation)
Conjure Elemental (conjunction)

Contagion (necromancy)
Dream (illusion)
Geas (enchantment)
Greater Restoration (abjuration)
Insect Plague (conjunction)
Mass Cure Wounds (evocation)
Planar Binding (abjuration)
Reincarnate (transmutation)
Scrying (divination)
Tree Stride (conjunction)

6TH LEVEL

Conjure Fey (conjunction)
Circle of Death (necromancy)
Find the Path (divination)
Harm (necromancy)
Heal (evocation)
Heroes' Feast (conjunction)
Sunbeam (evocation)
Transport via Plants (conjunction)
*Vital Drain** (necromancy)
Wall of Thorns (conjunction)
Wind Walk (transmutation)

7TH LEVEL

Etherealness (transmutation)
Mirage Arcane (illusion)
Plane Shift (conjunction)
Regenerate (transmutation)
Symbol (abjuration)

8TH LEVEL

Animal Shapes (transmutation)
Antipathy/Sympathy (enchantment)
Control Weather (transmutation)
Feeblemind (enchantment)
Sunburst (evocation)

9TH LEVEL

*Deadly Vitamancy** (necromancy)
Foresight (divination)
Mass Heal (evocation)
Shapechange (transmutation)
Storm of Vengeance (conjunction)
True Resurrection (necromancy)

AURA OF IMMORTALITY

4th-level abjuration (shaman)

Casting Time: 1 reaction, which you take when you or an ally within 30 feet of you is reduced to 1 or 0 hit points

Range: Self (30-foot-radius)

Components: S

Duration: Until the end of your next turn

Casting this spell reduces you to 1 hit point if you were not already at 1 hit point. Allies in the area that would be reduced to 0 hit points can instead choose to be reduced to 1 hit point. They become immune to all damage but also can't regain hit points or gain temporary hit points for the duration.

DEADLY VITAMANCY

9th-level necromancy (shaman)

Casting Time: 1 bonus action

Range: 30 feet

Components: S, HP

Duration: Instantaneous

You almost effortlessly strike at the core of a creature's life force. Choose a creature within range that you can see. If it is not a Construct, it makes a Constitution saving throw. The saving throw gets a +5 bonus unless it has 100 hit points or fewer. On a failed save, it dies.

ESSENCE FLOW

3rd-level necromancy (shaman)

Casting Time: 1 reaction, when an ally is reduced to 0 hit points but does not die

Range: 30 feet

Components: V, S, HP

Duration: Instantaneous

The ally regains hit points equal to 3d8 + your spell-casting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hit points healed increase by 1d8 for each slot level above 3rd.

UNTIL DEATH DO US PART

3rd-level necromancy (shaman)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You connect your life-force to an opponent. Make a spell attack roll. Allies can willingly accept the attack if they are neither incapacitated nor restrained. Constructs are immune. On a hit, the target is bound to you by a spectral chain for the duration. If your hit point total was above half your hit point maximum, you lose hit points to reduce you below half your maximum just before the chain appears (which doesn't break your concentration). Whenever you lose hit points after the chain appears, the target takes necrotic damage equal to half the amount you lost if it is within 150 feet of you. Whenever you regain hit points or gain temporary hit points, the creature does the same for half the amount if it is within 150 feet. You can dismiss the spell as an action. The spell ends if the target drops to 0 hit points, if your hit point total is ever above half your hit point maximum (after that healing is shared), or if this spell is cast again by either you or the target.

UPWELLING OF LIFE

1st-level evocation (shaman)

Casting Time: 1 reaction, which you take when you are damaged

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you send some of your spilled life-force to bolster your allies. Up to two allied creatures (other than you) of your choice in range regain hit points equal to your spellcasting ability modifier, up to a maximum of the damage you took. Until the duration ends, when you take damage you can use your reaction to restore 1 hit point to up to two allied creatures within range as long as the damage doesn't break your concentration. Constructs and Undead are not affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing when you cast the spell increases by 1 hit point per slot level above 1st and the healing when you use your reaction while you maintain concentration increases to equal the slot level.

VITAL DRAIN

6th-level necromancy (shaman)

Casting Time: 1 action

Range: 30 feet

Components: V, S, HP

Duration: Concentration, up to 1 hour

As part of casting this spell, you can force a creature within 30 feet to make a Constitution saving throw. On a failure, that creature loses hit points to pay your vitamancy cost to cast the spell instead of you. On a success, you pay the vitamancy cost normally. Either way, that creature is then immune to this spell from you for 1 day. Up to once per turn when you would pay a vitamancy cost for as long as the spell lasts, you can force a new creature to make the saving throw against this spell and pay the cost for you on a failure.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration is 1 hour and any target with 100 hit points or fewer automatically fails its saving throw.

WAVES OF HURT

2nd-level necromancy (shaman)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 1 minute

Your feelings of pain are amplified and echo around you to wound your foes. Whenever you lose hit points when you already had fewer hit points than half your hit point maximum, each opponent within range takes 1d4 necrotic damage. You can dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d4 per two slot levels above 2nd.