

ADAPTABLE NPCs OF THE GUILD

NPCs written by amazing authors of the DMs Guild to enrich adventures across Faerûn:
Chosen Defenders, Fallen Disciples, and Occult Practitioners; friends & foes alike.
Created for the world's greatest roleplaying game!

R Ryan WENNEKER (order #26281162)

Adaptable NPCs of the Guild

Credits

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Project Oversight: Grim Press
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About this Product

Amazing things happen when talented minds are brought together for a common goal, *Adaptable NPCs of the Guild* is proof of this! Following in the footsteps of the best selling **#AdaptableNPCs** line of products produced by the Grim Press, ANPCs of the Guild has surpassed all of our expectations. Tomasz Chistowski's art has been brought to life by over eighteen amazing authors from the DMs Guild, providing unique non-player characters to populate the world of Faerûn!

Contained within this book are 63 unique non-player characters that can serve any number of roles in your player's adventures. Much like the others in its namesake, the ultimate goal of this supplement is to present a repertoire of quest givers and companions that can accompany players on their adventures; being diverse enough to add immersion without introducing unwanted complexity.

Additionally, an engaging *Pathway to Adventure* called **Hero's Quest** has been included, written by the talented J.A. Valeur. This quest, designed for four to six characters of 2nd level, uses many of the Adaptable NPCs in this book and can be played upon detailed maps (both DM & Player versions) created specifically for this adventure! Also, the Hero's Quest is fully scalable for higher level play and includes custom quest hooks to drop this adventure into popular WotC campaigns such as Lost Mine of Phandelver, Waterdeep: Dragon Heist, Storm King's Thunder, and Baldur's Gate: Decent into Avernus.

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Referenced Works

- D&D 5e Dungeon Master's Guide, 2014
- D&D 5e Monster Manual, 2014
- D&D 5e Volo's Guide to Monsters, 2016
- D&D 5e Mordenkainen's Tome of Foes, 2018

On the Cover

Tomasz illustrates the manipulative red witch, attempting to beguile a host of players with tales prophesying riches and grander beyond their wildest imaginations.



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Adaptable Non-Player Characters

Do your players seek the training of a seasoned armsmaster? Maybe they've been tasked with the need to seek out a retired Red Wizard of Thay to divulge information on one of the many secretive factions across Faerûn! Whatever the quest, the NPCs found within this supplement can serve many roles. With their mixed motivations and alignments, you can be certain that more than a few will be suitable for inclusion as plot drivers in any type of campaign a DM is planning to run. These NPCs can be used as traditional non-player characters by the dungeon masters or controlled by your players as mercenaries for hire. Alternatively, DMs may wish to run these NPCs as adventuring companions, accompanying your players for a short time.

Adaptable NPCs by Challenge Rating

CR 1/2
The Dauntless Neophyte

CR 1
The Aspiring Mercenary
The Bulwark Tinker
The Hedge Wizard

CR 2
The Dark Druid
The Dauntless Veteran
The Draconic Renegade
The Fire of Anger
The Moonlit Shadow
The Teeth Collector

CR 3
The Cult Martyr
The Dead Man Walking
The Sewer Druid
The Sunwitch
The Wildwood Virago
The Woodland Outrider

CR 4
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The Bee Keeper
The Chromaturgist
The Marked Hunter
The Martinet
The Tile Shark
The Wayfarer

CR 5
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The Azure Artisan
The Dauntless Champion
The Defender of Justice
The Elk Spiritrager
The Infernal Warrior
The Shield Sentinel
The Stormzerker
The Wildwood Zealot
The Witchtaker

CR 6
The Flameblade Magus
The Ironstring Bard
The Man-at-arms
The Pyromancer
The Rebel Knight
The Red Witch
The Troll Mystic

CR 7
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The Bound Wraith
The Court Mage
The Half-Dragon Revenant
The Sylvan Defender

CR 8
The Autumn Shepherd
The Bladesinger
The Glacius Knight

CR 9
The Flamecaller
The Retired Red Wizard
The Rune Weaver
The Shadow Mage

CR 10
The Avenging Angel
The Fallen Angel
The Stasis Dragon

CR 11
The Agarion
The Chosen of Tiamat

CR12
The Champion of Mielikki

CR 13
The Dread Wyrm
The Worldly Riftcaller

CR 14
The Purifier

CR 15
The Haunted

CR 16
The Baelnorn Lich



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The Abandoned Knight

Sitting near a shoddily made campfire, jilted thoughts of former friends weigh heavily on the abandoned knight's mind. Having been discarded seemingly on a whim by those considered allies or as part of a calculated plan by former associates, the reason matters little. The abandoned knight contemplates the apparently unanswerable question and becomes obsessed with reason they were betrayed.

Slow to Trust. Having been tossed aside like a rusty broken sword, no longer of any use, abandoned knights understandably have strong feelings of distrust towards anyone who might reach out to them for companionship.

Enlightened or Enraged. The quest to confront their former allies typically culminates at a point where the abandoned knight must make a choice. Will they become consumed by anger and lash out at those who left them behind? Or maybe their time alone has allowed them to reflect, realizing that everything happens for a reason even though it was not have been immediately evident. Perhaps the path chosen will be influenced by the strangers encountered during the abandoned knight's time of sorrow...

Abandoned Knight

Medium humanoid (any), any alignment

Armor Class 18 (plate)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	11 (+0)	13 (+1)	7 (-2)

Skills Athletics +6, Survival +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,100 XP)

Action Surge (Recharges After a Short or Long Rest). After taking an action on its turn, the abandoned knight can take one additional action.

Obtuse. The abandoned knight makes Wisdom (Insight) checks with disadvantage.

Survivor. The abandoned knight regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The abandoned knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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The Agarion

Born out of the deceitful union between a fiend and a human, much in the same way as their cambion siblings, agarions retain more of their human parent's appearance. Although their skin has an ashen coloring, missing are the horns, wings, and tails that their kinfolk brandish so proudly. The lack of these features allows agarions to inconspicuously assimilate themselves into many populations throughout the multiverse.

Lust for Destruction. While agarions may not share a strong physical resemblance to their fiendish parents, their personality and motivations are certainly cut form the same cloth. Deceiving the gullible and twisting the ideals of the noble are favorite pastimes of the agarion, but don't let their enjoyment of these tasks fool you... Agarions rarely act without the underlying motivation of self benefit.

Graz'zt's Chosen. As with their cambion siblings, it is common knowledge that Graz'zt's fervor for procreation with humanoids has led to the demon lord siring many agarions and cambions alike; those who help him sow chaos across the multiverse. However, unlike the cambions that are viewed primarily as soldiers and henchmen, agarions bread by the Dark Prince's act as infiltrators and assassins. Seeking out high-profile targets and decerning valuable information, or when the time requires it, assassinating those who might oppose their obsidian-skinned begetter.

Agarion

Medium fiend, any evil alignment

Armor Class 19 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Str +4, Dex +8, Con +5, Cha +7
Skills Deception +7, Perception +6, Stealth +8
Damage Resistances cold, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Infernal
Challenge 11 (1,100 XP)

Assassinate. During its first turn, the agarion has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the agarion scores against a surprised creature is a critical hit.

Fiendish Blessing. The agarion's Charisma modifer is added to its AC.

Magic Weapons. The agarion's weapon attacks are magical.

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

Sneak Attack (1/Turn). The agarion deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agarion that isn't incapacitated and the agarion doesn't have disadvantage on the attack roll.

Vanish. The agarion can use the Hide action as a bonus action on its turn. Also, it can't be tracked by nonmagical means, unless it chooses to leave a trail.

Actions

Multiattack. The agarion makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, plus 7 (2d6) fire damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hellish Strike (Recharge 5-6). The agarion can disappear and reappear in an unoccupied spot within 60 feet that it can see. If the agarion reappears within 5 feet of a creature, it can make an attack with its dagger as part of this action. Hellish Strike does not provoke attacks of opportunity.

Reactions

Riposte. When the agarion is targeted with a melee weapon attack that misses, it can attack that creature immediately after its attack, provided that the agarion can see the creature.

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The Armsmaster

Adventurers, militia, and soldiers alike all require training in the art of melee combat. The armsmaster is one who, through rigorous training and battle-hardened experience, has risen through the ranks and is now responsible for ensuring the passing of martial knowledge to those entrusted to protect the citizens of the realm.

The armaster has seen more than their fair share of combat, and now most if not all their former companions have passed on. The armsmaster has no patience for those who view war and combat as glorious and will swiftly rebuke those who view war for any less than it is: hell. Their demeanour is gruff and impatient, speaking in barking tones that only the foolish would not heed. But those who listen to the armsmaster may find their skill in battle allows them to breathe for yet another day.

Skilled Combatant. The armsmaster has honed their abilities through disciplined and regimented training, practicing the same strikes and guards until they are second nature. This makes the armsmaster a skilled combatant, one difficult to overcome by simple strength or arms.

Master Tactician. In the heat of combat and in the absence of a skilled commander, the armsmaster serves as leader to those around them. The calming presence bolters nearby allies and lends strength to their arms.

Weapons Training. The armsmaster, having spent countless years mastering use of different weapons, is capable of bestowing even the most inept of adventurers with a fraction of his ability. Through an intensive training regime combined with repetitive exercises and drills, the armsmaster may train a willing and able student in the use of a fighting style of their choice. The services of an armsmaster come at a premium price, however, and their training program requires a significant time commitment.

Optional Training: Fighting Styles

The armsmaster can be introduced into a long running campaign as a means to allow characters to train a particular fighting style, detailed in the table below. The training is meant to occur during Downtime Activities *(DMG pg.127)*, with the fighting styles themselves outlined in the Player's Handbook *(PHB pg.72)*.

Armsmaster Fighting Style Training Table

Fighting Style	Training Time	Cost
Archery	10 x 3d6 days	10 x 2d10 gp
Defense	10 x 1d6 days	10 x 5d10 gp
Dueling	10 x 3d6 days	10 x 2d10 gp
Great Weapon Fighting	10 x 2d6 days	10 x 3d10 gp
Protection	10 x 2d6 days	10 x 3d10 gp
Two-Weapon Fighting	10 x 4d6 days	10 x 1d10 gp



Armsmaster

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

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

Saving Throws Str +5, Con +3
Skills Athletics +5, Intimidation +3
Senses passive Perception 12
Languages any two languages
Challenge 4 (1,100 XP)

Battle Tactics. Allied creatures within 30 feet of the armsmaster that can see and hear it add 2 (1d4) damage to their attack damage.

Disarming Blow. When the armsmaster rolls a 19 or 20 on an attack roll, it disarms its target. A disarmed creature must use its bonus action on its turn to regain its weapon.

Martial Advantage (1/Turn). The armsmaster can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the armsmaster that isn't incapacitated.

Observant Warrior. The armsmaster has advantage on initiative rolls.

Tough. The armsmaster has advantage on all Constitution saving throws.

Actions

Multiattack. The armsmaster makes three battleaxe attacks or one attack with its heavy crossbow.

Battleaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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Aspiring Mercenary

Medium humanoid (tiefling), any chaotic alignment

Armor Class 14 (studded leather)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Investigation +3, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +6
Senses passive Perception 14
Languages any two languages
Challenge 1 (200 XP)

Innate Spellcasting. The aspiring mercenaries innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The mercenary can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness, hellish rebuke*

Sneak Attack (1/Turn). The mercenary deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mercenary that isn't incapacitate and the mercenary doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mercenary makes two melee attacks.

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

The Aspiring Mercenary

Large cities are often filled with aspiring mercenaries, hoping to find mentors or take on low level contracts. The contracts that they do get are often close to meaningless; they rarely do more than settle petty squabbles or collect money for low level thugs. Aspiring mercenaries may be hired by adventurers as bodyguards or hired to follow them and thwart their plans. Due to the competitive nature of their work, aspiring mercenaries rarely work together or form alliances – the world of contract work is every person for themselves.

Most aspiring mercenaries are eager to learn and gain a leg up on their competition, though few possess many valuable skills upon starting out. They may know their way around a sword, but their tactical knowledge leaves a little to be desired. With enough training, however, they can become skilled spies or assassins.

Lone Wolf. While aspiring mercenaries rarely form pacts with each other, it is not uncommon for them to take on work offered by a party of adventurers. Often this work includes following them on their journeys, serving as extra muscle, or an extra pair of eyes. Most aspiring mercenaries are not likely to turn against those providing them with gold and work experience, as they are in need any references they can get, but as with any line of work there are always a few bad apples.

Roguish Skills. Aspiring mercenaries tend to focus their training on things like stealth and persuasion, which allow them to better hunt their mark and barter for higher wages. Even those newest to the occupation often know their way around tricky conversations and dark shadows.

Mercenary Variants

Those of any heritage may aspire to become a mercenary for hire. While the statblock provided is for a tiefling, you may change the *Innate Spellcasting* section of the statblock to better represent any of the races found in the 5th Edition D&D ruleset. Some recommendations are included below:

Aasimar
At will: *light*
1/day each: *bless, cure wounds*

Dragonborn
At will: *guidance*
1/day each: *command, dragon's breath*

Dwarf
At will: *resistance*
1/day each: *enhance ability, thunderwave*

Elf
At will: *dancing lights*
1/day each: *calm emotions, charm person*

Gnome
At will: *mending*
1/day each: *comprehend languages, find traps*

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The Autumn Shepherd

Autumn is a time of transition between the lively growth of summer and the freezing decay of the coming winter. While many people take this time to celebrate the success of a fruitful harvest and to enjoy the company of neighbors before the isolating frosts set in, autumn shepherds thrive in the transition itself, finding power in the balance of nature. They find faith in the transitory nature of all things, rather than in any specific deity, and in doing so can learn to wield powers similar to the most devoted of clerics without ever dedicating themselves to a higher power. Believing it is their duty to draw upon these talents to shepherd others through transitions in life, they are as much at home by a death bed as is in a birthing room, though often welcome in neither.

The autumn shepherd is illusive. Having made peace with both life and death as mere inevitabilities, they rarely feel the need for companionship, preferring instead to connect to the wilderness and its ever-changing seasons. Some rumor that their mastery over the flow of time allows them to move from one autumn to the next without so much as existing during the seasons in between.

When they do have reason to interact with others, autumn shepherds prove to be unnervingly insightful. Their solitude and connections to both life and death make them eccentric. At the same time, an increased lifespan has given them substantial insight into how other people think. The combined effect is that they are capable of making themselves unnervingly terrifying or incredibly comforting to complete strangers with only a few words.

Unwelcome Presence. Having made peace with death, the autumn shepherd has no qualms about hastening the demise of those who they believe cannot or should not be saved. This tendency makes them unwelcome in most settlements despite their incredible healing abilities, and it is not uncommon for locals to place a bounty on an autumn shepherd's head should they discover one resides in their area. Further complicating the situation, the autumn shepherd's insight into people's nature gives her uncanny ability to sway crowds, making her presence in populated areas a potential threat to those in power, most of whom are more than happy to vilify them for their association with death. As a result, the autumn shepherd generally avoids other people, choosing instead to live as a hermit in places where nature mirrors the transitional state to which they have devoted themself.

Living in Flux. The autumn shepherd's most impressive abilities derive from their connection to the very essence of transition. Through incredible training and focus, they have learned not only to make peace with the transitional state of life, but also to bend that transition to their will. If they desire, an autumn shepherd can cause a person's age to advance or regress significantly. Through this talent they are also capable of extending their own life substantially, and some rumor that they can live indefinitely unless violently killed.

Their ability to bestow youth is perhaps the primary reason people choose to seek them out. However, such quests are risky undertakings. There are few autumn shepherds deems worthy of additional years, and many hapless adventurers have believed themselves about to receive such a boon only to find themselves further aged by the autumn shepherd's magic instead.

Autumn Shepherd

Medium humanoid (any race), true neutral

Armor Class 16 (studded leather)
Hit Points 136 (21d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Dex +7
Skills History +7, Insight +11, Intimidation +7, Medicine +11, Nature +7, Perception +8, Persuasion +7, Survival +8, Stealth +7
Damage Immunities necrotic, radiant
Senses passive Perception 18
Languages Common, Abyssal, Celestial, Infernal, Primordial, and any two other languages
Challenge 8 (3,900 XP)

Spellcasting. The autumn shepherd is an 8th-level spellcaster. The autumn shepherd's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The autumn shepherd has the following spells prepared:

Cantrips (at will): *fire bolt, light, message, spare the dying*

1st level (4 slots): *charm person, false life, detect evil and good, protection from evil and good*

2nd level (3 slots): *detect thoughts, misty step, shatter*

3rd level (3 slots)3: *animate dead, mass healing word*

4th level (2 slots): *banishment, death ward*

Actions

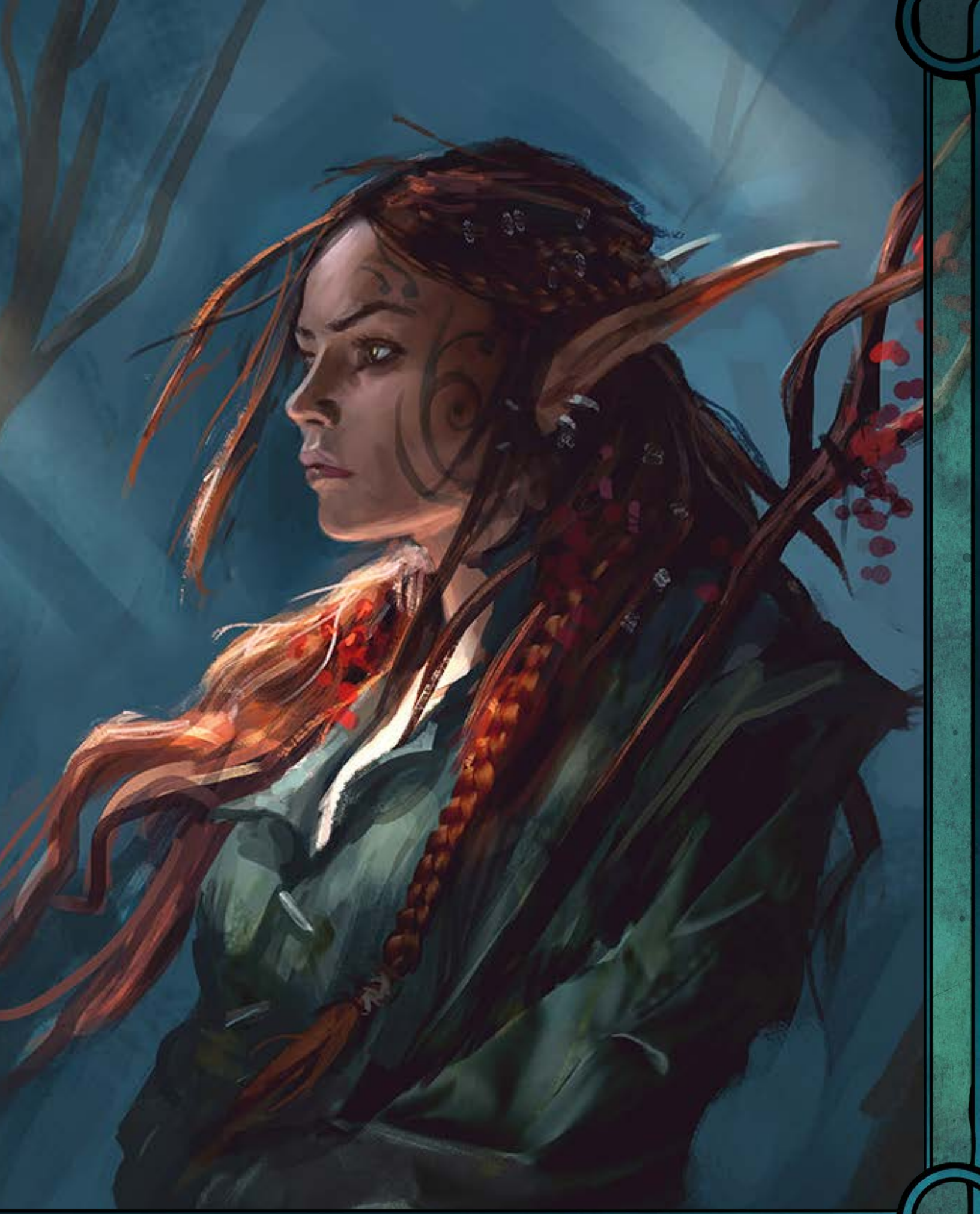
Multiattack. The Autumn Shepherd makes three attacks with their quarterstaff or dagger.

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

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 1) piercing damage.

Rended Time (Recharge 5-6). The Autumn Shepherd targets up to three creatures that she can see within 30 feet of her. A target must succeed on a DC 16 Wisdom saving throw or suffer the effects of rended time, which instantly advances a target's age 10 years or makes it 10 years younger, at the Autumn Shepherd's discretion. Creatures can be affected by this spell multiple times. The effects of rended time last until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic.

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The Avenging Angel

Celestials are not immune to the tendencies of their humanoid counterparts toward hero worship. Indeed, the gods rely on this trait, with themselves as the object of that worship. However, when they are supplanted by a lesser being, they are less accepting of this behavior. Among celestials, these, usually young, hero worshipers are most commonly known as avenging angels, reflecting their tendency toward revering one among their kind who has been wronged for being right.

In the case of the avenging angel, the object of that worship has changed over the millennia, but since at least 1354 DR it has been, without exception, Zariel – their common name thus shortened to Zariel avenger.

As with their predecessors, Zariel avengers have adopted a romanticized version of Zariel in their words, deeds, and persona. They express their disdain for the celestials who shrink back, while they press the battle against evil forward to where it dwells. While it is unlikely that one would go so far as self-mutilation, it is not uncommon for one to prosthetically adorn their left arm with a vicious weapon. It is rare, but one might shave their head. There are limits to the degree they will go, though, celestials have fantastic hair.

Not so Good. In the hubris of their relative youth and immortality, they frequently exceed the limits of their wisdom and succumb to temptation and pride. Thus, veiled in the fog of war, Zariel avengers often struggle with their own degree of fallenness, ranging from simple verbal defiance to formalizing evil contracts similar to Zariel's.

Frontline Fighters. Zariel avengers gravitate to the frontlines in the battle against evil, where devils court humanoids and where demons erupt from the abyss. However, given their skill for invisibility and knack for appearing humanoid, they are not easily detected. In recent years, Baldur's Gate has attracted a large number of attractive foreigners who ask a lot of questions and a greater number of treasure-seekers and adventurers who were last seen in one's company.

Avenging Angel

Medium celestial, any lawful alignment

Armor Class 17 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	11 (+0)	17 (+3)	18 (+4)

Saving Throws Dex +6, Wis +7, Cha +8
Skills Acrobatics +6, Stealth +6, Perception +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 17
Languages all
Challenge 10 (5,900 XP)

Flyby. The avenging angel doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Divine Awareness. The avenging angel knows if it hears a lie.

Magic Resistance. The avenging angel has advantage on saving throws against spells and other magical effects.

Angelic Weapons. The avenging angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an additional 9 (2d8) radiant damage (included in the attack).

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

At will: *detect evil and good, disguise self, invisibility* (self only)

1/day each: *charm person, detect thoughts, dispel evil and good*

Actions

Multiattack. The avenging angel makes three weapon attacks.

Celestial Javelin. *Melee or Ranged Weapon Attack*: +7 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 9 (2d8) radiant damage.

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Azure Artisan

Medium undead, neutral

Armor Class 12
Hit Points 82 (11d8 + 33)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	17 (+3)	15 (+2)	9 (-1)

Saving Throws Wis +5
Skills Athletics +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 12
Languages all
Challenge 5 (1,800 XP)

Etherealness. The azure artisan enters the Ethereal Plane from The Material Plane, or vice versa. It is visible on The Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Incorporeal Movement. The azure artisan can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.

Innate Spellcasting. The azure artisan's spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The azure artisan can innately cast the following spells, requiring no material components:

At will: *control flames, mending, prestidigitation, shape water*

3/day each: *haste, heat metal, maximilian's earthen grasp*

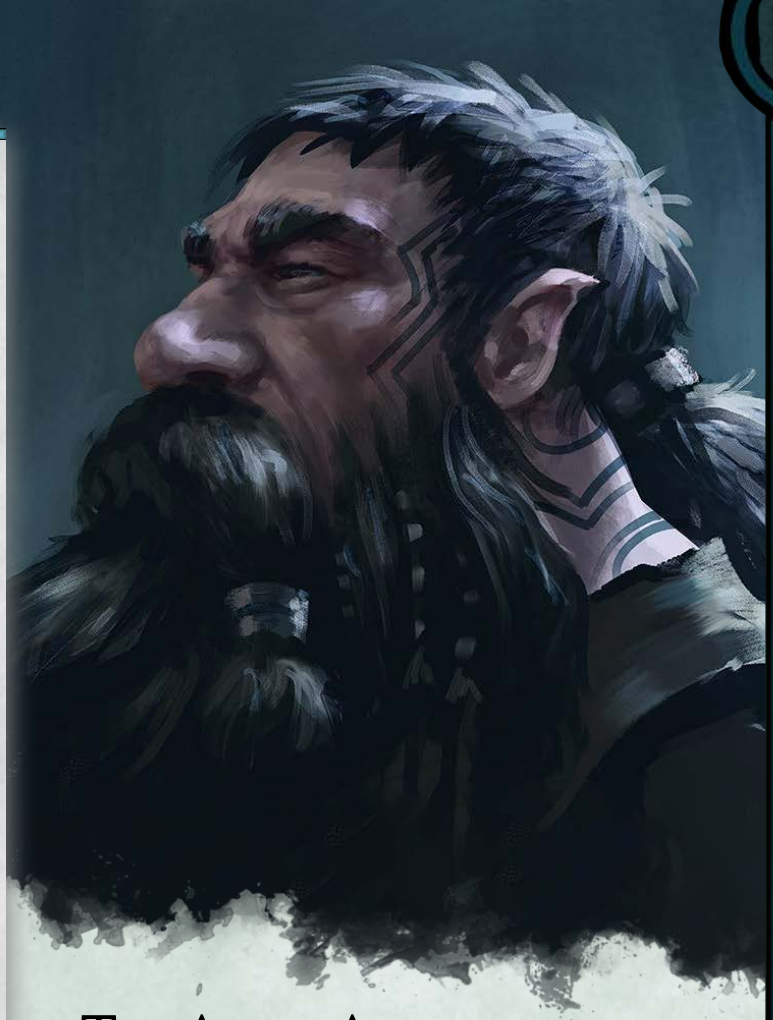
1/day each : *animate objects, stone shape*

Actions

Multiattack. The azure artisan uses its mind assault if it is available, and then makes two weapon attacks.

Ethereal Hammer. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) force damage.

Mind Assault (Recharge 5-6). The azure artisan sears the mind of a creature it can see within 60 feet of it. The target must make a DC 14 Wisdom saving throw or take 18 (4d8) psychic damage and be 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.



The Azure Artisan

Azure Artisans are eerie humanoids figures with blight blue markings and dwell on the Ethereal Plane.

Creation's Craftsmen. When Ptah, Creator of the Universe, was summoned by Lord Ao to request that deities of the multiverse create powerful avatars in their likeness to populate Toril, the Opener of the Ways assisted those who agreed to make the sacrifice and the journey. This assistance came in the form of spawning a new breed of creature to serve a singular purpose; the task of working alongside these deities to ensure their avatars were accurate representations.

Branded for Travel. Azure artisans are embroidered with a magical blue ink, forming tattoos that granted the ability to travel between planes at will.

Dull Immortality. When their purpose had been fulfilled, Ptah departed and the azure artisans were left with little direction. Knowing that their creator often wandered the Ethereal Plane, azure artisans spent many a millennia searching for their maker in this barren purgatory. Now derelict beings, they unknowingly began to absorb the ethereal essence of ghosts, allowing their lives to become incessant.

Finding Purpose. Their inherent nature to create has guided these artisans use their magical ability to phase in and out of the Ethereal Plane. They now spend their time searching the bordering planes for rare minerals and gemstones; bringing them back to the Ethereal Plane with the purpose of crafting wonderous creations. In particular, these artisans have a fondness for azurite, assuming its coloring is somehow related to the tattoos that brand their bodies.

R Ryan WENNEKER (order #26281162)



The Baelnorn Lich

Sometimes simply called baelnorns, these extremely rare undead beings are elves who chose a path of prime duty to serve beyond death. Unswervingly protecting their clan and its holdings for centuries, the majority of baelnorn were spellcasters in life, and they maintained their mental and magical abilities in their new undead state.

Ritualistic Creation. The method of becoming a baelnorn is wrapped in a high magic ritual. Very few felt the need to store their souls in a phylactery, as their undeath was gifted to them by the Seldarine. These baelnorn used soulless clones of themselves to avoid destruction, and their souls wander to an unharmed mortal shell should they be harmed.

Singular Purpose. The choice to embrace undeath was not undertaken lightly. Allowed only in the rarest of occasions, such as a clan or settlement having need of lorekeepers beyond the norm. Even if an elf truly wanted to become a baelnorn for their clan's benefit, the Coronal, the High Mages, and the elders of the particular clan had to be in solitary to allow this sacrifice.

Experiences of the Past. Unlike many other forms of undead creatures, a baelnorn retaines all of the memories, personality, and abilities that it possessed in life — but now has a virtual eternity to hone its skills, inevitably becoming immensely powerful.

Holy Undead. Baelnorn are considered holy beings by despite their undeath. While deities tasked with overseeing the eternal cycle of existence view the creation of undead beings as blights upon Faerûn, a baelnorn's quest to preserve elven heritage against evil is considered a noble purpose beyond judgement.

Undead Nature. A baelnorn lich doesn't require air, food, drink, or sleep.

A Baelnorn's Lair

Baelnorns reside in ancient ruins, dusty libraries, magic academies, or holy temples. They are tasked with safeguarding the sacred treasures belonging to their elvish clan. A baelnorn lich encountered in its lair can draw upon its power to take lair actions and has a challenge rating of 18 (20,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the baelnorn can take a lair action to cause one of the following magical effects; the baelnorn can't use the same effect two rounds in a row:

- The baelnorn rolls a d6 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The baelnorn telepathically influences up to 8 creatures of its choice that it can see within 120 feet. Each target must make a DC 18 Wisdom saving throw. On a failed save, the target must use an action on its next turn to complete a simple task described by the baelnorn to the best of its ability. Creatures that can't be charmed are immune to this effect.
- The baelnorn utters an ancient elven phrase. Each creature of its choosing that can hear the baelnorn (though it does not need understand it) must succeed on a DC 18 Wisdom saving throw or vanish from its current plane of existence and appear in the Ethereal Plane. The creature remains on this plane until the end of its next turn, at which point it returns to an unoccupied space of the baelnorn's choosing that it can see within 10 feet of the space that the creature vanished from.

R Ryan WENNEKER (order #26281162)



Baelnorn Lich

Medium undead (elf), any non-evil alignment

Armor Class 16 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Con +7, Int +10, Wis +9
Skills Arcana +10, History +15, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Legendary Resistance (2/Day). If the baelnorn lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery or clone, a destroyed baelnorn lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of its phylactery if it has one, or assumes the clone as its new form.

Righteous Undead. The baelnorn lich is immune to any effect that turns undead and is not harmed by holy water.

Spellcasting. The baelnorn lich is an 18th-level spellcaster. The baelnorn lich's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The baelnorn lich has the following spells prepared, which it can cast without material components:

Cantrips (at will): *dancing lights, lightning lure, mage hand, thaumaturgy, spare the dying*

1st level (4 slots): *ceremony, chromatic orb, detect magic, shield, silent image*

2nd level (3 slots): *blur, detect thoughts, spiritual weapon, zone of truth*

3rd level (3 slots): *animate dead, dispel magic, fear, remove curse, slow*

4th level (3 slots): *banishment, confusion, polymorph*

5th level (3 slots): *geas, cloud kill, hallow*

6th level (1 slot): *create undead, soul cage*

7th level (1 slot): *finger of death, etherealness*

8th level (1 slot): *antimagic field, power word stun*

9th level (1 slot): *true resurrection*

Actions

Suppressing Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage. The target must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The baelnorn lich 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. The baelnorn lich regains spent legendary actions at the start of its turn.

Cantrip. The baelnorn lich casts a cantrip.

Suppressing Touch (Costs 2 Actions). The baelnorn lich uses its Shocking Touch.

Fey Step (Costs 2 Actions). The baelnorn lich is briefly surrounded by silvery mist and teleports up to 30 feet to an unoccupied space that it can see.

Arcane Explosion (Costs 3 Actions). Each creature within 30 feet of the baelnorn lich must make a DC 18 Constitution saving throw against this magic. A creature takes 21 (6d6) force damage and is pushed 10 feet away from the baelnorn lich on a failed save, or half as much damage and is not pushed on a successful one.

R Ryan WENNEKER (order #26281162)

The Bee Keeper

The forests teem with tiny beasts that are usually ignored by travelers and adventurers - swarms of ants, bees, wasps, and other insects. Even the keepers of the forests, such as rangers and druids, rarely take much notice of these critters.

The bee keeper, of course, is different. This hermit has found among the insect swarms of the wilderness what they could not find in humanoid society - a sense of community and wholeness. The bee keeper protects the interests of these often ignored creatures, for they have no other protectors and yet perform fundamentally important duties within the ecosystems of the forest.

Cranky Hermit. Even among those who live in the woods and prefer to be apart from civilization, the bee keeper stands apart. The bee keeper does not appreciate the druids, rangers and other wanderers in the forest who disdain the tiniest creatures that keep this ecosystem functional. The bee keeper is thus usually less than inclined to interact with other humanoids, often not speaking a word in months or even years.

Swarm Mentality. The bee keeper sees themselves as part of the swarms they tend. They do not have a strong sense of self and will sacrifice themselves for their swarms if that is the best option to ensure their continued well-being. This mental shift permeates their whole behavior, often referring to themselves in the third person.

Friend of Swarms. While swarms of beasts are often regarded as dangerous and possibly bound together to act as one by a malicious influence, the bee keeper is on good terms with them. The bee keeper interacts with swarms as easily as other keepers of the wild interact with individual beasts. The bee keeper even attracts swarms of bees and wasps that would not otherwise congregate.

Protector of Swarms. This strange mutual attraction between the bee keeper and their swarms may be perceived as sinister by some, but the bee keeper does not harbor any ill intent towards others - so long as they leave the swarms of the forest alone. The bee keeper is particularly hostile to anyone who attempts to steal honey from the hives under their protection, cut wood in a part of the forest where ants have made their hills, or root out a nest of giant wasps bothering nearby settlements. The bee keeper considers the activities of the swarms at least as legitimate as the interests of humanoids - and far more worthy of protection, considering the low priority other protectors of the wild favor them with.

Insect Spies. An ant crawls over an adventurer's boot, a bee buzzes around their head - tiny swarm insects usually go completely unnoticed by the unsuspecting traveler. The bee keeper takes advantage of this by regularly communing with the swarm insects in their domain to learn who passes through the forest. If the bee keeper grows suspicious of anyone, they send out spies specifically to track the potential intruder. Larger groups of travelers, especially when well-armed or obviously proficient in magic, and travelers from foreign lands particularly arouse the bee keeper's suspicion.

Speak with Bees. The bee keeper can communicate with bees, wasps, and other Tiny swarm insects as if affecting them with a *speak with animals* spell.

Bee Keeper

Medium humanoid (half-elf), neutral

Armor Class 13 (hide armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Con +2, Wis +5
Skills Animal Handling +5, Survival +5
Senses passive Perception 12
Languages Common, Druidic, Elvish
Challenge 4 (1,100 XP)

Amongst the Swarm. When the bee keeper uses its Summon Swarm ability, it summons a swarm of insects (bees). The swarm has 22 (5d8) hit points, which the bee keeper gains as temporary hit points. When these temporary hit points are reduced to 0, the swarm dies. While the swarm is active, the swarm and the bee keeper count as one creature.

Fey Ancestry. The bee keeper has advantage on saving throws against being charmed, and magic can't put the bee keeper to sleep.

Innate Spellcasting. The bee keeper's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bee keeper can innately cast the following spells, requiring no material components:

At will: *druidcraft, shillelagh*

3/day each: *animal messenger, beast bond*

1/day: *conjure animals* (giant wasps)

Actions

Staff. *Melee Weapon Attack:* +3 (+5 with shillelagh), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

Summon Swarm (Recharge 6). The bee keeper summons a swarm of insects centered on itself and gains the benefit of its Amongst the Swarm trait. The bee keeper can only have one swarm active at a time. If a new swarm is summoned, it replaces the existing swarm.

Additionally, as a bonus action on its turns, the bee keeper can command the swarm its to fly out and make one sting attack against one creature it can see within 30 feet of it. The swarm returns to the kee keeper after the attack. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target. *Hit*: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Bladesinger

Bladesingers are students of a uniquely elven fighting style, a masterful melding of arcane magic and martial swordplay. The training they go through is grueling and requires dedication of countless years even by elven standards. The style of a Bladesinger is defensive, they are the last to strike until the perfect opening presents itself. They will dance around near endlessly, letting their opponent grow sloppy, and strike with deadly efficiency.

The nature of their arcane abilities often reflect their martial abilities, prioritising spells that keeps them agile, allows them to close the distance, and ultimately end the fight. All Bladesingers wish to be in the heat of melee conflict, that is where they can flourish and thrive. That is not to say that they cannot work from afar, the toying dance of an archer and a Bladesinger is a sight to behold. With each arrow dodged by the narrowest of margins, as the distance between the two closes, the panic that grows within the archer and the unsettling calm that remains in the Bladeslinger.

Bladesingers come equipped with long slender blades, sometimes in pairs, sometimes those swords are crescent shaped, all depending on their individual tastes. They rarely wear thick suits of armor, opting for reinforced chainmail, or studded leathers to keep them as agile as possible. Most complete their outfit with richly dyed tabards or cloaks, fabrics that twirl and catch the wind as they battle.

Most Bladesingers travel alone, they are solitary defenders of elven domains and go where they are needed. It is rare that any conflict requires more than one Bladesinger, but it is not unheard of.

The Bladesong. The naming of bladesong stems simply from the combination of a flurry of blade whirls and the arcane chanting of the wielder. The bladesong is both as enchanting as it is dangerous. Most encounters with a Bladesinger begin slow, an occasional clash of blades and elegant dodge. However, as tempers of their opponents grow, as does the tempo of the blades, until there is a final crescendo and the Bladesinger stands victorious.

Some Bladesingers lean heavily into the concept of a Bladesong, openly singing louder than the sounds of battle. It is their war-cry and to those who know, can be just as haunting as they sing with perfect clarity and calm, despite the cleaving wounds they've just dealt.

Dancers of Battle. For anyone who has the privilege of watching a Bladesinger fight it is more akin to a dance than a battle. The Bladesinger is the choreographer and their opponent an unwilling partner, and yet the battle feels meticulously rehearsed. Occasionally, the Bladesigner cuts tauntingly, deep enough to feel, but shallow enough so that the fight may continue.

Most Bladesingers are adept enough to take on three average opponents at once, deftly moving to keep each one scrambling and enraged. Others are said to be able to handle upwards of a dozen enemies, which can all be due to clever use of their surroundings, and a fair share of disorganisation on their opponent's end. Bladesingers travel alone, meaning they often are outnumbered but very rarely outmatched.

Training in War and Song. From a young age, bladesingers are taught how to cast their arcane magic while wearing light armor and using martial weapons. More impressive is the performance they put on while doing so.

Bladesinger

Medium humanoid (high elf), lawful good

Armor Class 16 (studded leather, 19 with Bladesong)
Hit Points 112 (15d8 + 45)
Speed 30 ft. (40 ft. with Bladesong)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	12 (+1)	16 (+3)

Skills Acrobatics +7, Arcana +6, Performance +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 8 (3,900 XP)

Bladesong (2/Day). As a bonus action on its turn, the bladesinger can invoke a secret elven magic called the Bladesong, provided that it isn't wearing medium or heavy armor or using a shield. Bladesong lasts for 1 minute and graces the bladesinger with supernatural speed, agility, and focus.

While Bladesong is active, the bladesinger gains a +3 bonus to its AC, its walking speed increases by 10 feet, it has advantage on Dexterity (Acrobatics) checks, and gains a +3 bonus to any Constitution saving throw it makes to maintain its concentration on a spell.

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

Spellcasting. The bladesinger is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The bladesinger has the following spells prepared:

Cantrips (at will): *blade ward, light, minor illusion*

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

2nd level (3 slots): *blur, misty step, mirror image*

3rd level (3 slots): *dispel magic, fireball, haste*

4th level (3 slots): *fire shield, freedom of movement*

5th level (2 slots): *hold monster, tree stride*

Actions

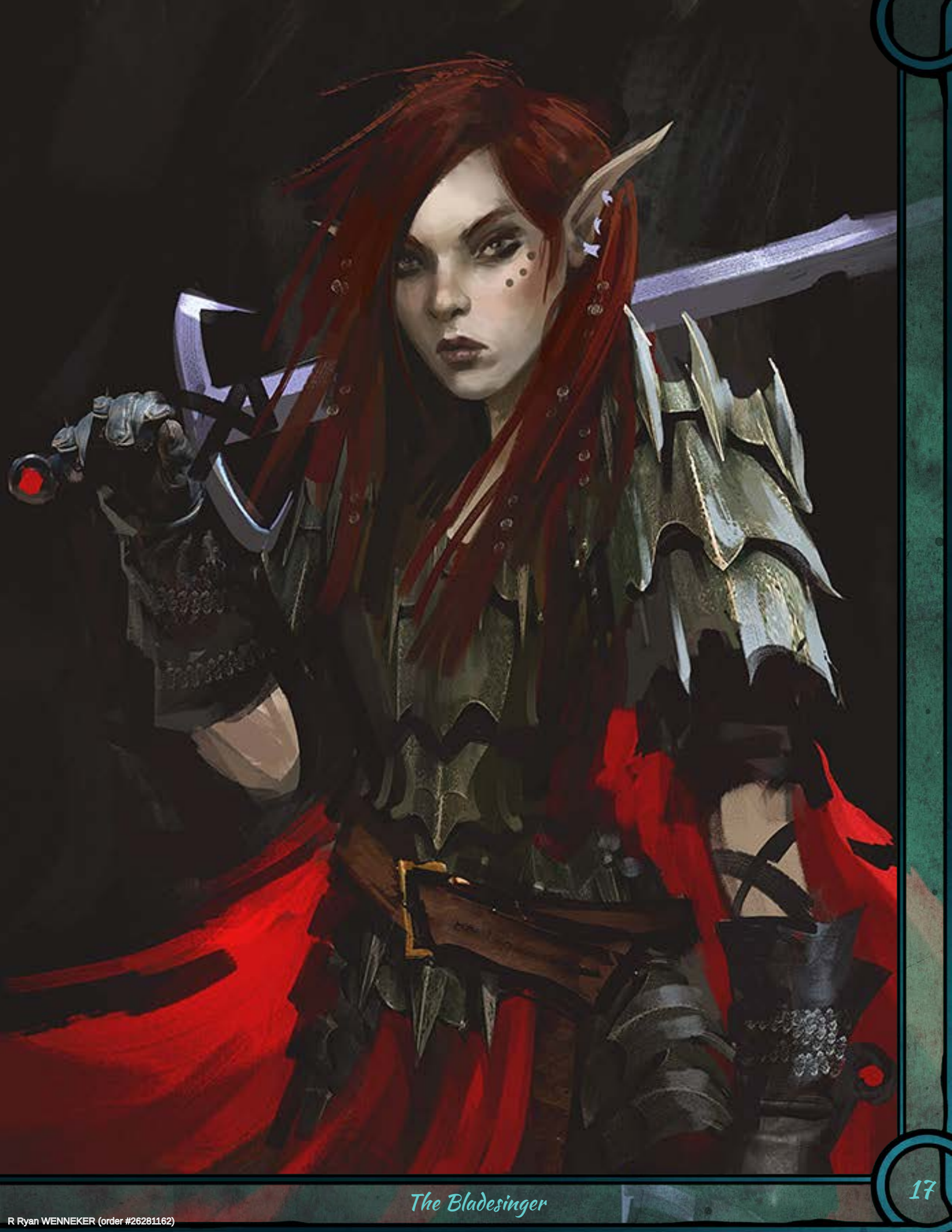
Multiattack. The bladesinger makes two weapon attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage.

Reactions

Song of Defense. The bladesinger can direct its magic to absorb damage while its Bladesong feature is active. When it takes damage, the bladesinger can use its reaction to expend one spell slot and reduce that damage to it by an amount equal to five times the spell slot's level.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Blind Auspex

Amongst diviners is an ancient gem of wisdom: do not lose yourself to what could be. This is more than just an adage, for diviners that probe the future too often might fall prey to an insidious curse that renders the wizard blind. With the present firmly locked away from their sight, most of these wizards go mad, tormented by what could have been and what has still yet to pass.

Auspex's Bane. The origin of the sight-stealing curse is mired in mystery. Some scholars believe it to be loosed by a jealous deity of knowledge. Others lay the blame at the feet of demons, who hunger to make a mockery of every gift given by the gods, especially portents. More than one legend features a powerful hag keen to bestow clairvoyance on a wizard at the inevitable cost of their earthly sight. Despite their aptitude for divination, no blind auspex is able to magically research the origin of the curse; their spells simply fail. This humorless irony has been known to drive an auspex mad.

Sight of the Unseeing. A blind auspex takes clumsily to its new lot in life. However, after several months, or even weeks, the auspex develops a keen awareness of its surroundings. This is no gift, merely a consolation. Their world is blue and blurred, swirling with itinerant premonitions that afford them a half-sight—not enough to truly perceive reality, but enough to remind them of that which they've lost.

Obsession. Every blind auspex obsesses over the very vision that provoked the curse. Try as they might, they must return to that premonition, which they can recall with perfect clarity. Often this premonition is of a personal nature, directly involving those the auspex cares most deeply for: a lover, a child, a kingdom or cause to which they've devoted their lives. A blind auspex can always be found muttering about this grim portent; messily scrawling it on parchment or drawing it upon clouded mirrors; or preparing for that inevitability—as if they have any chance to alter the future that stole from them everything.

Fatalistic Despair. A desperate need to thwart the future comes to drive just about every blind auspex. However, after several vain years, the diviner might lose themselves to crushing despair. As this sorrow deepens, they begin to willfully ignore and purposely withhold any good that can be found in the visions that so often visit their minds. Given time, this grim oracle cannot even *comprehend* these good omens, only the ill. Few listeners can stomach this unceasing tide of woe and soon an auspex might find themselves cloistered to some lonely cloister — far from mirth and men — where they can continue to spin their dark yarns in peace. To them, life is but a bitter joke, simple and inescapable. If perception truly is reality, none knows it better than the auspex, and if only they would acknowledge that, in the many visions that crowd their mind, there is more than one in which they pull themselves from this pit of despair and return to the world that once welcomed them.

Auspex's Staff

Weapon (quarterstaff), uncommon (requires attunement by a spellcaster)

When you strike a creature with this staff, it must succeed on a Wisdom saving throw (save DC 15) or suffer disadvantage on any attack it makes before the end of its next turn.

Blind Auspex

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 93 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Int +7, Wis +6
Skills Arcana +7, History +7, Perception +6
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16
Languages any three languages
Challenge 7 (2,900 XP)

Clairvoyant Defense. While the blind auspex isn't wearing armor, its AC includes its Intelligence modifier.

Foreseen Demise (2/Day). When the blind auspex is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Perpetual Blindness. Nothing short of a *wish* spell can cure the auspex of its blindness.

Not Today. The auspex can take the Disengage action as a bonus action.

Spellcasting. The auspex is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, message, shocking grasp, true strike*

1st level (4 slots): *fog cloud, shield*

2nd level (3 slots): *darkness, mind spike, scorching ray*

3rd level (3 slots): *clairvoyance, hypnotic pattern*

4th level (3 slots): *arcane eye, blight, locate creature*

5th level (2 slots): *cone of cold, legend lore, scrying*

Actions

Auspex's Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 2) bludgeoning damage. The target must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on all attack rolls until the end of its next turn.

Reactions

Thwart Calvary. Whenever a creature within 60 feet of the auspex hits with an attack that deals damage, the auspex can reduce damage roll of the attack by 1d10.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Bound Wraith

Wizards on the path to lichdom can't afford to make any mistakes when it comes to attaining their immortality. If the final ritual should go awry, it would mean losing not just their lifetime's worth of study and acquired knowledge, but their life but as well. So they do what successful artisans have always done in perfecting their craft: they practice - and in this case, on other people.

Most often, the test subjects are captured enemies that have attempted (and failed) to assassinate the wizard. Other times, they are hapless innocents, caught up in the wrong place at the wrong time. On rare occasions, a willing and ambitious, if quite foolish, apprentice voluntarily undergoes the experiment hoping to prove fealty towards their master, or perhaps leapfrog them in achieving undeath.

But those aspiring towards lichdom are rarely the fool. The phylactery, into which the subject's mortal coil is placed, is bound to the wizard's will, not that of their subject. This results in the formation of a chained wraith rather than the creation of a rival lich - assuming the process is successful, of course. The majority of a necromancer's early attempts simply end in failure and the death of the subject in question, but those that survive the process become bound into eternal servitude of their new master.

Seething Anger. A bound wraith typically remembers most, if not all, of its former life. However, the frustration of suddenly having no free will of their own often turns into a burning hatred for the master they must now serve for all eternity. Since they are powerless to act against their master, they unleash their fury at anyone and anything that gets in the way of completing the tasks they have been assigned.

Unwieldy Power. Regardless of their origin, a bound wraith is never fully prepared for the raw power that accompanies their transformation. Even long after their initiation into the ranks of the undead, outbursts of arcane energy occasionally surge through the tortured soul, causing additional pain and suffering. Whether they are unintended side-effects or purposeful punishments, these wracking seizures diminish the power a bound wraith can wield, thus helping its master establish and maintain dominance.

Phylactery Failsafe. A wizard bent on immortality leaves nothing to chance. Part of controlling a bound wraith is having the ability to destroy it. Rather than hiding away for safekeeping, they display the phylactery containing the wraith's soul prominently on the creature's chest, often via a set of magically-imbued chain links.

Undead Nature. A bound wraith doesn't require air, food, drink, or sleep.

Bound Wraith

Medium undead, any chaotic alignment

Armor Class 16 (natural armor)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	16 (+3)	11 (+0)	15 (+2)

Saving Throws Con +5, Int +7, Wis +4
Skills Arcana +5, History +5, Perception +5
Damage Vulnerabilities cold
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 60 ft., passive Perception 14
Languages Common plus up to three other languages
Challenge 7 (2,900 XP)

Bound. The wraith is magically bound to its master. The master can telepathically communicate its wishes to the wraith, and the wraith must obey to the best of its abilities. If the wraith is within 60 feet of its master, half of any damage the master takes (rounded up) is transferred to the wraith.

Spellcasting. The wraith is an 11th-level spellcaster. The wraith's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wraith has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *acid arrow, mirror image, misty step*

3rd level (3 slots): *animate dead, counterspell, dispel magic*

4th level (3 slots): *blight, greater invisibility*

5th level (2 slots): *cloudkill, telekinesis*

6th level (1 slot): *chain lightning*

Glass Heart. The wraith's phylactery must be targeted independently. It has AC 24, 10 Hit Points, and has resistance to all types of damage.

Actions

Paralyzing Touch. *Melee Spell Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Disrupted Life. When the wraith takes damage, each non-undead creature within 20 feet must make a DC 15 Constitution saving throw against this magic, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. There is a 1 in 6 chance the wraith will take damage as well, although if it does, it automatically succeeds on its saving throw.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Bulwark Tinker

Orc warlords and chieftains often seek out the services of a bulwark tinker before battle. Ensuring siege engines and mount barding are in good working order is critical to a campaign's success.

While skilled armorers and weaponsmiths are indispensable, it's the bulwark tinker who can improvise and innovate when materials are scarce. A bulwark tinker will typically contract with the orcs of their own tribe, but there are those who are available for freelance or mercenary work, especially during times when their tribe is not at war.

Supply and Demand. Although the pay is quite good, bulwark tinkers are a rarity in most orc tribes. The prestige of being a decorated war hero often outshines the work of those who helped keep that warrior alive from the sidelines.

That is not to say a bulwark tinker can't swing a hammer in battle when needed, but their skilled labor and time are usually better served in a different capacity.

Gold Before Glory. Bulwark tinkers measure success on a different scale than their warrior counterparts. Less concerned with gaining personal status and recognition, the bulwark tinker looks to the bigger picture. They know that war is so often a game of attrition, and that good protection, as much as raw power and aggression, can mean the difference between victory and defeat. They also take a more pragmatic worldview, recognizing that while an honorable death on the battlefield might merit rewards in the afterlife, there's nothing wrong with enjoying some rewards in this life either.

Tinkered Treasures. Often, bulwark tinkers must make do with what is readily available rather than start from scratch with fresh materials. Second-hand metals and used lumber are the staples of their craft. Yet therein lies their genius and the unique niche they fill. Caltrops from broken halberd tips, shields from discarded wagon wheels, ball bearings from a reworked length of chain are all just a day in the life of these non-magical transmuters. They don't simply make things, they make things better, and they create more from less.

Sundries and Services

Item	Price
Light Armor Reinforcement	5-30 gp*
Medium Armor Reinforcement	40-100 gp*
Heavy Armor Reinforcement	free estimate
Siege Engine Tune-up	50 gp
Recycled Melee Weapon	3-5 gp*
Makeshift Shield	3 gp*
Flame-resistant Boat Decking	free estimate
Spiked Punching Gauntlet	5 sp*
Other Miscellany	variable

*bulk pricing available



Bulwark Tinker

Medium humanoid (orc or half-orc), lawful neutral

Armor Class 14 (reinforced hide armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	16 (+3)	11 (+0)	10 (+0)

Saving Throws Con +4, Int +5
Skills Athletics +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc, Goblin
Challenge 1 (200 XP)

Aggressive. As a bonus action, the bulwark tinker can move up to its speed toward a hostile creature that it can see.

Proficient Artisan. The bulwark tinker is proficient with carpenter's tools, leatherworker's tools, smith's tools, tinker's tools, and woodcarver's tools

Relentless Endurance (1/Day). When the bulwark tinker is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Reinforcement. During a short rest, the bulwark tinker can use its tools and makeshift materials to reinforce 1d4 sets of armor. At the end of the short rest, each set of armor gains a non-magical +1 bonus to AC for 2 hours. Reinforcing armor multiple times does not increase this bonus but can extend its duration by another 2 hours.

Actions

Multiattack. The bulwark tinker makes two attacks melee weapon attacks.

Maul. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 5) bludgeoning damage.

R Ryan WENNEKER (order #26281162)



Champion of Mielikki

Medium humanoid (wood elf), neutral good

Armor Class 14 (hide armor; 16 with barkskin)
Hit Points 121 (22d8 + 22)
Speed 40 ft., fly 80 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	8 (-1)	18 (+4)	10 (+0)

Saving Throws Str +9, Dex +6, Wis +8
Skills Animal Handling +8, Athletics +9, Medicine +8, Perception +8
Senses passive Perception 18
Languages Common, Elvish, Druidic
Challenge 12 (8,400 XP)

Fey Ancestry. The champion of Mielikki has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. The champion of Mielikki's innate spellcasting ability is Wisdom (+8 to hit with spell attacks). The champion of Mielikki can innately cast the following spells, requiring no material components:

At will: *animal messenger*, *barkskin*, *beast bond*, *detect evil and good*, *pass without trace*, *speak with animals*

3/day each: *commune with nature*, *feather fall*, *guardian of nature*, *holy weapon*, *skywrite*, *spirit guardians*, *wind wall*

1/day each: *conjure celestial*, *control weather*, *investiture of wind*, *whirlwind*

Mount. The champion of Mielikki rides a **giant eagle** (*MM, p. 324*). While mounted, it gains a flying speed of 80 feet (included above).

Mounted Combatant. While the champion of Mielikki is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Actions

Multiattack. The champion of Mielikki makes three spear attacks.

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.

The Champion of Mielikki

Mielikki is the goddess of forests, druids, rangers and woodland beings. Considering that her portfolio includes not only the creatures that dwell in the woods, but also those that protect the balance of nature, she occasionally interferes more directly on the Material Plane than other gods of nature. One such interference is her electing a worthy champion to fight for the woodlands.

The champion of Mielikki is typically chosen from a matrilineal lineage of wood elves. While this means that a male wood elf can become a champion, Mielikki typically chooses a female. Her reasons for this are as unknown as when and where she will choose a champion. Sometimes centuries go past without a champion, sometimes there are several at once throughout the world.

Follower of Mielikki. Mielikki usually selects individuals who have proven themselves devoted followers. Some wood elves from the relevant bloodline pray and train their whole lives, hoping to be found worthy. This is not to say that Mielikki's chosen champions don't sometimes struggle with their responsibilities.

Protector of the Forest. The champion of Mielikki has one primary responsibility: protect the forests from outside influence, destruction and desecration. How a champion dispenses this duty is largely up to them. Mielikki does not often issue direct commands. This strange duality, being chosen by the goddess and then left with a responsibility that seems so broad and daunting, challenges many champions. They often seek advice from druid circles and clerics of the goddess or by directly communing with the forest.

Wild Mount. Mielikki gifts her champions with a majestic wild beast as a mount that is magically bonded to them. This mount typically takes the form of a large flying animal native to the forested region where her champion is chosen. Mielikki particularly favors the giant eagle. The arrival of the mount and the bond with the champion is how Mielikki proclaims her choice to the champion and often remains the most direct contact she makes with her.

R Ryan WENNEKER (order #26281162)



The Chosen of Tiamat

Zealots that spend their lives in service to evil dragons may gain the favor of the Dragon Queen, Tiamat. Such creatures, regardless of their race, stature, or physical form, are remade to resemble their draconian masters, taking the form of a dragonborn. While the color may vary, Chosen of Tiamat often appear powerful, regal, imposing, and of a color related to the dragon or dragons they have served so dutifully in their past, lesser life.

Draconian Inheritance. When a chosen of Tiamat takes its new form, they are imbued with the elemental chaos from which all creation formed. It gives them access to potent, innate magical powers and the ability to collect and exhale a cloud of unformed elemental energy. The Queen of Evil Dragons' favor also fills her chosen with unbridled strength and perseverance far beyond mortal understanding, making them exceptionally deadly hardy and powerful combatants.

Not all that is given is beneficial. Many chosen of Tiamat are imbued with unnatural fragments of arcane lore, remembrances of long-lost treasure hoards, or the ancient history of bygone ages. Such memory fragments can plague a chosen's thoughts to the point of madness. Some become so single-minded in their pursuit that they will even enlist the services of sellswords, adventurers, or mages for hire to track down ancient ruins, excavate lost dragon burial chambers, or steal priceless relics once coveted by long-dead dragons.

Fanatics of Strength. In their new life in service to The Queen of Chaos, most chosen of Tiamat find themselves driven with an unreasonable hunger to amass wealth, power, and status. They often form militant sects of half-dragons, cultists, and disillusioned dragonborn, acting as mercenaries, cutthroats, or amass magical relics to enact powerful rituals in service to evil dragons. It is not uncommon to find a single Chosen of Tiamat in league with devils and evil wizards, though their own ends may remain hidden from their cohorts until a vicious moment of betrayal.

Chosen of Tiamat

Medium humanoid (any race), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8
Skills Intimidation +8, Perception +6
Damage Resistances acid, cold, fire, lightning, poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common, Draconic
Challenge 11 (7,200 XP)

Magic Resistance. The chosen of Tiamat has advantage on saving throws against spells and other magical effects.

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

3/day each: *acid arrow, elemental weapon, haste* (self only), *searing smite*

1/day each: *chain lightning, cloudkill, wall of fire, wall of ice*

Actions

Multiattack. The chosen of Tiamat uses Draconic Resolve, then makes three attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit*: 13 (2d8 + 4) slashing damage or 15 (2d10 + 4) slashing damage if used with two hands to make a melee attack. On a critical hit, the chosen of Tiamat rolls damage dice three times instead of twice.

Breath Weapon (Recharge 5-6). The chosen of Tiamat exhales elemental chaos in a 15-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 21 (6d6) acid, cold, fire, lightning, or poison damage (its choice) on a failed save, or half as much damage on a successful one.

Draconic Resolve. The fearsome power of Tiamat bolsters her chosen's resolve. The chosen of Tiamat chooses one of the following effects:

- ***Inhale Chaos.*** The chosen of Tiamat recharges its breath weapon.
- ***Perceive.*** The chosen of Tiamat makes a perception check with advantage.
- ***Recover.*** One of the following conditions afflicting the chosen of Tiamat ends: blinded, charmed, deafened, frightened, or stunned.

R Ryan WENNEKER (order #26281162)

Chromaturgist

Medium humanoid (any race), any neutral alignment

Armor Class 12
Hit Points 39 (d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	14 (+2)	16 (+3)

Skills Insight +4, Deception +5, Persuasion +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 4 (2,300 XP)

Chromaturgy. The chromaturgist can cast *color spray* using a bonus action and the spell doesn't require verbal or material components. Additionally, the chromaturgist can instead affect one creature it can see within 30 ft. of it instead of producing the spell in a 15-foot-cone.

Comforting Displays. While the the chromaturgist is conscious, it and its allies within 10 ft. of it cannot be frightened.

Spellcasting. The chromaturgist is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The chromaturgist has the following spells prepared:

Cantrips (at will): *friends, minor illusion*

1st level (4 slots): *cause fear, charm person, color spray, dissonant whispers, faerie fire, heroism*

2nd level (3 slots): *calm emotions*

3rd level (3 slots): *confusion, hypnotic pattern*

Actions

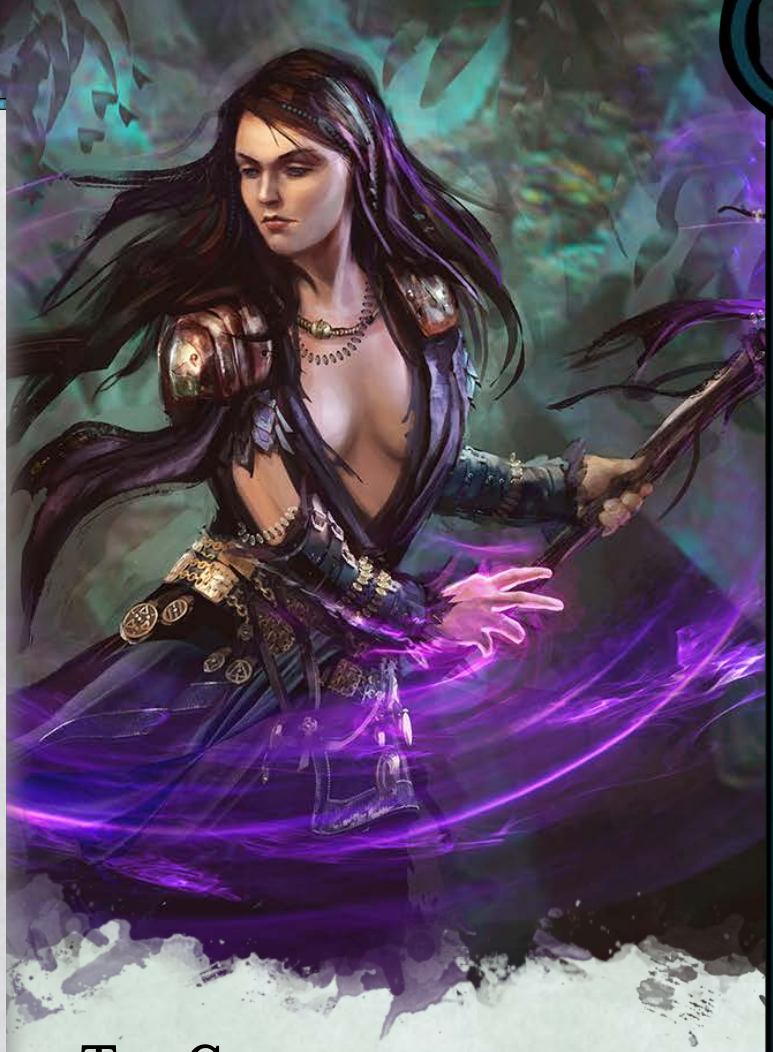
Staff. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 3 (1d6 - 1) bludgeoning damage.

Reactions

Pacify. When attacked by a creature within 5 feet of the it, the chromaturgist can unleash a dazzle of calming colors, rolling a d6 and subtracting it from the creature's attack roll.

Emotions Behind Color

Color	Emotion
Pink	comfort / vulnerability
Red	passion / aggression
Orange	confusion / discord
Yellow	joy / hope
Green	tranquility / harmony
Blue	peace / melancholy
Violet	fear / loathing



The Chromaturgist

It is no secret that colors can evoke emotional responses in creatures - and it is this truth that chromaturgy is founded upon. Chromaturgists, as they're known, take advantage of these natural emotions to amplify the effects of their spells on others.

Chromaturgy. A blend of enchantment and illusion magic, chromaturgy is used to emotionally manipulate a creature's heart through its mind. Most folk exposed to this magic never and even realize they've been manipulated.

While it's normal for spells to produce visual phenomena, only chromaturgy channels its magic directly into these phenomena. Its naysayers claim it to be a "niche" art or even a "hedge wizard's best bet," but make no mistake: it's often the subtlest magics that evoke the greatest changes and feats.

For Good. Good-hearted chromaturgists use their craft to heal the heart and mind, often visiting victims of trauma. Their spells can soothe the pain of relating their tale and it's for this reason that courts of law in magical societies call upon chromaturgists during investigations or trials. Outside the safety of the city, itinerant chromaturgists will visit war-torn villages or the sites of massacres, helping the survivors in the only way they can.

For Ill. It is easy to use chromaturgy for evil ends, and it's an unfortunate truth that this is what draws most to the craft - for it takes much experience in enchantment and illusion magic, and practitioners of these schools already have the means to corrupt one's mind and senses. While as any tool has the capacity of being used for evil, these magi deserve greater scrutiny, given how subtle chromaturgy can be.

R Ryan WENNEKER (order #26281162)

The Court Mage

Who is the mysterious newcomer among the courtly elite? The person bending the ear of the King and Queen, who seems to have appeared as suddenly as the wind and knows all of the royal court's secrets?

Hidden behind a veil of arcane power, the court mage is a master of statecraft, manipulation, and above all, magic. An influential power throughout the realm, they often provide counsel on matters of the arcane - but whose ends do they truly serve? Certainly, some are just and noble, bettering the causes of freedom and light. Others, however, are dark and self-serving, seeking only to expand their own power.

Court mages generally employ a delicate touch with magic, preferring to use subtle spells when possible. However, that doesn't mean their power is limited in any way - indeed, rare is the court mage that cannot back up their manipulations with raw unbridled power. They always have an escape plan in case their machinations are discovered; most would opt for a simple vanishing act, but others would happily burn down the palace as a cover only to appear again next month in the neighboring kingdom.

Courtly Intrigue. Court mages thrive by knowing everything that happens within the walls of the palace. They are trained not only in magic, but in stealth and speechcraft. They are especially adept in matters relating to their home court and become wary of newcomers that may alter any forthcoming plans, yet they keep an open mind towards any opportunities that arise.

Quiet Tongue, Deft Hands. Subtlety is a primary survival trait for the court mage. Through practice and training, they have learned to cast all but the most complex spells silently. Additionally, the court mage is well versed in the usage of thieves' tools - the best secrets are always found behind locked doors.

Manipulator. The court mage has years of practice at bending others to their will. They are masters of deception, and the magical effects of their mind-altering magics are extremely potent.

Court Mage's Shawl

Wondrous item, rare (requires attunment by a spellcaster)

When you wear this shawl, you are able cast spells of 3rd-level or lower without the spell's verbal or somantic components.



Court Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Int +6, Cha +6
Skills Arcana +6, Deception +9, Insight +4, Investigation +6, Perception +4, Persuasion +6
Senses passive Perception 14
Languages Common plus any three other languages
Challenge 7 (2900 XP)

Deceive. When the court mage casts the *friends* spell, the target does not become aware of the spell when the effect ends.

Master of the Court. The court mage has advantage on any Intelligence (History) checks related to its knowledge of the royal court, and advantage on any Charisma (Deception or Persuasion) checks related to interacting with members of the royal court.

Spellcasting. The court mage is a 7th-level spellcaster. The court mage's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The court mage has the following spells prepared:

Cantrips (at will): *friends, guidance, mage hand, message, minor illusion*

1st level (4 slots): *charm person, command, disguise self, mage armor, sanctuary, shield*

2nd level (3 slots): *arcane lock, detect thoughts, invisibility, shadow blade*

3rd level (3 slots): *blink, dispel magic, fireball*

4th level (1 slot): *arcane eye, dimension door*

Actions

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

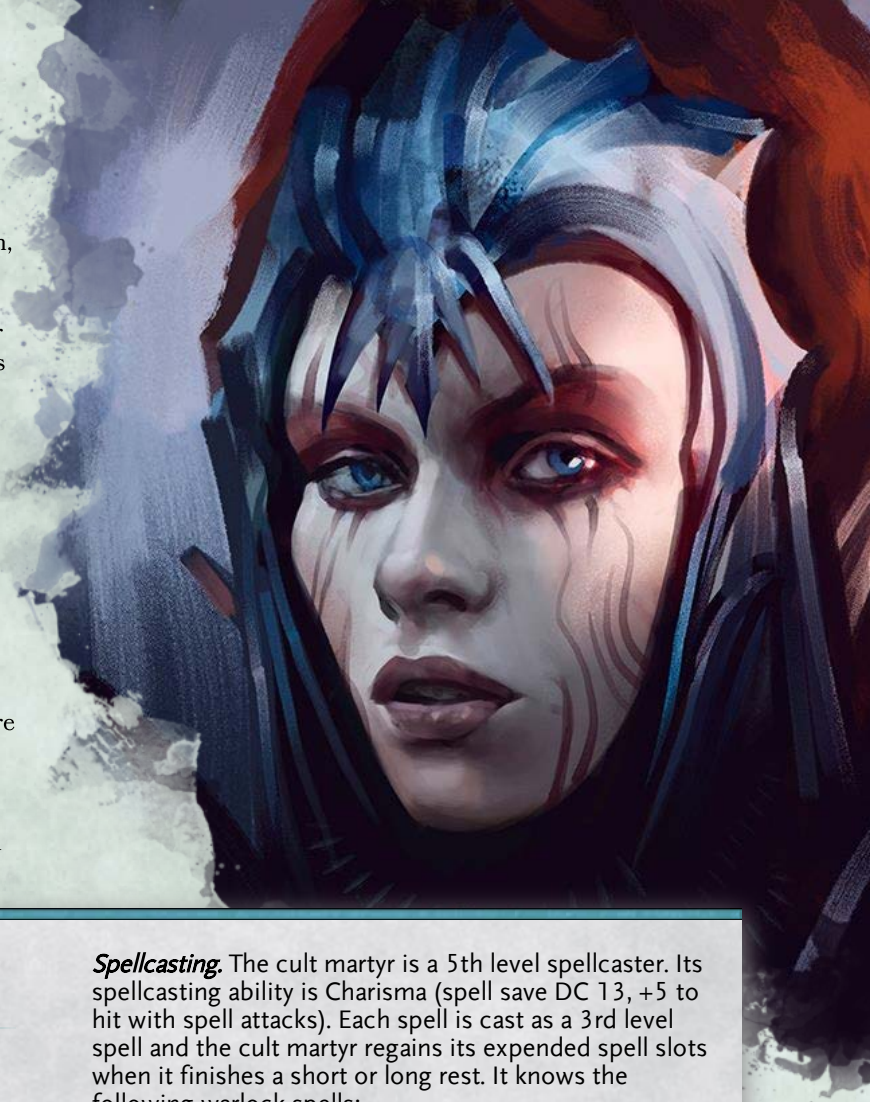
Charming Presence (1/Day). The court mage attempts to charm up to 6 humanoids it can see 30 feet. A creature must make a DC 16 Wisdom saving throw and does so with advantage if it is hostile towards the court mage. If a creature fails the saving throw, it is charmed by the court mage for 1 hour or until the court mage does anything harmful to it. A charmed creature regards the court mage as a friendly acquaintance.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Cult Martyr



Wounds, to a cult martyr, are a privilege, a boundless pleasure in service to the unknowable dark forces to which they have bound themselves by blood. Their fervor is anguish, their prayers are suffering, and their reward is exquisite agony. They are often found skulking in the shadows of whatever chamber is home to fell rituals in the name of their dark gods or among the ranks of fanatic killers sewing chaos in the darkened city streets.

Mockeries of Suffering. The notions of mortality and servitude prove amusing to the dark gods that cult martyr's worship. It is through a blood ritual, learned only from the whisperings of beings beyond the mortal plane or the pages of the Book of Vile Darkness itself, that these fanatics become twisted parodies of mortality. When wounded, the cult martyr feels a fleeting moment of intense pleasure and strength, instead of pain. Those whose devotion falters may be driven mad, content to flay themselves until nothing remains.

Maddened Revelers. Even the most keen minded and sure cultist who undergoes the blood rituals to become a cult martyr will awaken find their sanity tenebrous at best. They are prone to bouts of shaking, speaking in tongues, and mindless dances in honor of whatever dark power corrupted their bodies and souls.

Cult Martyr

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Con +5, Wis +2
Skills Deception +5, Medicine +2, Performance +5
Damage Resistances necrotic
Senses passive Perception 12
Languages Common plus any two other languages
Challenge 3 (700 XP)

Aura of Pain. While it is alive, the cult martyr projects an aura of enhanced pain within 10 feet of itself. When creatures in the area, other than the cult martyr, are damaged by any means, they take an additional 3 (1d6) points of necrotic damage and the cult martyr regains that many hit points.

Blood for Blood: When a creature hits the cult martyr with a melee attack, the attacking creature takes necrotic damage equal to half the amount of damage dealt to the cult martyr by the attack.

Dark Devotion. The cult martyr has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult martyr is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Each spell is cast as a 3rd level spell and the cult martyr regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, minor illusion, true strike, thaumaturgy*

3rd level (3 slots): *cause fear, crown of madness, darkness, invisibility, mirror image, fear*

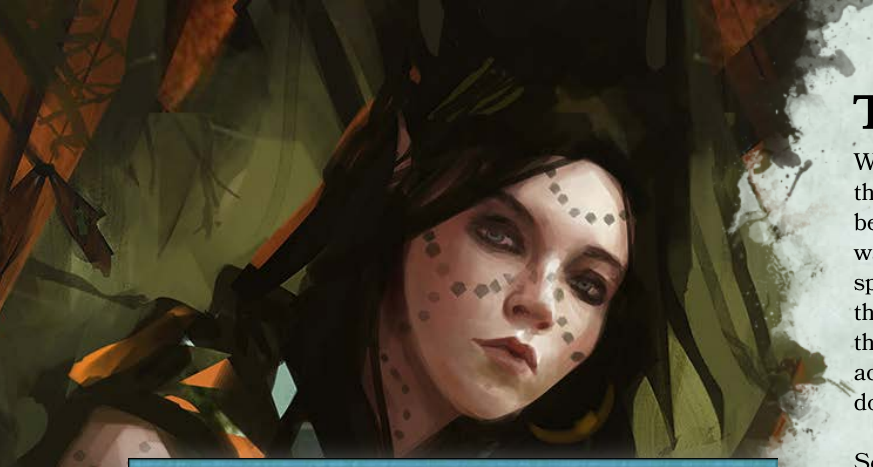
Actions

Scratch. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 1 point of slashing damage.

Revel in Agony (3/Day). The cult martyr shakes, dances, and flails in celebration. Each time it revels before a long rest, the revelry is more violent, twisted, and potent, as detailed below:

- ***First Revel.*** A creature within 20 feet of the cult martyr regains 15 hit points. The cult martyr then takes 5 damage.
- ***Second Revel.*** Each creature of evil alignment within 20 feet of the cult martyr regains 30 hit points. This healing cannot bring a creature above half its hit point maximum. The cult martyr then takes 10 points of damage.
- ***Third Revel.*** Each creature within 10 feet of the cult martyr that can hear or see it must succeed on a DC 13 Wisdom saving throw or take 13 (3d8) points of necrotic damage. The cult martyr gains 20 temporary hit points which last for 1 hour.

R Ryan WENNEKER (order #26281162)



Dark Druid

Medium humanoid (elf), any lawful alignment

Armor Class 11 (16 with bark skin)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Nature +3, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Druidic, Elvish
Challenge 2 (450 XP)

Change Shape (2/Day). As a bonus action, the dark druid shapechanges into a beast with a CR 1 or less, and can remain in this form for up to 2 hours. The dark druid reverts to its true form if it's beast form dies or falls unconscious. The dark druid can revert to its true form using a bonus action on its turn. While in a new form, the dark druid retains its game statistics with the following exceptions: its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions that the new form has but that it lacks.

Fey Ancestry. The dark druid has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellcasting. The dark druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *infestation, primal savagery, shillelagh*

1st Level (4 slots): *earth tremor, entangle, hunter's mark, snare*

2nd level (3 slots): *barkskin, beast sense*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft ., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

The Dark Druid

With civilizations pushing ever further into the world around them, a druid's work to maintain the balance of nature only becomes more difficult. Naturally, not all druids are happy to watch as fields and forests are cleared to make room for sprawling cities. A dark druid is a druid who has decided that the expansion into their territories must stop, at any cost, lest the balance of nature be irreparably upset. While their actions may be questionable, they are not all evil–merely doing what they believe needs to be done.

Dark druids tend to favor nature's more chaotic forces. Some have been known to use their powers to encourage tumultuous weather, while others may use their powers to bring forth plagues. When in cities they might be found using necrotic magic to speed up the decay of buildings or encouraging plant overgrowth.

Guardian of Nature. One may find a dark druid waiting near entrances to forest paths, stopping all who enter to interrogate them about their plans. Anyone they deem to be a hazard may be run out of the area or outright attacked in an attempt to defend the forest. They take offence to anything that could be perceived as a danger to nature, such as unattended campfires, and will often seek out those responsible to hold them accountable.

One With the Earth. While all druids share a connection to nature, the connection of dark druids is more primal. Because they believe the encroaching civilizations to be evil, they reject anything produced or offered by them. They prefer to live entirely off the land, often living in small burrows or huts carefully constructed from fallen trees. Often, they surround themselves with wildlife, and may be seen living with any manner of creatures from insects to bears.

Regional Effects. The presence of a dark druid can twist the forest in which they live, creating a dark and wild environment. The forest in which a dark druid resides is the source of strange regional effects. Any regional effect that requires a creature to make a saving throw uses the save DC of the dark druid's most powerful ability. These effects either end immediately if the druid dies or abandons the lair, taking up to 2d10 days to fade away.

The region within 1 mile of a dark druid's home is warped by their magic and twisted connection to nature, which creatures one or more of the following effects:

- Insects, amphibians, and other creatures appropriate to the dark druid are found in great profusion.
- Beasts that have an Intelligence score of 2 or lower are charmed by the dark druid and aggressive toward intruders in the area. If the dark druid focuses, as if it were concentrating on a spell, it can see and hear through the eyes and ears of a beast creature that is within 100 feet of it, gaining the benefits of any special senses that the beast has. During this time, the dark druid is deaf and blind with regard to its own senses.
- The region takes twice as long as normal to traverse (difficult terrain), since the plants grow thick and twisted. The dark druid and any beasts charmed by it retain their normal movement speed in this area.

R Ryan WENNEKER (order #26281162)



The Dauntless Adventurer

Adventurers come in all shapes and sizes; some wish to protect the weak, while others only seek to fatten their coin-purse. Whatever their motives, dauntless adventurers may all have one thing in common: the an unwaivering bravery for their quest!

Naivety into Sophistication. Should the brave, yet foolhardy, dauntless adventurer successfully navigate life-threatening perils and avoid meeting an untimely end early in their career, they will gain the much needed real-world experience to grow. What was unbridled enthusiasm, which some might call naivety, blossoms into valuable wisdom.

Dauntless Neophyte

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Athletics +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Brave. The dauntless neophyte has advantage on saving throws against being frightened.

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Dauntless Veteran

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Athletics +5, Survival +4
Condition Immunities frightened
Senses passive Perception 12
Languages any two languages
Challenge 2 (450 XP)

Actions

Multiattack. The dauntless veteran two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Dauntless Champion

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Skills Athletics +7, Insight +6, Survival +6
Condition Immunities frightened
Senses passive Perception 13
Languages any two languages
Challenge 5 (1,100 XP)

Gallant (1/Day). If the dauntless champion fails a Wisdom saving throw, it can choose to succeed instead.

Actions

Multiattack. The dauntless champion three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

R Ryan WENNEKER (order #26281162)



The Dead Man Walking

No sage, be he never so wise, knows from whence comes these pestilent undead. Some suspect they are sent from the Far Realm to walk among us, waiting, watching, until the stars are aligned, and time is right for them to kill everyone and everything so the dead can reign.

In the meantime, they look like us, talk like us, and live like us. They have jobs, they pay taxes, they serve on town councils, they are journeymen and guildmasters. Some even become adventurers, gaining treasure, magic, and experience which they put to their own mysterious purposes.

There is no known way to tell a dead man walking from living humans except accidentally, when they come into contact with magical means of detecting or affecting the undead. They are as subject to such effects as any other undead creature, though they try to play it off with another plausible explanation.

Patience of the Dead. Adventurers one day captured a dead man walking and took it to be questioned. The creature laughed at the inquisitors' threats, said nothing, dissolved into a mass of wriggling worms, and killed everyone in the room. Only a well-timed *fireball* prevented the vile thing from creating more dead men walking to replace the entire staff of a holy temple.

Dead Man Walking

Medium undead, chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses Darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 3 (700 XP)

Immutable Form. The dead man walking is immune to any spell or effect that would alter its form.

Nothing To See Here. As an action, the dead man walking can change its appearance to that of a normal human, and can choose to present as male or female. A creature can see through its disguise on a successful DC 14 Wisdom (Perception) check.

Rampage. When the dead man walking reduces a creature to O hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a dagger attack.

Worms. If the dead man walking is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

Actions

Multiattack. The dead man walking makes two attacks, only one of which can be Burrowing Worm.

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

Burrowing Worm. A worm launches from the dead man at one humanoid that the dead man walking can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (−4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the dead man walking can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). If not removed, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns, the target takes 3 (1d6) necrotic damage per worm infesting it (a maximum of 15 worms can infect a single creature). A worm-infested creature dies if it drops to 0 hit points, then rises 10 minutes later as a dead man walking. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Reactions

Vengeful Strike. In response to a creature scraping off or reducing a worm to 0 hit points within 5 feet of the dead man walking, the dead man walking makes a melee attack against that creature.

R Ryan WENNEKER (order #26281162)

The Defender of Justice

In any organized society, there are those who chafe against the oppression inherent in the system. Most find ways to look away and focus on their personal joy. The defender of justice, for one reason or another, found herself unable to do so. Perhaps the oppression is personal for her, perhaps her religious devotion has led her to believe that this is her calling, or perhaps she simply cannot accept the things she has seen. In any event, the defender of justice has taken it upon herself to fight back against the society in which she lives.

However, while the defender of justice is moralistic, she is not suicidal. She knows that she is just one person standing against a far more powerful system that will eagerly vilify and crush her if her opposition is discovered. While she has taught herself to defend herself, her goal is not armed conflict. Instead she hopes to disrupt normal operations of the local government in more subtle ways. She might seek to cause an accident along a road, preventing supplies from reaching a destination, or she might make sure that important letters between government officials get lost in transit. She knows that she is operating alone, and she knows that she will only be able to continue so long as she remains hidden. If she is particularly fortunate, she might find an opportunity to hide herself within the very systems she seeks to dismantle, using her innate talents to gain work as a member of the city guard or as a courier for an official, only to use that position to gain access to secure locations or expose ruinous secrets to the common people.

Regardless of where the defender of justice lives, and regardless of the actual circumstances of her situation, one thing always holds true - she fervently believes that the system in which she lives is beyond repair, and she can no longer stand by and do nothing.

Fleet Minded. The defender of justice is lucky if she has time to carefully plan her next action. Most often, she is left to confront injustice when she sees it. As a result, she is adept at thinking on the fly and working with whatever she has on hand. She can masterfully take an unexpected opportunity or a chance meeting and use it for her advantage, and she is particularly adept at misdirection. Often someone meeting her will not discover they have been misled until days later, and even then may not realize that the defender of justice was the reason for their misfortune. While these skills would make her an excellent spy, she is far too distrustful of most established organizations to take on such a role. If the defenders of justice do choose to support other rebels, it is only on her own terms.

Just a Face in the Crowd. The cities are full of ever-changing faces. Most of them are easy to forget. One of the most powerful abilities in the defender of justice's arsenal is her ability to simply not draw attention to herself. She is a master of knowing when she is being watched and when she can slip away unnoticed. To further avoid being recognized, she often alters her appearance by changing hair styles or patterns of dress, or by donning face paint likely to distract from her less malleable physical features. She is adept at evading detection and, in the event she is spotted, she is equally adept at avoiding being identified. While not a master of disguise in the traditional sense, she is a chameleon who can appear to belong in almost any place.

Defender of Justice

Medium humanoid (any race), chaotic good

Armor Class 17 (studded leather, shield)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

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

Saving Throws Con +6, Cha +6
Skills Acrobatics +6, Athletics +6, Deception +9, Sleight of Hand +9, Stealth +6
Damage Resistances psychic
Senses passive Perception 12
Languages Common plus any two other languages
Challenge 5 (1,800 XP)

Easily Overlooked (1/Day): If the defender of justice is in a crowd of three or more other humanoids, it can blend into the group, rendering itself effectively invisible to any observer who is not familiar with the defender of justice and actively looking for it, as if the *greater invisibility* spell had been cast on the defender of justice. The defender of justice continues to be easily overlooked even if it leaves the group provided that it takes no actions openly adverse to the observers.

Flee the Scene. As a bonus action, the defender of justice can take an additional 30 ft. of movement, provided that the direction of movement is away from a battle, conflict, or confrontation.

Actions

Multiattack. The defender of justice makes three melee attacks.

Longsword. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 8 (1d8 + 3) slashing damage.

Hand Crossbow. *Ranged Attack*: +6 to hit, ranged 30/120 ft., one target. *Hit*: 7 (1d6 + 3) piercing damage.

Improvised Weapon *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 6 (1d4 + 3) bludgeoning damage. Target must succeed on a DC 16 Dexterity saving throw or be knocked prone. If the target fails the Dexterity save by 5 or more, the target is also rendered unconscious until the end of the defender of justice's next turn.

Reactions

Parry. The defender of justice adds 2 to its AC against one melee attack that would hit it. To do so, the defender of justice must see the attacker and be wielding a melee weapon.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)



The Draconic Renegade

Dissention amongst draconic clans can be highly irregular, but not unheard-of. Dragonkin are a disciplined race, devoted to their clans to a fault. Draconic renegades are individuals who do not see eye to eye with their brethren. It may be the case that they ate more closely linked to the very dragons themselves; driven to hoard wealth, typically going as far as stealing from their own clan and becoming exiled.

Once left to their own devices, these individuals find a number of ways to enrich their lives. Capable warriors, dragonkin can make for devoted protectors or dangerous mercenaries, should the promised reward be sufficient.

All for One, and None for All. Lacking trust after being betrayed by their clans, Draconic Renegades will often sneak what they can for themselves without others knowing. Only through a deep and meaningful bond, can this self-preserving tendency be broken.

Draconic Ancestry

Here the draconic renegade has taken on the statistics of a bronze dragon. You can change these to represent the different dragonborn draconic ancestries.

The draconic renegade's damage resistance, draconic weapon and breath weapon are determined by the dragon type, as shown in the Draconic Ancestry table found in the *Player's Handbook (pg.34)*.

Draconic Renegade

Medium humanoid (dragonborn), any chaotic alignment

Armor Class 17 (breastplate, shield)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Str +4, Con +3
Skills Athletics +4, Perception +2
Damage Resistances lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (1,800 XP)

Draconic Weapon. The draconic renegade's weapons are brimming with power, fueled by its draconic ancestry. The draconic renegade's melee attacks deal an additional 9 (2d8) lightning damage (included in the attack).

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) lightning damage.

Lightning Breath (Recharges on a Short or Long Rest). The draconic renegade exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 11 Dexterity saving throw, taking 24 (7d6) lightning damage on a failed save, or half as much damage on a successful one.

R Ryan WENNEKER (order #26281162)



Dread Wyrm

Large dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 187 (25d10 + 50)
Speed 30 ft.

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

Skills Perception +10, Stealth +9
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Draconic
Challenge 13 (10,000 XP)

Regrowth. The dread worm regains 10 hit points at the start of each of its turns.

Spiked Carapace. If the dread worm is hit with a melee weapon attack, its attacker must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) piercing damage as shards of its spiked carapace shatter. This effect occurs after the dread wyrm takes damage from the initial attack.

Actions

Multiattack. The dread wyrm makes three attacks: two with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage, plus 27 (6d8) poison damage. The target must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute.

Smoke Screen (1/Day). The dread wyrm exudes a magical shroud of smoke, creating a heavily obscured area in a 60-foot radius around itself. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. The dread wyrm is able to see in this area.

The Dread Wyrm

Inhabiting mountainous valleys and terrorizing the communities that choose to reside there is recreational for what the locals have branded dread worms. While more feral than their wyvern kin, these predators are also more cunning. They revel in turning a townsfolk's laughter and chatter into shrieks of terror with their mere presence.

Distinctive Features. Soaring in the skies above, the dread wyrm's long neck and prehensile tail are unmistakable as it weaves in and out of the clouds.

Silent Flight. The dread wyrm's slender body grants it the ability to move through the air with an uncanny grace. They are able to glide for long periods without flapping their wings.

Razor-sharp Scales. Their trademark barbs are specialized scales that form a spiked carapace, providing a strong deterrent against physical attacks. Those foolish enough to brandish melee weapons against these wyrms soon learn of their mistake when pieces of the scales easily shatter into small blade-like projectiles that assault their assailant. While removing their protective armoring might seem like a decent long-term strategy, it is folly as their scales regenerate at an alarming rate, ensuring the dread wyrm is always protected from those who would seek to do it harm.

Masterful Escapist. In the unlikely event that a dread wyrm is outmatched, they have an one more impressive trick at their disposal; the ability to release smoke from the tips of their pointed scales. The scales are hollow and adjoined to specialized glands which enable a sudden burst of smoke; a smog which envelopes the battlefield and makes it possible for the dream wyrm to make a hasty retreat.

R Ryan WENNEKER (order #26281162)

The Elk Spiritrager

Few totemic warriors of the wild choose to bond with the spirit of the elk, instead preferring the predatory spirits: the wolf, the bear, the panther, among others. It takes patience to bond with the elk; make no mistake, those that honor this animal spirit are no less fearsome than their predatory counterparts. The bear and wolf fight to feed; the elk fights to survive. Only with a clear mind can this beast expect to survive the wilds, and so too do followers of the elk spirit. These totemic warriors, lither than shadows but just as quiet, fight with wild abandon. Given time, some will merge fully with their honored spirit, becoming one with the beast.

Spirit Bond. For some totemic warriors, it is not enough to merely honor the spirit of the elk; they must instead bond with the animal in a primal union. Driven by visions, the warrior finds a living elk. Always does the beast approach first, driven to give its body so that it might live forever in the warrior. An ancient ritual is done under the light of the moon, in which the elk is butchered, and its antlers are made into a crown that are worn until first light. If they are worthy, they rise as a spiritrager - a warrior with two souls living together in one body.

Elk Spiritrager Weapons and Tactics

Like the animal they so revere, elk spiritragers are quick and lithe. They serve as sentries, messengers, and spies for their people. Thanks to their ritualistic magic, they can spy on invaders from afar and turn to animals (often deer) as confidants.

The bond between the elk and the totemic warrior is permanent. Some continue to honor its sacrifice by fashioning its bones into arrows and other weapons. Likewise, they can call upon the elk's spirit to explode out from their chest, lighting the path ahead and inhibiting the spiritrager's foes.

In combat, an elk spiritrager relies on its incredible speed, preferring hit-and-run tactics, especially after it takes a heavy beating. Thanks to its Trampling Charge trait, it can take the Disengage action to retreat and still harm foes that block its retreat. Likewise, they can rely on the spirit of the elk to shield them from harm.

Elk Spiritrager

Medium humanoid (any race), any alignment

Armor Class 17 (unarmored defense, shield)
Hit Points 86 (9d8 + 45)
Speed 40 ft. (55 ft. while raging)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	20 (+5)	10 (+0)	16 (+3)	12 (+1)

Skills Acrobatics +5, Athletics +6, Perception +6, Stealth +5, Survival +6
Damage Resistances bludgeoning, piercing, and slashing damage (while raging)
Condition Immunities charmed, frightened (while raging)
Senses passive Perception 16
Languages any two languages
Challenge 5 (1,800 XP)

Rage (2/Day). As a bonus action, the elk spiritrager can hurl itself into a rage for 1 minute. The rage ends early if it becomes unconscious or if it ends its turn without taking damage or having attacked another creature. While raging, the elk spiritrager rolls one additional weapon damage die when determining the extra damage for a critical hit with a melee Attack, and it has advantage on Strength saving throws and skill checks.

Reckless. At the start of its turn, the elk spiritrager can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls made against it have advantage until the start of its next turn.

Ritualist. The spiritrager can cast the following spells as rituals: *beast sense, commune with nature,* and *speak with animals.*

Trampling Charge. While raging, the elk spiritrager can use a bonus action during its move to pass through the space of a Large or smaller creature, subjecting it to a DC 14 Strength saving throw. On a failure, the creature takes 9 (1d12 + 3) bludgeoning damage and is knocked prone.

Unarmored Defense. While the elk spiritrager is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The elk spiritrager makes two attacks, only one of which can be with its antlers.

Antlers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Bone Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

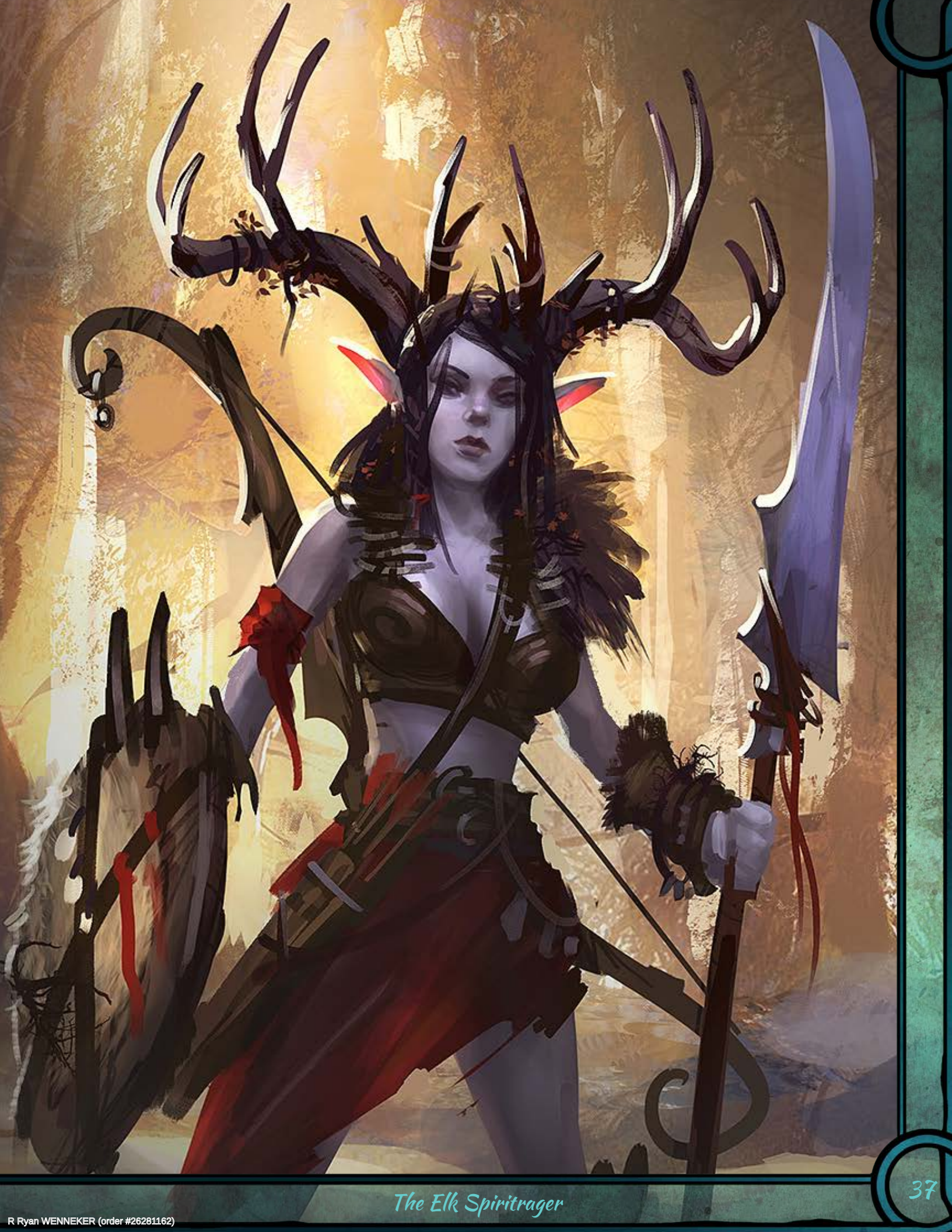
Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spirit of the Elk (1/Day). The elk spiritrager calls upon an ephemeral elk that moves outward from the spiritrager in a 10-foot-wide, 30-foot-long line. All creatures within the area must make a DC 14 Wisdom saving throw. On a failure, a creature has disadvantage on the next weapon attack it makes within the next minute against the spiritrager. Additionally, until the end of the spiritrager's next turn, the area is brightly lit.

Reactions

Backtrack. When the elk spiritrager is targeted by an attack that misses, the it can move up to half of its movement speed in any direction. This movement doesn't provoke opportunity attacks.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Fallen Angel

In the worlds above the Material Plane, many an angel conducts the will of its godly master: conducting their worshippers, spreading their doctrine, and holding back the hordes of fiends and aberrations that would see their divine empire crumble. These celestial beings are dedicated in mind, body, and soul to the cause of their deities—but that doesn't make them infallible. Rarely, an angel is tempted away from the path of good: the angel's pride leads it to commit terrible, unforgivable acts in the name of faith, and for those acts it is cast from the Upper Planes and stripped of its divine purpose.

The result of this corruption is a fallen angel: a powerful celestial without master or cause, wandering the planes in search of a new purpose. Though a fallen angel loses its ability to heal and raise the dead, it still wields the radiance and awe-inspiring presence of a duty-bound angel. Additionally, it is restricted by none of the rules or expectations of a true angel, making it a force to be reckoned with on the field of war.

The Search for Identity. As most angels were fashioned specially for their purpose in the Upper Planes, an angel stripped of its cause most often undergoes a crisis of identity. In many cases, a fallen angel will rebel against the cause of its former master, seeking out their old enemies and joining the ranks of evil. These angels are given a place of honor among the armies of devils and demons, as their radiance makes them valuable assets in the Blood War and other conflicts of the Lower Planes. However, the same angels are rarely trusted to do more than fight: in the eyes of a general, a fallen angel has already proven itself untrustworthy to any cause it promises itself to.

In other cases, fallen angels will seize their descent from grace as an opportunity to define themselves. Such an angel might establish a faith or church in its own name, hoping to gift others the pious live it couldn't have. Alternately, it might assume control of a cult of fanatics and zealots, amassing power and territory in the Material Plane. The latter type of fallen angel is sometimes referred to as a "celestial warlord" or "tyrant emissary".

Altered Form. Though a fallen angel is severed from the source of its creation, it retains most of the shape of a true angel - enough to fool the untrained eye of the average mortal. The differences between an angel and its fallen kin are subtle: for instance, a fallen angel is still beautiful, but its beauty is accompanied with a sense of loss, as if the watcher is looking upon a ruined painting or a shattered sculpture.

The exception to this rule of subtlety is the matter of halos. In many faiths, a halo is a symbol of the angel's duty; as such, when the angel falls, its master shatters the halo, representing their broken oath. This shattered halo manifests on many fallen angels as a pair of twisted horns or a broken crown of metal. A fallen angel bent on deceiving others always hides this mark, as it goes a long way in exposing the angel's true intentions.

Immortal Nature. A fallen angel doesn't require food, drink, or sleep.

Fallen Angel

Medium celestial, any alignment

Armor Class 18 (plate armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	22 (+6)

Saving Throws Con +8, Cha +10
Skills Deception +10, Insight +7, Perception +7
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Angelic Weapons. The fallen angel's weapon attacks are magical. When the fallen angel hits with any weapon, the weapon deals an additional 3d8 radiant damage (included in the attack).

Innate Spellcasting. The fallen angel's spellcasting ability is Charisma (spell save DC 18). The fallen angel can innately cast the following spells, requiring only verbal components:

At will: *invisibility* (self only)

1/day each: *contact other plane, dominate person*

Magic Resistance. The fallen angel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fallen angel makes three melee attacks. It can replace two of these attacks with its Necrotic Shroud.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage, plus 13 (3d8) radiant damage.

Necrotic Shroud (1/Day). The fallen angel unleashes its full wrath, shrouding itself in corrupted divinity. For 1 minute, the fallen angel's weapon attacks deal necrotic damage instead of radiant damage. Additionally, each creature that can see the fallen angel within 60 feet of it when it activates this feature must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)



The Fire of Anger

In the High Forest of western Faerûn dwell clans of elves who returned from Evermeet seeking to re-establish the elvish kingdom of Eaerlann. They love the deep woods, the laughing waters, and walking free under the stars, and they would take the Forest back from the innumerable tribes of orcs, gnolls, and fey'ri which infest it.

The last inspires their particular fury. When the Harpers laid waste to the tanarukk hordes which overran Hellgate Keep, it was natural for the wood-elf clans to ally themselves with the treant guardians of what was left of that terrible place. An adventurer who tries to come nigh Hellgate Keep must first brave the fury of the clans before ever she comes near enough the Keep's ruins to espy its tumbled walls, much less the living trees which stand sentinel around its perimeter.

Clad in simple garments of furs and hides and living in harmony with their beloved forest, the clans live in high platforms among the High Forest's soaring trees. Their villages are found everywhere from the Star Mounts to the Grandfather Tree to Hellgate Keep. Some say they have retaken the Stronghold of the Nine and raised its defenses. Irrespective of where they're found, they do not welcome visitors, even other elves.

Loathing for Demons. Nothing is more likely to cause a Fire of Anger to enter a berserk rage than espying a creature which shows fiendish blood. They approach other creatures peacefully at first, warning them to turn away from the tribe's territory. But if an orc, gnoll, or worse, a tiefling comes into their view, they attack first and ask questions of the corpses. Many among the wood-elf clans are old enough to remember when the tanarukk soldiers of Hellgate Keep raided throughout the High Forest and beyond, and they neither forgive nor forget.

Fire of Anger

Medium humanoid (wood elf), any chaotic alignment

Armor Class 14 (hide)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10
Languages Bothii, Common, Elvish
Challenge 2 (450 XP)

Reckless. At the start of its turn, the fire of anger can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Fey Ancestry. The fire of anger has advantage on saving throws against being charmed, and magic can't put the fire of anger to sleep.

Flame of Righteous Fury. As a bonus action, the fire of anger can cause its greatsword to burst into flame, which lasts for 1 minute. When it scores a hit with it, the greatsword deals an extra 1d6 fire damage (included in the attack).

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) slashing damage, plus 3 (1d6) fire damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Reactions

Burning Frenzy. If the fire of anger is hit with a melee attack by a creature it can see within 5 feet of it, the fire of anger can make a greatsword attack against that creature.

R Ryan WENNEKER (order #26281162)

Flameblade Magus

Medium humanoid (any race), lawful neutral

Armor Class 13 (16 with mage armor)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	18 (+4)	14 (+2)	10 (+0)

Skills Arcana +7, Athletics +4, Perception +5
Senses passive Perception 15
Languages Common plus any two other languages
Challenge 6 (2,300 XP)

Demon Hunter: The flameblade has advantage on Wisdom (Survival) checks to track fiends, as well as Intellgience (History) to recall information about them.

Flameblade: The flameblade can divert magic to and from their magical blade. It can grant 3d6 fire damage on damage rolls (included in the attack) or gives the following three benefits: +2 to their AC, resistance to fire damage, and whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame, dealing 2d8 damage. As a reaction, the flameblade can divert the magic from their blade or vice versa. In addition, their flameblade attacks ignore a fiend's resistance to fire damage.

Spellcasting. The flameblade is an 11th-level spellcaster. The flameblade's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The flameblade has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, mending, message, ray of frost*

1st level (4 slots): *detect magic, mage armor, shield*

2nd level (3 slots): *darkvision, mirror image, misty step*

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

4th level (3 slots): *greater invisibility, wall of fire*

5th level (2 slots): *cone of cold, teleportation circle*

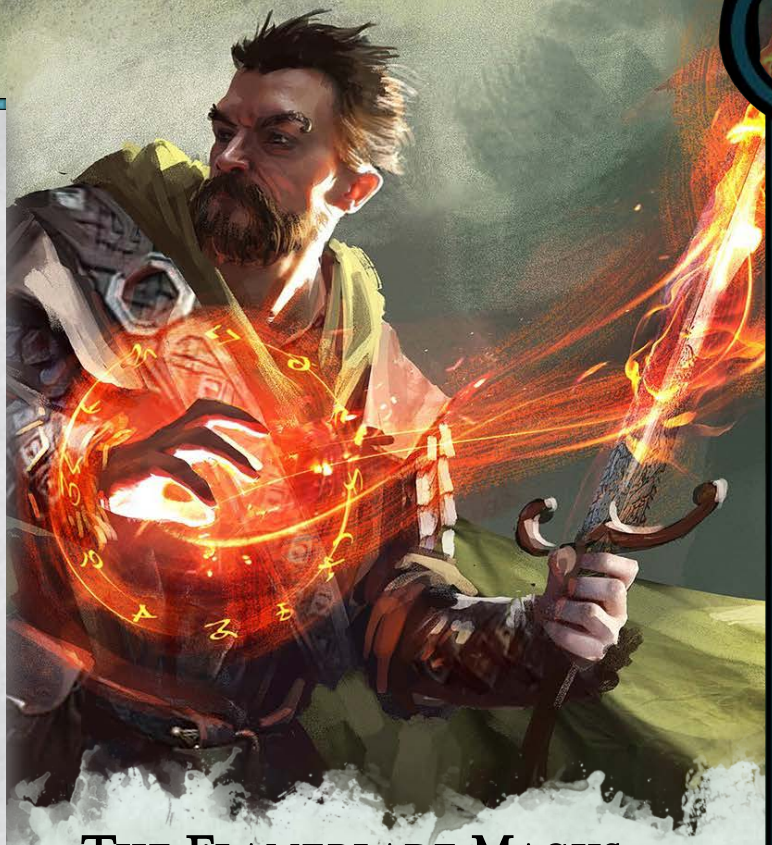
6th level (1 slot): *chain lightning*

Wizard of Battle: While the flameblade maintains concentration, they have a +2 bonus to AC and all saving throws. In addition, when they use an action to cast a cantrip, they can make one weapon attack as a bonus action.

Actions

Multiattack. The flameblade makes two flameblade attacks.

Flameblade. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 4) slashing damage, plus 10 (3d6) fire damage.



The Flameblade Magus

Wizards dedicate years of their lives studying one or a few of the many schools of magic, however there are also those who study War Magic, which isn't confined to a single school and uses everything available to a sole purpose. The same could be said for those who study to become magus of the flameblade, any school of magic at their disposal to tackle one issue; demons.

Chaos embodied, demons flock in packs that would sooner tear one another apart than fight together. They threaten the very order of the planes, so with careful consideration, a college of wizards vowed to dedicate their lives to ensure any potential demon uprising is hastily quelled.

As their name suggests, flameblades are equipped with blazing swords, hot with arcane fire. They are bound to their blade and using it as an arcane focus when casting spells. Flameblades can channel spells into the blade to deal devastating swipes or utilize the flame to protect themselves.

Some flameblades wear chain or studded cloth, but most have confidence in their magic to keep them safe from harm. Despite what they might wear, there are two defining features of any flameblade; the ornate blackened sword that burns all the while it is drawn, and the thick leather sash, covered in iron rings from which the flameblade's spellbook hangs.

Order of the Flameblades. While the Order are not secretive about their intentions, they have no base of operations, and meet sporadically. Flameblades scour the land alone.

Mind over Might. All flameblades understand the battle in which they face may be an endless one. They enter most battles knowing they will be outnumbered. However, their solemn vow to stem the demon invasion, and knowledge that no matter their numbers, they've mentally prepared for a thousand different outcomes. Flameblades use their magic to compensate when facing demons on uncanny strength, because why make ten slashes when one magically enchanted blade swing should suffice.

R Ryan WENNEKER (order #26281162)

The Flamecaller

The school of evocation magic focuses on the ability to call forth mystical energies to produce a physical effect. Practitioners of this school are capable of producing devastating elemental magics, shooting bolts of lightning from their fingertips, summoning forth frigid blasts of ice, or throwing exploding fireballs into the midst of their foes.

The flamecaller is one who has always felt a close attunement and was capable of manipulating flames, even from a young age. Their abilities manifested as a result of their extreme temper, which can cause unintentional and spectacularly devastating results. Fearing a lack of control over these abilities, the young flamecaller was sent to a college of magi to learn to harness and control their gift.

Sensing their raw talent and potential for destruction, learned magi have trained the flamecaller to control their emotions and focus them into their castings, giving them a mastery over flames that only the most powerful wizards can hope to achieve. Their focus on fire magics does, however, leave the flamecaller's abilities in other areas of magic lacking.

Due to their intense schooling and need to maintain emotional control, flamecallers are intensely disciplined and rigid in their thoughts. They are stubborn, and while slow to anger they can unleash firestorms capable of causing complete destruction to anything in their path.

Flamecallers are highly sought after for their ability to cause ruin in opposing forces. They can be found at the vanguards of assaults where their powers can be fully unleashed upon their foes.

Empowered Evocations. The flamecaller can use ambient heat from the environment as well as energy from both magical and nonmagical heatsources to empower their evocations, causing additional destructive effects.

Fiery Wrath. When angered, a flamecaller may unleash its fury in a wave of flame that emanates outward from it. Creatures caught within the flame wave are charred to the bone, few withstanding the wrath of a flamecaller. However, calling forth enough energy to cast such an evocation leaves the flamecaller drained and in need of rest.

Immunity to Flame. The flamecaller take no damage from magical or nonmagical fire, and has resistance against cold-based attacks.

Self-Immolation. While their magics predominantly focus on wreaking havoc upon their enemies, the flamecaller is not without potent defenses of it's own. With a simple incantation they can light themselves on fire, scorching nearby creatures while the flamecaller feels naught but a gentle warmth.

Summoner of Flame. The most powerful of flamecallers can summon forth spîrits of destruction, a whirling force that creates havoc around it. These fire elementals only loosely obey their summoner, knowing that the flamecaller is immune to their presence. They elemental may however turn its attention on any nearby, making this ability one best used in desperate times.

Flamecaller

Medium humanoid, any chaotic alignment

Armor Class 13 (15 with mage armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	18 (+4)	16 (+3)	13 (+1)

Saving Throws Int +8, Wis +7
Skills Arcana +8, Investigation +8, Intimidation +5
Damage Resistances cold
Damage Immunities fire
Senses passive Perception 13
Languages Common plus any two other languages
Challenge 9 (5,000 XP)

Crafted Spells. The flamecaller can select up to 5 creatures to automatically succeed on saving throws against a spell cast by the flamecaller. Selected creatures take no damage if they would normally take half damage on a successful save.

Empowered Evocations. The flamecaller adds its Intelligence modifier to one damage roll on a spell it casts

Fiery Spirit. The flamecaller is immune to fire damage and resistant to cold damage.

Spellcasting. The flamecaller is a 13th-level spellcaster. The flamecaller's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The flamecaller has the following spells prepared:

Cantrips (at will): *control flames, firebolt, light, prestidigitation, produce flame*

1st level (4 slots): *absorb elements, burning hands, mage armor, shield*

2nd level (3 slots): *calm emotions, continual flame, heat metal, pyrotechnics, scorching ray*

3rd level (3 slots): *fireball, flame arrows, protection from energy*

4th level (3 slots): *conjure minor elementals (fire), fireshield (warm), wall of fire*

5th level (2 slots): *conjure elemental (fire), flame strike*

6th level (1 slot): *investiture of flame*

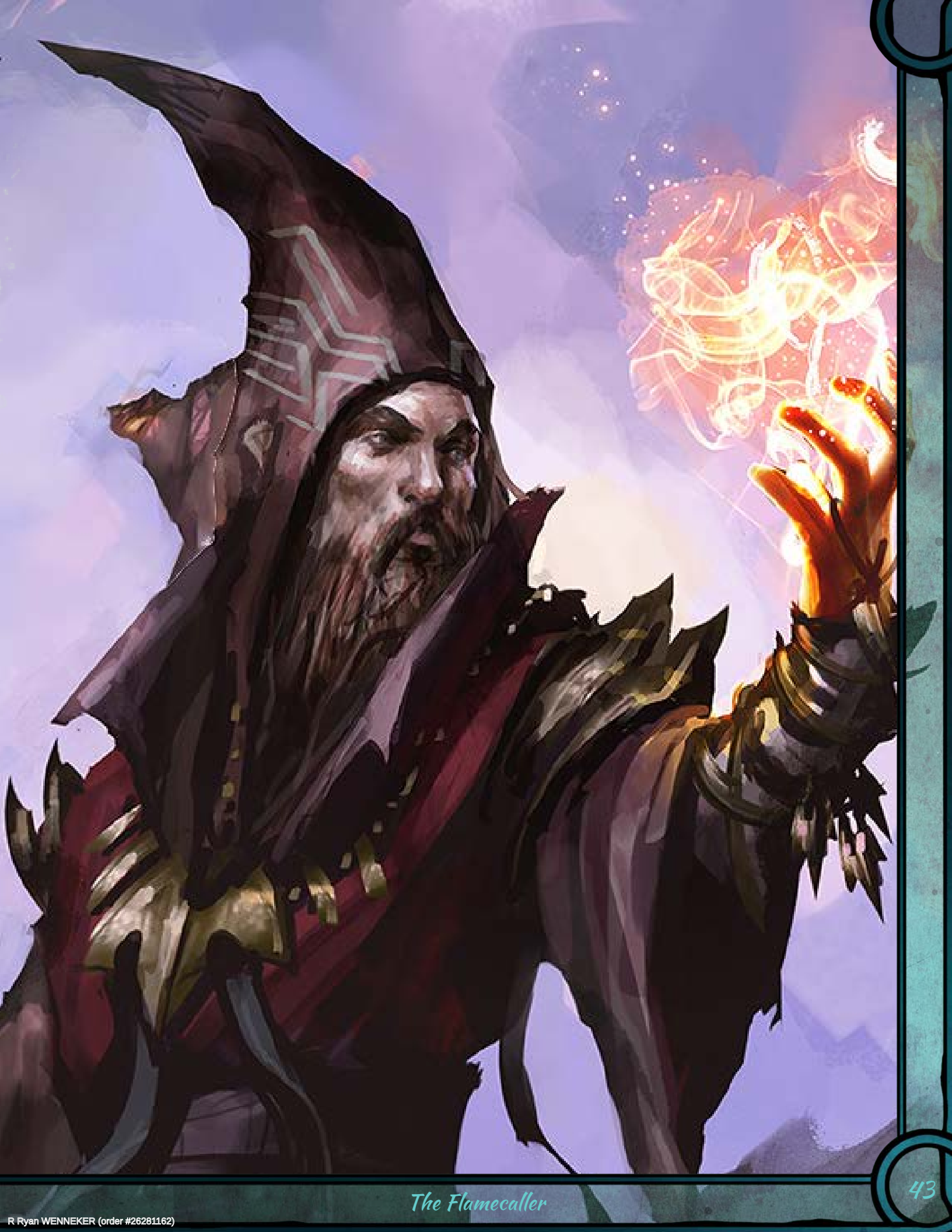
7th level (1 slot): *firestorm*

Actions

Staff. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage.

Flame Wave (1/day). The flamecaller emits a wave of intense flame from its hands in a 30 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. Once used, the flamecaller takes a point of exhaustion.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Glacius Knight

Eldritch spirits are the ghostly presences of long deceased beings. While most of their essence has faded away over time, echoes of their existence are still found in all corners of the world. The influence of eldritch energies is often perceived by layfolk as a prickling sensation on the nape of the neck, a sudden shiver and puckering of gooseflesh on even the hottest of days, or a sense of déjà vu that causes one to pause and peer over their shoulder.

Learning to manipulate such magical energies usually requires intensive training and discipline, leaving little time for attuned creatures to master martial disciplines such as swordplay. However, some warriors possess an intimate ability to tune into the arcane, and their inherent intelligence and curiosity has enabled them to pick up an understanding of the mystical arts to compliment their martial training. This allows them to augment their martial prowess with a limited ability to cast magical spells, typically called eldritch knights.

The glacius knight is one such warrior. This sect of eldritch knights channel the ghostly energies of eldritch spirits into chilling elemental magics that drain the heat from even the most furious flames and shield the glacius knight from attack. The glacius knight is also able to channel these energies into their blade, causing it to emit a cold flame, which embodies the persona of glacius knight's demeanour: cold, calculating, and calm under even the direst of circumstances.

Chilling Bond. The greatsword of the glacius knight can be wielded by no other - it is bonded to its master. The energies within obey only the glacius knight; other creatures attempting to wield it find the blade with leap and jerk while in their grasp as though the weapon were possessed.

Presence of Frost. The swirling eldritch energies that surround the glacius knight draw energy from its surroundings. Nearby creatures feel chilled, an ability that the glacius knight has honed to freeze would-be attackers to prevent them from escaping its reach.

Eldritch Mist. The glacius knight has learned how to channel the eldritch mist, forming a bond that allows it to rapidly moving across the battlefield to evade foes or come to an ally's aid. Creatures within the path of the glacius knight feel an icy chill as it passes by them.

Variant: Auril's Chosen

While wandering the frozen wastelands in solitude, many glacius knights turn to the Frostmaiden's cold embrace for guidance. Those that do gain:

Alignment: Any evil
AC: 18 (plate)
Proficiency: Increased by 1 (+4 total). All saving throws, skill checks, and attack rolls that it is proficient in increase by 1.
Spellcasting: The Auril's chosen is a 5th-level spellcaster, and gains two 3rd level spell slots. It learns the following spells: *fear, sleet storm.*
Glacial Presence. The Auril's chosen's weapon attacks deal an additional 14 (4d6) cold damage (6d6 total).
Challenge Rating: 11 (7,200 XP)

Glacius Knight

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 156 (24d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Str +6, Con +5, Int +5
Skills Arcana +5, Athletics +6, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Bonded Weapon. The glacius knight is bonded to its glacial greatsword. It cannot be disarmed unless the glacius knight is incapacitated, and it can summon its greatsword instantly as a bonus action if it is on the same plane of existence.

Glacial Presence. As a bonus action, the glacius knight draws ambient heat from its environment to empower its greatsword. Their weapon attacks deal an additional 7 (2d6) cold damage on a successful attack (included in the attack). Additionally, a creature that starts its turn within 5 feet of the glacius knight must succeed on a DC 13 Constitution saving throw or have its movement speed reduced by half feet until the start of the creature's next turn.

Spellcasting. The glacius knight is a 4th-level spellcaster. The glacius knight's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The glacius knight has the following spells prepared:

Cantrips (at will): *booming blade, frostbite, ray of frost, resistance*

1st level (4 slots): *absorb elements, ice knife, protection from evil and good, shield*

2nd level (3 slots): *pass without trace, shatter, snilloc's snowball swarm*

Actions

Multiattack. The glacius knight makes three glacial greatsword attacks.

Greatsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage plus 7 (2d6) cold damage.

Reaction

Chilling Mist (3/Day). When the glacius knight takes damage from an attack, it can surround itself with an icy mist and teleport up to 30 feet to an unoccupied space that it can see.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Half-Dragon Revenant

Times are known when half-dragons have met cruel and undeserving fates during their lives. During particularly savage deaths, their souls have clawed back into their body and reanimated them with powerful mystical magic, with one goal: to seek revenge. Superficially, it resembles an animate corpse - a zombie, but a burning within an undead half-dragon's eyes is the will and steadfastness to hunt the one who wronged it in life.

If the half-dragon revenant's body is destroyed or otherwise unavailable, the spirit of the revenant enters another available humanoid corpse. No matter what body the revenant uses, the person or creature who wronged it in life will soon learn of revenant's presence.

Insatiable Hunger for Revenge. Normally, a revenant only has one year to exact revenge, but the naturally-magical blood of dragons has extended this tenfold. For a full decade, the half-dragon revenant's soul will continue to hunt its adversary. When its target dies, or if the revenant fails to kill its adversary before its time runs out, it crumbles to ash and its soul fades into the afterlife. If its foe is too powerful for the revenant to destroy on its own, it may seek out worthy allies to help fulfill its blight.



Sample Half-Dragon

The Half-dragon here is a half-white dragon. Use the half-dragon template found in the Player's Handbook *(pg. 180)* to create other dragon types.

Half-Dragon Revenant

Medium undead, neutral

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	11 (+2)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +7, Con +6, Wis +3, Cha +3
Skills History +6, Perception +3
Damage Resistances cold, necrotic, psychic
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 7 (2,900 XP)

Savage Attacker (1/Turn). When the half-dragon revenant rolls damage for a melee weapon attack, they can reroll the weapon's damage dice and use either total.

Regeneration. The half-dragon revenant regains 10 hit points at the start of its turn. If the half-dragon revenant takes fire or radiant damage, this trait doesn't function at the start of the half-dragon revenant's next turn. The half-dragon revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the half-dragon revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The half-dragon revenant is immune to effects that turn undead.

Vengeful Tracker. The half-dragon revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the half-dragon revenant are on different planes of existence. If the creature being tracked by the half-dragon revenant dies, the half-dragon revenant knows.

Actions

Multiattack. The half-dragon revenant makes two greataxe attacks or one attack with its breath weapon.

Greateaxe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (1d12 + 5) slashing damage.

Cold Breath (Recharge 5-6). The half-dragon revenant exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Vengeful Glare. The half-dragon revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the half-dragon revenant deals damage to it, or until the end of the half-dragon revenant's next turn. When the paralysis ends, the target is frightened of the half-dragon revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the half-dragon revenant, ending the frightened condition on itself on a success.

R Ryan WENNEKER (order #26281162)



The Haunted

Due to a plethora of bloodcurdling nightmares that consumed their childhoods, the haunted are never fully aware if they are in control of their surrounding while awake. This blight plagues them well into their early adult years, but not all is perilous as it seems. Through many restless nights, the haunted are able to slowly learn how to commune with that which terrifies when they close their eyes - spirits caught in-between this life and the next: a perpetual purgatory.

Whisperer for Lost Souls. Although it is not clear how to help those who cannot pass on, the spirits welcome a presence they can communicate with. While this is initially unsettling to many haunted, they eventually begin to understand the figures that populated their dreams as a child are not a threat to them; rather, they are communicating in the only way they are able. Many haunted will spend their days searching for the reason these lost souls can't travel peacefully into the afterlife and try to help them, should they be able.

Gifts from Beyond the Grave. Spirits that commune with the haunted are able to affect the Material Plane through sheer force of will, using the haunted's body as a vessel. Seemingly supernatural occurrences, eventually the haunted are able to focus this power to assist them in life.

Unsettling Powers. While not practised spellcasters, the haunted have a learned what may appear as arcane spells to others: magic twisted due to the forces present in their being. The spell *shield* would look like spirit skulls swirling about the haunted instead of a invisible barrier of magical force, for example.

Haunted

Medium humanoid (any race), neutral

Armor Class 13 (16 with mage armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Con +8, Wis +7
Skills History +10, Religion +10
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 12
Languages all
Challenge 15 (13,000 XP)

One with the Dead. An undead creature must succeed on a DC 18 Wisdom saving throw to target the haunted directly with an attack or a harmful spell. On a successful save, the creature is immune to this effect for 24 hours.

Commune with Spirits. The haunted is able to speak with a spirit belonging to a humanoid creature that has died in the last 24 hours.

Obscure. As a bonus action, the haunted can summon or dismiss spirits that swirl about its body. While active, a creature has disadvantage on attack rolls against the haunted.

Innate Spellcasting. The haunted's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The haunted can innately cast the following spells, requiring no material components:

At will: *chill touch, dancing lights, mage armor, misty step, thaumaturgy*

3/day each: *animate dead, bane, shield, spirit guardians*

1/day each: *danse macabre, etherealness, hallow, forcecage*

Actions

Assault the Living. *Ranged Spell Attack*: +10 to hit, range 60 ft., one target. *Hit*: 39 (6d12) necrotic damage. This has no effect on undead or constructs.

Grasping Spirits. *Ranged Spell Attack:* +10 to hit, range 60 ft., one Large or smaller creature. *Hit:* 13 (2d12) necrotic damage, and the target is grappled for 1 minute (escape DC 18) as spirits rise out of the ground and hold the creature. Until this grapple ends, the target is restrained.

R Ryan WENNEKER (order #26281162)

The Hedge Wizard

Just outside the village is a hut made of leaves, mud, and sticks that's partially built into a hedge. There's always a thin plume of smoke coming out of the hole in the hut's roof, and the smoke always smells ... funny. The peasants tell their children not to play with the man who lives in the hut, but they visit him anyway, because he makes the *best* sweets.

The man who lives in the hut is on the downhill side of middle age. Once he was a student at a prestigious magical university who showed considerable talent at the Art. One day, while he was away at school, something happened. He never talks about it; he just sits on the air, either in his hut or hovering just off the ground right outside the front door. He stares into space, smokes a foul old clay pipe, and talks to his pet raven.

He's very friendly, always willing to chat a bit with anyone who stops by. His eyes can be a bit unnerving, as they're covered with a film of glittering silver. He can clearly see just fine as he floats around the hut and his herb garden.

The villagers come to him when they're ill or injured, for his herbal remedies always fix the problem, from infected wounds to incontinence to impotence. Characters might approach him for poultices (25 gp) with which they can treat wounds or gain fighting energy.

Herbal Healing Poultice

Wondrous item, common

As an action, a creature can apply this herb-soaked cloth to a wound to regain 1d4 hit points.

Puff, Puff, Pass. The hedge wizard offers his visitors a toke from his pipe. The herb therein is a mixture of any number of things, some of which are beneficial and others which are more mysterious. When a creature smokes the pipe, it must make a Constitution saving throw. On a failure, it takes 1d8 necrotic damage and is stunned. On a success, its Wisdom and Charisma scores increase by 1 until the creature finishes its next long rest. The hedge wizard is immune to this effect.

Raven Familiar. The hedge wizard's best friend is his raven familiar. The hedge wizard would be lost without his little friend, with whom he has in-depth conversations about life, the universe, and everything.

Yeah, Well, That's Just, Like, Your Opinion, Man. The only thing the hedge wizard's familiar can say, regardless of the question asked.

Herbal Energy Mushroom

Wondrous item, common

As an action, you can swallow this foul-tasting mushroom to gain 2d4 temporary hit points which last for 1 hour. At the end of the duration, you gain a level of exhaustion.



Hedge Wizard

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	15 (+2)	14 (+2)	11 (+0)

Skills Medicine +4, Nature +4
Damage Resistances poison
Senses passive Perception 12
Languages Common, Gnomish
Challenge 1 (200 XP)

Innate Spellcasting. The hedge wizard's innate spellcasting ability is Constitution (spell save DC 13). The hedge wizard can innately cast the following spells:

1/day: *levitate*

Migrant Spellcaster. After the hedge wizard casts a spell, it can use its bonus action to move up to half of its movement speed. This does not provoke opportunity attacks.

Spellcasting. The hedge wizard is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *poison spray, mending, prestidigitation*

1st level (2 slots): *burning hands, entangle, shield*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands..

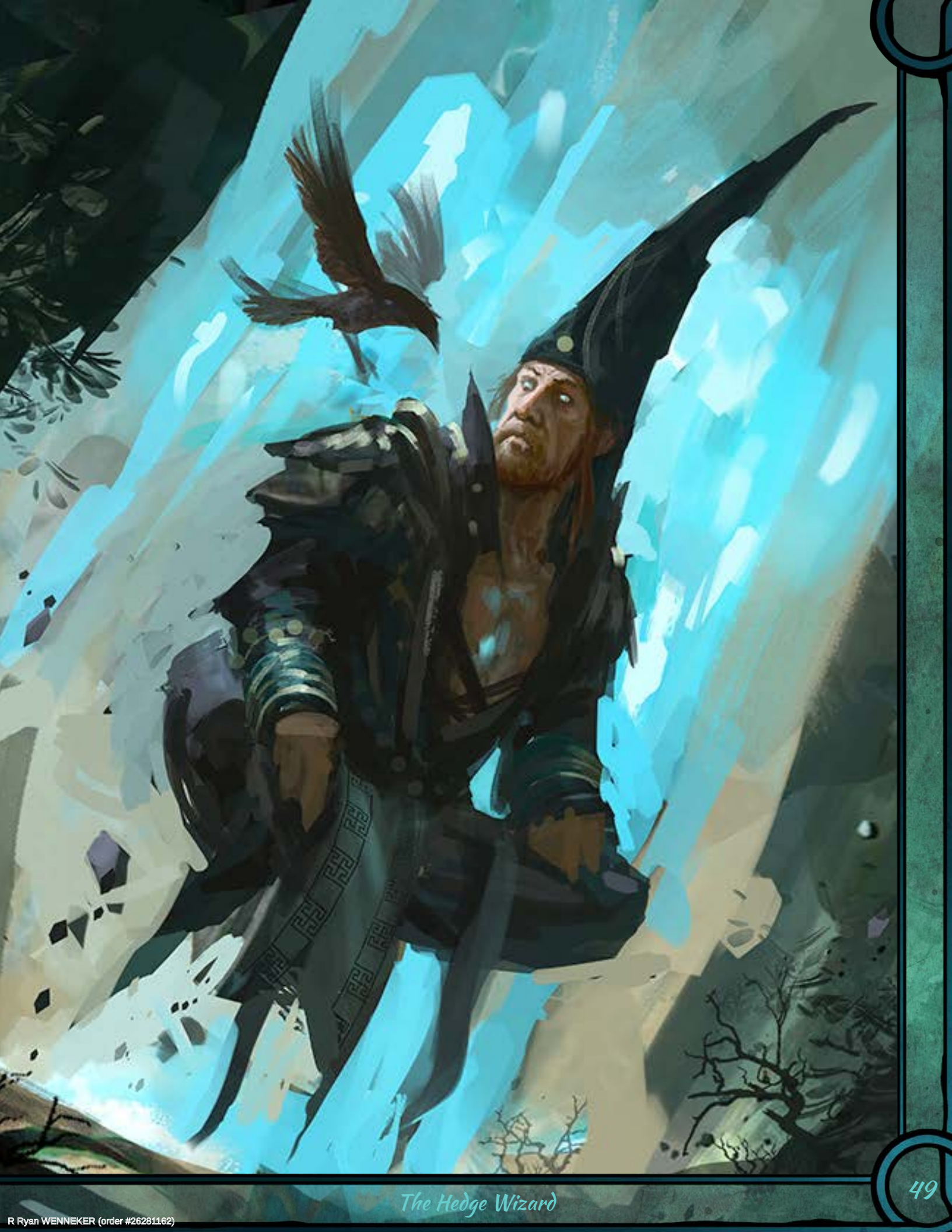
Fungal Rot. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d8) necrotic damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Treat Disease (3/Day). The hedge wizard can end a disease on a creature.

Reactions

Feed on Death. When a creature within 30 feet of the hedge wizard drops to 0 hit points, the hedge wizard gains 5 (1d10) temporary hit points.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Infernal Warrior

Possibly the result of some hellish ritual, ancient nobles willingly make pacts with great demonlords, and thus tying the fates of their descendents to be forever cursed with demonic traits. Over generations, these humanoids became known as among other things: hellions, fiends, with some even seeing them no different than tieflings. Despite millennia that have followed, the taint of demonic blood has not lessened its impact upon them.

The infernal warrior is the collimation of this ostracization from society. They are generally humanoid in appearance, yet their heritage is clear to all who gaze upon them. Large horns sprout from their head, an expressive four-foot tail twitches and jumps as would a cats, and their teeth are naturally pointed and sharp. Most disconcerting of all are the solid colored eyes, often jet black or blood red.

Due to their appearance, they are often shunned and mistrusted by layfolk. As a result, they tend to be suspicious of strangers and distrustful of the world in general, knowing that they themselves are the only ones to be relied upon.

Demonic Blood. The blood of the infernal warrior runs hot, granting them a limited resistance to heat and flames. Furthermore, their bloodline and inherent suspicious nature allows the infernal warrior to discern and see mysteries concealed in the dark.

They also make ferocious combatants. An inherent strength allows them to wield greatweapons such as glaives, greataxes, halberds and the like with relative ease, which lends itself to being capable alone as they explore the road.

Embracing the Horns. Infernal warriors have sought to profit upon the reputation of their heritage, choosing to be proud of their appearance and reputation, allowing it to shape who they are, drive fear into the hearts of those they oppose. As a result, their demeanour when facing those outside of their select inner circle is charismatic and intimidating, fearless and bold.

Suspicious Nature. The infernal warrior is neither easily deceived nor influenced. They are keen observers of body language and other subtleties. Those who attempt to deceive them will not be given a second chance to do so.

Variant: Champion of Zariel

The Archduchess of Avernus is always willing to accept those of fiendish heritage into her ranks, assuming they show promise. Those that do gain:

Alignment: Lawful evil
AC: 16 (half plate)
Damage Immunities: Fire
Magic Resistance. The champion of Zariel has advantage on saving throws against spells and other magical effects.
Fury of Hell: The champion of Zariel's weapon attacks deal an additional 10 (3d6) fire damage (4d6 total).
Challenge Rating: 7 (7,200 XP)

Infernal Warrior

Medium fiend, any chaotic alignment

Armor Class 15 (scale mail)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	15 (+2)	10 (+1)	15 (+2)

Saving Throws Str +6, Int +5, Cha +5
Skills Athletics +6, Intimidation +5, Perception +4
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 14
Languages Common, Infernal
Challenge 5 (1,800 XP)

Devil's Sight. The infernal warrior can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Fury of Hell. The infernal warrior's weapon strikes deal an additional 3 (1d6) fire damage (included below).

Innate Spellcasting. The infernal warrior's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The infernal warrior can innately cast the following spells, requiring no material components:

3/day each: *charm person, hellish rebuke, thaumaturgy*

1/day each: *darkness, enthrall*

Suspicious Nature. The infernal warrior has advantage on all Wisdom (Perception) checks made to identify and see through illusions as well as against being *charmed.* The infernal warrior also has advantage on Charisma (Deception) saving throws.

Actions

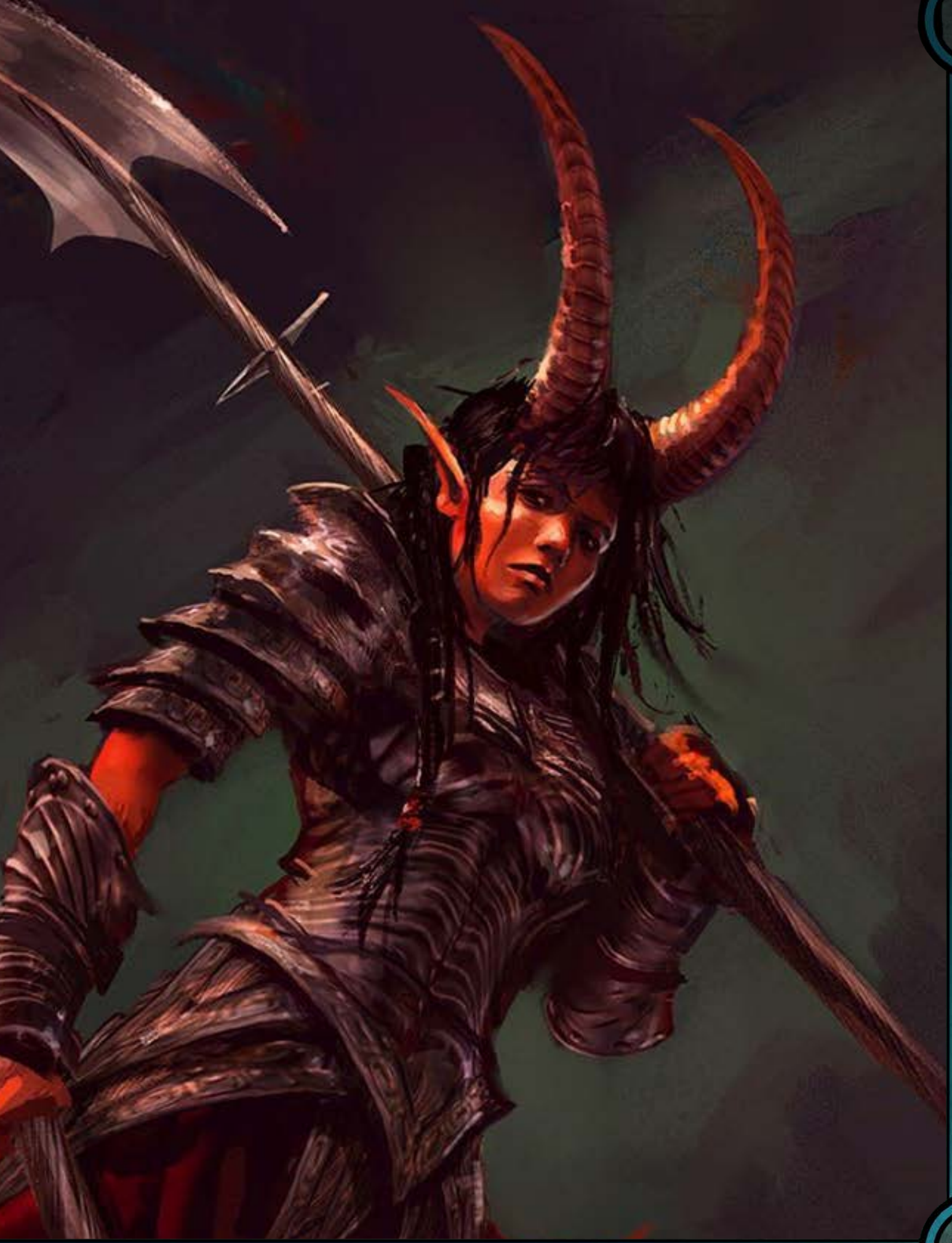
Multiattack. The infernal warrior makes three glaive attacks.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 +3) slashing damage, plus 3 (1d6) fire damage.

Reactions

Hellfire Rebuke. After the infernal warrior is hit with an attack that deals damage, it points its finger at the attacker. The attacker must succeed on a DC 13 Dexterity saving throw or take 13 (2d12) fire damage.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Ironstring Bard

The reputation of an Ironstring bard often precedes them, the Dwarven Showstoppers. Depending on who you ask, they are either the fastest mandolin player across the realm, or the hardest hitting brawlers you'll ever grapple with. While ironstring bards do possess bardic magic, it is never their focus in teachings. They're taught enough that in a pinch, it'll give them the advantage over other performers, or combatants. Other bard schools will teach the countless rules for how to structure music or a fight, ironstring bards thrive in the chaos.

They typically wear fine clothes, dyed in the richest of reds or greens, earned from countless roof-raising performances. The ironstring mandolin is a thing of beauty. Finely crafted iron wood reinforced with steel throughout. This is for two purposes, sturdiness and for whacking individuals. Most people hit by an Ironstring mandolin never forget the soreness the next morning, despite forgetting everything leading up to the whack. It their main weapon, other weapons they possess such as daggers or handaxes are merely a distraction, or to be used only in dire situations.

Confidence is a core tenant in the teachings of the Ironstring clan. Their bards must be confident in their musical, magical, and fighting skills, but that shouldn't stop them from occasionally gloating. This is why from an initial meeting; they can seem rather brazen and cocky. The second tennant they teach is to never start a performance or a fight. If a tavern has a bard, ironstring bards will insist that the tavern's bard plays first, if only to improve their performance by comparison. For a fight the same sentiment applies.

Ironstring. The Dwarven clan of Ironstring lives by a sole motto - "Play loud, fight louder." While most clans settle to carving out a fortress within a mountain to call their home, the Ironstrings are a roaming caravan of musicians. Bards travel far and wide for the honour of seeing the Ironstrings perform, and fighters arrive once the songs have ended and the fights begin.

Due to their travelling nature, the Ironstring clan is incredibly well respected as at the drop of a hat they will pack up and travel tirelessly to other dwarven keeps in need. When any ironstring bard announce their desire to travel, the clan are understandably disappointed, but who better to scour the land singing the praises of the Ironstring clan than one of their own.

Showstopper. The origins of the Showstopper nickname for ironstring bards somewhat fits the dichotomy of their teachings. When the Ironstrings would meet with other bards, they would ensure that an Ironstring played last because who could follow such a skilled musician? Their music would enchant those listening, bringing even the most stubborn of dwarves up onto their feet. However, it wasn't until the sun set, the booze had ran out, and the crowd grew rowdy that the nickname took hold.

No matter how early or late an ironstring bard arrived at a brawl, it was only mere moments away from being stopped. So, if someone refers to an Ironstring Bard as "Showstopper" and they have all their teeth, they've seen them perform and well, if they're missing some, they've seen them brawl.

Ironstring Bard

Medium humanoid (dwarf), chaotic neutral

Armor Class 15 (chain shirt)
Hit Points 112 (15d8 + 45)
Speed 25 ft.

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

Saving Throws Str +6, Cha +6
Skills Acrobatics +5, Perception +3, Performance +6
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish, plus any two other languages
Challenge 6 (2,300 XP)

Dwarven Resilience: The ironstring bard has advantage on saving throws against being poisoned.

Spellcasting. The ironstring bard is a 10th-level spellcasters. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The ironstring bard has the following bard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, sleep*

2nd level (3 slots): *crown of madness, invisibility, suggestion*

3rd level (3 slots): *nondetection, sending, tongues*

4th level (3 slots): *confusion, freedom of movement, polymorph*

5th level (2 slots): *mislead, seeming*

Taunt (2/Day). The ironstring bard can use a bonus action on their turn to target one creature within 30 feet of it. If the target can hear the ironstring bard, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of The ironstring bard's next turn.

Tavern Brawler. When The ironstring bard hits a creature with an unarmed strike, mandolin, or an improvised weapon, it may use a bonus action to attempt to grapple the target.

Actions

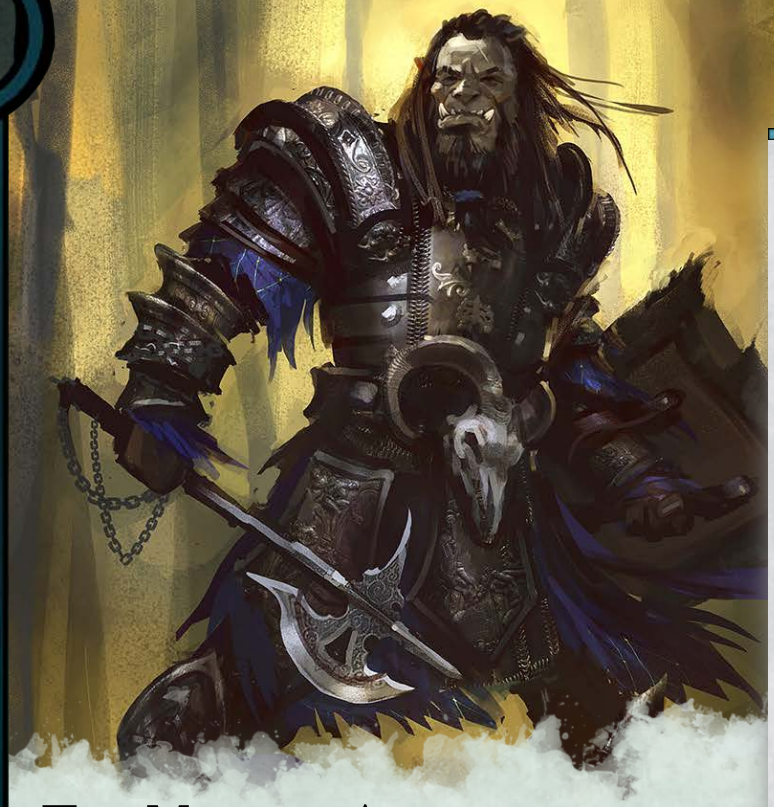
Unarmed Attack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) bludgeoning damage.

Mandolin. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

R Ryan WENNEKER (order #26281162)



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The Man-at-Arms

Though legions of citizens become part of their homeland's military, the lion's share of warfare has and will always fall to for-profit soldiers known as mercenaries, sellswords, and soldiers of fortune. Many veterans, unsuited to civilian life, find themselves unsettled and wishing to a return to the peculiar structure and camaraderie of war. Such people, highly trained, seasoned in the art of negotiating battle, and fighting for thrill and profit, may be labeled a man-at-arms.

Machines of War. A man-at-arms is trained to fight with a variety of weapons and has, through study and experience, a keen understanding of siege tactics, battlefield maneuvers, and elaborate training programs meant to unify and harden groups of mercenaries under their charge. A man-at-arms is likely to keep most of their worldly possessions at hand as expensive weapons, armor, equipment, and mounts, oftentimes making them more flamboyant and flashier than courtly knights despite their more modest daily lifestyle.

By Land, Sea, or Air. While common soldiers may be stationed at a single outpost for a decade, a man-at-arms is much more likely to travel great distances with their mercenary company in pursuit of coin and conflict. As such, they have at least a passing knowledge of all means of transportation and battlefronts, be they aboard ship, land mount, or areal combat. A man-at-arms who can expertly step into a variety of roles will find themselves with many more opportunities to sell their services. Some even keep trained exotic mounts, such as riding lizards, griffons, and even giant seahorses for such occasion as they are needed.

Natural Leaders. With experience comes respect among mercenary bands. A single man-at-arms can have twenty or more mercenaries under their command in battle. Though they, themselves, take orders and enact battle plans of their commanders, their word is practically law among common recruits and sellswords. During battle, the presence and commands of a man-at-arms could reshape the entire battle in the mercenaries' favor, overcoming seemingly overwhelming odds.

Man-at-Arms

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +5, Con +7, Wis +5
Skills Insight +5, Medicine +5, Perception +8
Senses passive Perception 18
Languages any three languages
Challenge 6 (2,300 XP)

Battering Charger. If the man-at-arms moves at least 20 feet straight toward a target and then hits it with a melee attack, the target takes an extra 9 (2d8) weapon damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Magic Resistance. The man-at-arms has advantage on saving throws against spells and other magical effects.

Rallying Leader. Each ally within 30 feet of the man-at-arms gains 5 temporary hit points when it rolls initiative. The temporary hit points last for 1 hour.

Actions

Multiattack. The man-at-arms makes three melee attacks and uses Bulwark or Combat's Call if it is available.

Vicious Battleaxe. *Melee Weapon Attack*: +7 to hit, reach 5ft, one target. *Hit*: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack. If the man-at-arms scores a critical hit, it rolls damage dice three times, instead of twice.

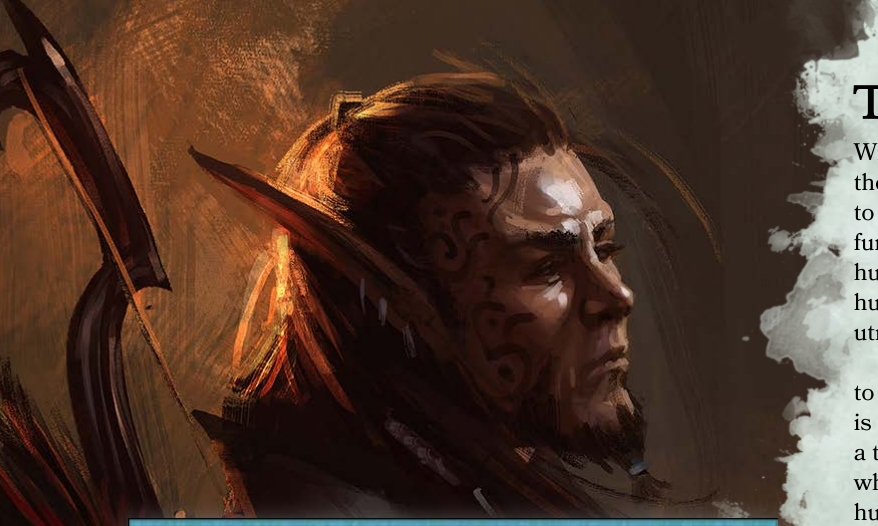
Bulwark (Recharge 4-6). The man-at-arms takes a defensive stance behind it's broad shield. Until the start of its next turn, it has advantage on Dexterity saving throws and gains a +2 bonus to AC.

Combat's Call (Recharges after a Short or Long Rest). The man-at-arms and up to five allied creatures within 30 feet of it that can hear or see it gains 15 temporary hit points that last for 1 minute. While these hit points remain, the target has advantage on attack rolls and ability checks.

Reactions

Retaliation. If the man-at-arms is hit by an attack that deals damage, it can make an attack with its vicious battleaxe against its attacker if it is within range.

R Ryan WENNEKER (order #26281162)



Marked Hunter

Medium humanoid (wood elf), any good alignment

Armor Class 16 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Dex +6, Wis +6
Skills Perception +6, Stealth +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Elvish
Challenge 4 (1,100 XP)

Essence of the Hunt. The marked hunter can take the bite attack, dash, disengage, or hide action as a bonus action on each of their turns.

Fey Ancestry. The marked hunter has advantage on saving throws against being charmed, and magic can't put them to sleep.

Mark of the Hunt (1/Day). As a bonus action on its turn, the marked hunter can choose a creature it can see within 90 feet and mystically mark it as a quarry. For 24 hours or if the target drops to 0 hit points, the marked hunter deals an extra 9 (2d8) damage to the target whenever it hits the target with a ranged weapon attack, and the marked hunter has advantage on any Wisdom (Perception) or Wisdom (Survival) check it makes to find the creature.

Actions

Multiattack. The marked hunter makes two weapon attacks.

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Longbow (Mark of the Hunt). *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 17 (3d8 + 4) piercing damage.

The Marked Hunter

Wild elves, or green elves as they are known to some, are those who do everything within their power to remain close to nature. They prefer to wear little, covering their earned furs, feathers, body paints, and in some cases tattoo. Marked hunters are those who believe those who specialise in the hunt, believing that their role within the circle of life is of the utmost importance.

They do not hunt for thrills, only for necessity. From hares to bears, they treat each hunt with equal respect. One the kill is complete; they add markings to their body that gives them a temporary blessing of that animal's essence. Depending on where the markings are placed, shows how the marked hunter treated the fight. A tattoo on their face is one that was hard fought, two animals on equal footing, whereas those smaller around the legs were trivial. The shape of the tattoo tells a lot about the hunt, those which are circular or smooth were low threats, whereas the ragged ones were more dangerous.

A marked hunter that returns home with a tattoo upon their face are welcomed as heroes, celebrations are held for an entire ten-day where the entire tale of the hunt is retold in detail. Marked Hunters are often granted titles that reflect their proudest kill, but these titles often change as their hunts progress. Names for adolescent marked hunters could be "Hare of Haste", where elders would have "Mother of Bears" and such titles.

Fundamentally, marked hunters do not take kindly to intruders within their domains. Anything that risks upsetting the delicate balance of nature is considered a threat. However, their ability to stalk, lends them to simply watching any trespassers, waiting until they make one slight before being dealt with using savage efficiency.

Essence of the Kill. Marked Hunters make use of a combination of druidic craft and runic magic, the tattoos on their bodies are made using the blood of their hunt. During marking, the marked hunter enters a trance as their natural instincts takes over the process of tattooing. The spirits meet with the essence of the creature they simply killed, as they begin to understand the core of what it means to be that creature.

Once the marking is complete, marked hunters possess heightened senses or abilities akin to the animal slain. For example, a recently slain hare can grant bursts of incredible speed, whereas a bear would make their strikes far more ferocious. Their enhanced abilities are initially fleeting, but with each kill the Marked Hunter learns more of the beast's nature, until they embody the essence of the beast.

Marks of the Hunt. Wyverns, dragons, and hydras, any of these markings are considered legendary for any marked hunter. They are so uncommon, and most do not even survive the attempt. Most marked hunters work in solitude, wishing for the marks on the body to be earned entirely by their own merit, however some believe wholeheartedly in the power of the pack. The markings gathered during a pack hunt are either split or granted upon the one who dealt the killing blow. Marked hunters are not competitive in nature, one with three markings are not lesser than one with eight, both have contributed to the cycle of life.

R Ryan WENNEKER (order #26281162)

The Martinet

Well equipped, expertly trained, and practiced in the art of quelling riotous outbursts from the realm's most deadly citizens, martinet forms cohorts: standing together as a single, unshakable force. They act as both shield and spear for the citizenry. Putting their honor and lives on the line, they stand back to back and shoulder to shoulder with their fellow martinets against any threat to themselves and a civilized way of life.

Answers to a Growing Threat. With the coming of threats capable of displacing or destroying entire villages, cities, or even wiping clean an entire region of citizens, so to have come powerful adventurers to stand opposed to those threats, defeat them, and alter the very fate of life itself for a great many people. However, there must be judiciary balance in all things. Common militia and city guards are woefully ill-equipped to enforce governmental law on those as capable and well equipped as proven adventurers often are. in response, the martinets were trained to do exactly that.

Honed Warriors. Martinet cohorts, often referred to simply as "martinets," are hand-chosen from enlisted soldiers, mercenaries, noble houses, and even young would-be adventuring fellowships for their skill in battle, unwavering determination, or implacable moral character. It is through rigorous training in group tactics, martial combat, and study in the application of magic that a martinet is forged into the nigh unstoppable combatant unit they are. Armed with silvered or adamantine weapons, sturdy armor, and strong, broad shields, a cohort of martinets can turn away nearly all attackers and retaliate just as effectively.

Strength in Numbers. The bulk of Cohort training is in the mastery of weathering vicious attacks and surviving long enough to subdue powerful, resourceful foes. As such, when two or more martinets stand together as a single unit, their tactics, training, and even the application of rudimentary magic can make them a neigh unstoppable force. A common phrase during training is " A martinet alone is exposed." It is not unlikely to see a single Martinet flee from a battle until reinforcements arrive. Some mistake the maneuver as cowardice and pursue, often running headlong into a deadly reprisal.

The Cohort

It is uncommon to see a more than **two** fully trained martinets in a village or town with a small populace unless traveling or on training exercises.

In large settlements they travel as a traditional unit, called a **"cohort,"** which is made up of 6 martinets. When facing a single adversary, they form a crescent moon shape, back their target into a corner, and surround it. When surrounded themselves, the Cohort forms a diamond shape around the two most wounded martinets, who support the rest. When in dire circumstances, *mages* accompany the cohort and are protected on all sides by the trained martinets.

Martinet

Medium humanoid (any race), lawful good

Armor Class 20 (plate, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +4, Cha +4
Skills Insight +4, Investigation +3, Medicine +4
Senses passive Perception 12
Languages Common, Elvish, Dwarvish
Challenge 4 (1,100 XP)

Magic Resistance: The martinet has advantage on saving throws against spells and other magical effects.

Spellcasting. The martinet is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The martinet has the following cleric spells prepared:

Cantrips (at will): *light, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, healing word, sanctuary*

2nd level (3 slots): *lesser restoration, silence*

Actions

Multiattack. The martinet makes two spear attacks or one spear attack and a shield slam.

Silvered Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone.

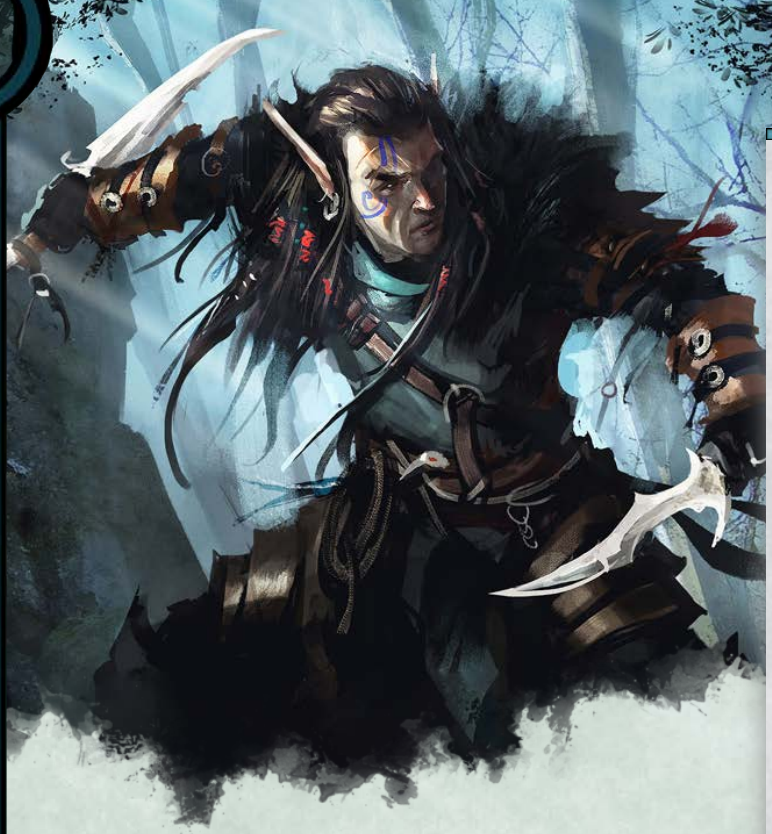
Reactions

Shield Ally. When a creature within 5 feet of the martinet is attacked by a creature it can see, the martinet swaps places with the target creature, if able, and becomes the target of the attack instead.

R Ryan WENNEKER (order #26281162)



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The Moonlit Shadow

Elves of the deep woods are a people draped in mystery. They largely keep to themselves and hope outsiders do the same. Those elves that do venture beyond the forest's edge are are typically scouts, diplomats, or sometimes outcasts, but rarely representatives the populace as a whole.

The scouts are trained foresters, remaining hidden unless revealing themselves is required to protect the territory they patrol. Diplomats are politicians, groomed to ferret out knowledge without divulging more than is necessary to maintain the appearance of peaceful intentions - but who can trust the words of an outcast when everything they say is tainted by whatever circumstances forced their separation from their homeland?

Yet it is from these pariahs that stories of the moonlit shadows come. Stories the scouts claim ignorance of and which the diplomat's dismissals fairy tales. But the outcast is unafraid to speak on the matter, for what more do they have to lose?

Sworn to Serve. Moonlit shadows are said to be the deadly enforcers of the wood elf society, bound by blood and sorcery to mete out whatever justice the kingdom requires. They come from all walks of life, from the humblest of glade dancers to the highest of court nobles — even the crown princess herself might be called into the ranks should she pass the test. It is not clear why such a clandestine organization was founded to begin with, nor what rituals the candidates must undergo, but at the end of their trials they are transformed into something both more, and yet less, of their former selves.

Of Light and Dark. Irrespective of their rank and station, each moonlit shadow draws power from two aspects of the night: the light and the dark. Moonbeams and starlight are their guiding beacons, while shadows and gloom wrap them in protective mantles. Thus, it is at night when a moonlit shadow is at its most powerful. Sliding effortlessly between the trees, they are mere whispers and flickers of darkness.

Moonlit Shadow

Medium humanoid (elf), any lawful alignment

Armor Class 14 (leather, defense)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	11 (+0)	19 (+4)	15 (+2)

Saving Throws Str +3, Dex +4
Skills Acrobatics +4, Medicine +6, Perception +6, Stealth +6
Senses darkvision 120 ft., passive Perception 16
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Cunning Action. On each of its turns, the moonlit shadow can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Ancestry. The moonlit shadow has advantage on saving throws against being charmed, and magic can't put the moonlit shadow to sleep.

Innate Spellcasting. The moonlit shadow's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The moonlit shadow can innately cast the following spells, requiring no material components:

3/day each: *command, disguise self, hunter's mark, wrathful smite*

1/day each: *nondetection, staggering smite*

One with the Night. The moonlit shadow can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. Additionally, the moonlit shadow is invisible to any creature that relies on darkvision to see it in that darkness.

Shadowstrike. During the first round of combat, the moonlit shadow's movement speed increases by an additional 10 feet. If it attacks on that turn, it can make an additional attack with its dagger.

Actions

Multiattack. The moonlit shadow makes two dagger attacks.

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

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: Hit: 6 (1d8 + 2) piercing damage.

Umbral Touch (2/Day). The moonlit shadow can touch a creature and remove one of the following conditions: blinded, deafened, paralyzed, or poisoned.

R Ryan WENNEKER (order #26281162)



Purifier

Medium humanoid (aasimar), lawful good

Armor Class 20 (half plate, shield)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +9, Wis +8
Skills Athletics +8, Perception +8, Persuasion +10, Religion +7
Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 18
Languages Common, Celestial
Challenge 14 (11,500 XP)

Bane of the Undead: The purifier's damage rolls always deal max damage against undead creatures.

Blessing of the Blade. The purifier can spend 1 hour to bless a melee weapon with the ability to overcome magical resistances to piercing, slashing and bludgeoning damage that lasts for 8 hours. The blessed weapon also deals an additional 18 (4d8) radiant damage to undead creatures.

Inspiring Presence. While the purifier is conscious, the purifier and all friendly creatures within 30 feet of the it gain a +5 bonus to saving throws.

Turn Undead (1/Day). The purifier presents its holy symbol and speaks a prayer censuring the Undead. Each Undead that can see or hear the purifier within 30 feet of it must make a DC 18 Wisdom saving throw. If a creature fails its saving throw, it is frightened for 1 minute or until it takes any damage. A creature that fails its saving throw by 5 or more is instantly destroyed if its Intelligence Ability Score is 8 or less.

Actions

Multiattack. The purifier makes three attacks with its blessed blade.

Blessed Blade. *Melee Weapon Attack:* +9 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Blessed Blade (against undead). *Melee Weapon Attack:* +9 to hit, range 5 ft., one target. *Hit:* 12 (1d8 + 4) slashing damage, plus 32 (4d8) radiant damage.

The Purifier

Believing that they their purpose on the Material Plane is singular in nature, purifiers are master of hunting the undead and cleansing all corrupted lands where these foul beasts once walked. Famed heroes in their own right, though they complete their mission not for glory, purifiers are drawn to areas intense undead activity.

Spreading Knowledge. Purifiers know the strengths and weaknesses of many types of undead, and they openly spread their teachings to those they meet in the hopes that their underlings may better defend from the soulless. Often sought out by religious orders, these hunters seek no reward for their deeds beyond the satisfaction they gain from cleansing the land of an undead blight.

Bane of the Dead. These experts have encountered (and eradicated) almost every form undead in existence. A ghastly ghoul, an eerie poltergeist, or an infamous lich - there are no strength or weakness they have not studied and confirmed.

Purifier Tactics

Gather the Townsfolk. Instead of rushing head first into battle against hordes of undead, the purifier will gather townsfolk, train them on how kill the vile undead.

Empower the Brave. Should a purifier be unable to deal with an undead blight directly, it may bestow the bravest among a party of adventurers with a boon by enchanting a weapon with its *Blessing of the Blade* feature.

R Ryan WENNEKER (order #26281162)

The Pyromancer

Of all the different schools of magic in the known realms, the art of pyromancy is among the oldest and most primal. A pyromancer draws on the spark of heat inherent in almost every form of living thing—be it the light of the sun, the warmth of the earth, or the passion buried deep in the caster's own heart, like a miniature volcano waiting to erupt. Because of its universal nature, most creatures are capable of some form of pyromancy, given the proper tutelage.

This is not to say, however, that the art of pyromancy is simple. Like the flame itself, pyromancy is violent and unpredictable, spreading out of control with the slightest lapse in concentration. Pyromancy draws heavily on its wielder, and without proper discipline, it will rage through the caster's body and consume it like dry tinder. The most accomplished pyromancers have a mantra: "It is much more difficult to hold a candle than to start a wildfire."

Druidic Heritage. Many of the oldest druidic circles are dedicated to pyromancy and the flame. These circles emphasize the duality of flame: though fire can be a powerful force of destruction, it can also nurture the wielder with warmth and light. The most accomplished of these benevolent circles can perform great and unusual feats with pyromancy, such as purging the body of poison and disease or dispelling enchantments and other shadows over the mind.

However, just as many druidic circles choose to emphasize the violent aspect of flame. These circles ravage the enemies of nature, using fire to decimate crops, fill the air with suffocating smoke, and melt the metal structures and shrines of the civilized world. These druids aren't always evil, but they generally lean towards the chaotic, believing that the imposition of order is a plague on nature—and fire is the most potent cure.

Other Sources. Although it is the most common source of pyromancy, a relationship with nature is not the only way to procure a mastery of flame. In the field of wizardry, the School of Evocation represents expert control over energy and creation. Many evocationists choose to focus on fire in particular, as its properties surrounding heat and light make it extremely versatile.

On the other hand, many consider pyromancy a dark magical art, and for good reason. Pyromancy is a power gifted to many a cultist or warlock by the masters of the Lower Planes. The most significant example of this phenomenon is the archdevil Mephistopheles, who perverted pyromancy to create hellfire. Mephistopheles distributed this flame to his cultists—sometimes because he believed they were capable of controlling it, but most often because their annihilation at their own hands was amusing to him. Pyromancers that wield hellfire are particularly dangerous, as their flame is able to burn fiends, elementals, and other fire-aligned creatures.

Kossuth's Guidance. While the Elemental Primordials typically keep their worshipers at an arms length, the Tyrant Among Fire has been known to take an interest in pryomancers on Material Plane. In rare cases, when a pryomancer shows exceptional promise, Kossuth may reached out by injecting signs or visions into their fiery magics, with the goal of guiding them towards joining one of the three traditions that worships the Lord of Flames: the disciples of the Phoenix, the disciples of the Salamander, or the Brothers and Sisters of the Purifying Flame.

Pyromancer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 65 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Arcana +3, Intimidation +4, Nature +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Common, Ignan
Challenge 6 (2,300 XP)

Fire Absorption. Whenever the pyromancer is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Firewalker (3/Day). As a bonus action, the pyromancer disappears in a burst of flame and reappears inside any flame it can see within 60 feet of it. The flame must be at least large enough to encompass the pyromancer's body.

Hot-Blooded. The pyromancer is immune to poison and disease.

Spellcasting. The pyromancer is an 11th-level spellcaster. The pyromancer's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The pyromancer has the following spells prepared:

Cantrips (at will): *create bonfire, control flames, produce flame*

1st level (4 slots): *burning hands, faerie fire, fog cloud, mage armor*

2nd level (3 slots): *aganazzar's scorcher, continual flame, flame blade, flaming sphere*

3rd level (3 slots): *fireball, protection from energy*

4th level (3 slots): *fire shield, wall of fire*

5th level (2 slots): *conjure elemental* (fire only), *immolation*

6th level (1 slot): *investiture of flame*

Actions

Cantrip: Produce Flame. *Ranged Spell Attack*: +6 to hit, range 30 ft., one target. *Hit*: 14 (3d8) fire damage.

Staff. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 3 (1d6 - 1) bludgeoning damage.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Rebel Knight

It is generally unknown who was the first rebel knight and where the order originated or if there even is an order. Reports of knights bearing the distinct red and black colors, always traveling alone, are rare enough that it is unlikely that two would cross paths much less share a common quest. They may just be lone fighters who have embraced a common legend.

Although these grizzled knights are notoriously short on words–some might say surly–this much has been surmised by those who have been fortunate enough to fight alongside them in one cause or another. Reports from those who have met them in battle are beyond rare, so history is lacking their perspective.

As some knights age and wizen, they discover that their loyalty has been misplaced. The vast majority of those who faulter, simply disappear–either at the hands of their peers or by fleeing into obscurity. Only the most accomplished are brave and feared enough to openly reject the reign of their patron and survive. As fierce, determined, and undaunted as they were when their purpose was subject to royal decree, they are more so when united to their moral cause.

Rebel knights are easily identified by the colors and nature of their regalia. Some witnesses believe that the red and black represent the blood and death that come to those who dare oppose their cause. Others suggest that the colors represent a loose association with established factions that have benefitted from their solidarity–red for the historical purpose, if not the persons, of the Lord's Alliance, and black for the Order of the Gauntlet. If there is a thread of truth to this speculation, the associations are likely distant; as these lone warriors are too jaded by the ruse of diplomacy presented by the Lord's Alliance, and their sense and execution of justice too individualized for the Order of the Gauntlet. As such, neither faction would turn away the assistance of a knight adorned in the red and the black.

Symbolic Patron. Rather than bearing the coat of arms for a particular dominion or principality, each knight carries the banner, and affects the appearance, of the animal symbol that best represents their personal mission. This symbolic patron is usually one of the simple beasts, and although the lion is the most common symbol among coats of arms, it is never adopted by a rebel knight.

Symbolic Patron

Symbolic Patron	Typical Cause	Ability Bonus
Bear, Boar	Protection from physical domination; children.	Strength
Fox, Weasel	Protection from subterfuge and trickery.	Dexterity
Serpent, Lizard	Protection from undead, disease, and decay.	Constitution
Eagle, Wolf	Protection from magical domination; the uneducated.	Intelligence
Owl, Rhino	Protection from insidious threats and demonic influence.	Wisdom
Rooster, Tiger	Protection from social domination and devils; the poor	Charisma

Rebel Knight

Medium humanoid (human), lawful neurtal

Armor Class 18 (plate)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Str +6, Con +5, Wis +4
Skills Animal Handling +4, Athletics +6, Investigation +3, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Brave. The rebel knight has advantage on saving throws against being frightened.

Symbolic Patron. The rebel knight gains +2 to saving throws and ability checks that are aligned with their symbolic patron.

Weapons Mastery. The rebel knight is proficient with all martial melee and ranged weapons and has a preferred weapon, gaining +1 to hit and to damage for that weapon (included in the attack).

Combat Awareness. The rebel knight is always aware of the state of the battlefield, even before it has developed, gaining +2 to Perception and passive Perception.

Actions

Multiattack. The rebel knight makes two melee attacks.

Greatsword (preferred weapon). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the rebel knight can utter a command or warning whenever a friendly creature that it can see within 30 feet of it makes an attack roll or a saving throw (including the knight's warhorse). Within 1 minute, the creature can add a d4 to its roll provided it can hear and understand the rebel knight.

Reactions

Parry. The rebel knight adds 2 to its AC against one melee attack that would hit it. To do so, the rebel knight must see the attacker and be wielding a melee weapon.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Red Witch

Not to be confused with the Red Wizards of Thay, a red witch can be a powerful ally or an even more powerful foe. Much like the wizards of a similar name, they often worship deities whose portfolios include power or deceit, such as Bhaal. Though they believe themselves to have a deeper understanding of their chosen deities' motivations, the "motivations" of that deity are always suspiciously favorable of the red witch. While they prefer to manipulate and coerce their way into positions of power, often using their alleged godly connections, they become incredibly ruthless when confronted or directly opposed. It is not uncommon for a scorned red witch to attempt to raze an entire town and build a new one in its place with their handful of followers.

Despite their evil nature, a red witch can be an excellent ally - when the terms suit them, of course. They may seek out adventurers to help see their opposition declared heretics, or to take out those who publicly question the red witch's godly connection. They are rarely straightforward or honest with these requests, however, and are capable of weaving lies and half-truths into convincing tales.

Godly Connections. Every red witch claims to have a superior connection to their chosen deity, though few if any are ever clerics or actual clergy members. They frequently claim to have prophetic visions, which they then manipulate others into fulfilling. You can often find them making a show of reading omens in flaming braziers or pools of blood. Though they claim these messages are directly from their deity, they are always made up to suit the red witch's own desires and goals. Due to their talent for manipulation, it is uncommon for common folk to become suspicious of a red witch's claims. Those who do often disappear, or find themselves mysteriously having a change of heart.

Blood Magic. The most powerful red witches have the power to not only manipulate a creature's mind, but their body as well. While most find this kind of magic abhorrent, the witches see no problem using it to get their way. Any ability that blood magic may have to be used benevolently is lost on them; their desire to harness the power of blood is purely for selfish means. A lust for power drives them to use any measures necessary to succeed.

Devilish Charm. Though they typically make no deals with devils, unwilling to offer even a crumb of their power to another being, the charm wielded by red witches is dastardly. Even without magic, a red witch could bring a kingdom under their thumb with a well-placed rumor and a smile.

Being magic users, however, no red witch will test their luck by relying on charisma alone. All of the witches have an arsenal of spells at their disposal, with a focus on bending the minds of others in their favor. They may have minions under their spell, ready to fight for them, or politicians ready to imprison the witch's opposition. One should never underestimate the power a red witch holds over those around them.

Variant: Bhaal's Chosen

The Lord of Murder takes a special interest in red witches that swear their fealty. Those that do gain:

Spellcasting: Bhaal's Chosen is an 11th-level spellcaster, and gains 1 additional 5th level spell slot and a 6th level spell slot. It learns the following spells: *cloud kill, disintegrate.*
Challenge Rating: 8 (3,900 XP)

Red Witch

Medium humanoid (elf), lawful evil

Armor Class 13 (16 with mage armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Int +5, Cha +7
Skills Insight +5, Deception +7, Persuasion +7
Damage Resistances fire
Senses passive Perception 12
Languages Common, Elvish, any one other language
Challenge 6 (2,300 XP)

Spellcasting. The red witch is an 9th-level spellcaster. The blood sorcerer's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The red witch has the following spells prepared:

Cantrips (at will): *control flames, fire bolt, vicious mockery*

1st level (4 slots): *command, disguise self, hellish rebuke, mage armor*

2nd level (3 slots): *heat metal, hold person, mind spike*

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

4th level (3 slots): *confusion, wall of fire*

5th level (1 slots): *dominate person*

Actions

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

Blood Bind (Recharge 6). The red witch forces a creature to succeed on a DC 15 Wisdom saving throw or become bound to the red witch. While a creature is bound, the red witch can manipulate the creature's blood to force it to carry out the red witch's commands as a bonus action on its turns, including the one in which Blood Bind was used. A bound creature can repeat the saving throw at the end of each of their turns, freeing themselves on a success. A freed creature immediate takes 10 (3d6) necrotic damage upon being freed.

Blood Seize (1/Day). The red witch selects up to 3 creatures that it can see within 30 feet of it. Each target must make a DC 15 Constitution saving throw or become paralyzed until the end of their next turn as the witch halts their blood flow.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Retired Red Wizard

The Red Wizards of Thay terrorized the rest of Faerûn for hundreds of years. The only magocracy on Toril, Thay is a place where to practice the Art is to be of the ruling class. These days, Red Wizards don't have the fearsome reputation they used to have. Red Wizards travel throughout the Realms, selling and trading spells and magic items, and seeking long-forgotten magic. If you ask them why, they'll say "purely for the good of the Art!" But wise folk take that with more than a few grains of salt.

Another type of Red Wizard appearing more and more often in western lands are Red Wizards who call themselves "retired." They say politics in Thay is exciting. What they mean by "exciting" is "a process where you rise over the smoldering corpse of the person just above you on the ladder". For some Thayan wizards, the process of murder and paranoia becomes too much, so they *teleport* as far away from Thay as possible and disappear.

Some Red Wizards retire to small towns and hamlets throughout Faerûn, such as the town of Yartar; a town about as far from Thaymount as it's possible to go without taking ship to the Moonshaes. They are likely to let hair grow out to hide tattoos, change their names, and grow a fabulous moustache. If anyone asks about their patched old red robes, they tell tails of second-hand bargain shopping and couldn't pass them up despite the color.

Retired wizards might hire themselves out to adventuring parties looking to augment their magical firepower in hopes of a renewed excitement that has been fleeting over the years since their departure.

Magical Artillery. Red Wizards specialize in a certain school of magic, devoting themselves to it and ignoring the others. Many retired red wizards are evokers, specializing in destructive spells.

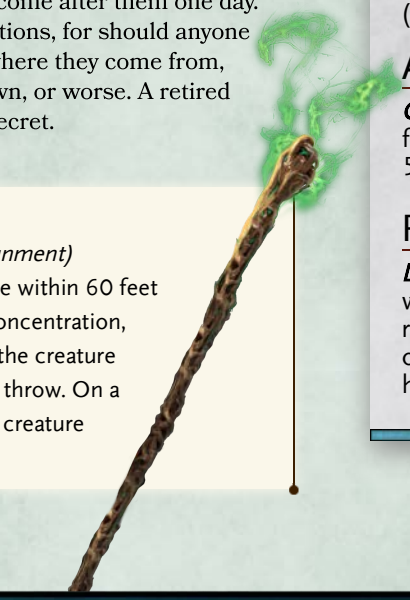
Quiet Fence. Many retired wizards maintain their lust for magical items, and have developed a reputation for paying handsomely to acquire them. Local adventurers (and the Hand of Yartar thieves' guild) know this well, and their homes typically see many visitors entering with wears and leaving with a full coin purse.

Terrible Secret. Retired red wizards lives in fear. The Red Wizards of Thay don't just let a wizard retire quietly; you either learn to cope with the Thayan system or you die. Those that do flee fear the Thayans will come after them one day. Constant fear guides their interactions, for should anyone find out who they really are and where they come from, they'll either be run him out of town, or worse. A retired red wizard will kill to keep their secret.

Wand of Deliberation

Wondrous item, rare (requires attunment)

When a creature that you can see within 60 feet of you casts a spell that requires concentration, you can use your reaction to have the creature make a DC 15 Constitution saving throw. On a failure, the spell has no effect. The creature losses the spell slot.



Retired Red Wizard

Medium humanoid (human), neutral good

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Common, Elvish, Rashemi, Thayan
Challenge 9 (5,000 XP)

Spellcasting. The retired red wizard is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Retired Red Wizard has the following wizard spells prepared:

Cantrips (at will): ***fire bolt***, ***light***, *prestidigitation*, ***ray of frost***

1st level (4 slots): ***burning hands***, *mage armor, magic missile*

2nd level (3 slots): *mirror image, misty step,* ***shatter***

3rd level (3 slots): *counterspell*, ***fireball, lightning bolt***

4th level (3 slots): ***ice storm***, *stoneskin*

5th level (2 slots): ***Bigby's hand, cone of cold***

6th level (1 slot): ***chain lightning, wall of ice***

Sculpt Spells. When the retired red wizard casts an evocation spell that forces other creatures it can see to make a saving throw, the retired red wizard can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

(Applicable evocation spells are in ***bold italics*** above)

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6) bludgeoning damage, or 5 (1d8) bludgeoning damage if used with two hands.

Reactions

Deliberation. When a creature that the retired red wizard can see within 60 feet of it casts a spell that requires concentration, the creature must succeed on a DC 15 Constitution saving throw or the spell has no effect. The spell still uses a spell slot.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Rune Weaver

It has been said that the quill is mightier than the sword, and that is true for none more so than the rune weaver. Rune weavers are masters of written arcana. They understand that magic is the true language of the universe, and they are more fluent than any other. Although they prefer solitude to study, a rune weaver's skill is extremely valuable to any who can entice them to ply their trade.

Each rune weaver has a preferred medium for their art. Some carry mighty tomes, others small notebooks. Especially rare rune weavers take ink to skin, permanently tattooing runes onto themselves and others.

Runic Mastery. Rune weavers have spent their life studying every kind of rune. There is no sigil, no glyph, no word of power that they cannot recognize. Rune weavers can create their own runes with relative ease, the complex motions and intricate details serving as a second nature. Many runes are well-known and powerful, but each rune weaver has at least one private rune of their own making. Some use their abilities to hide secrets or store power, while others use their abilities for the betterment of all.

For many rune weavers, their specialization comes at a cost. The singular focus on arcane runes and glyphs does not allow time to study more common areas of spellcraft. Often, rune weavers display incredible feats of arcane engineering while being unable to produce even simple cantrips.

Disciplined Mind. Complicated runes, sigils, and glyphs are pedestrian to a rune weaver. They cast such spells much more quickly and effectively than other spellcasters.

Universal Understanding. Rune weavers read the language of magic, and no lesser language holds any secrets to them. Rune weavers are capable of reading any written language, the intent of the words magically imparted to them.

Rune Options

- ***Rune of Fire.*** On a weapon, this rune provides +1d6 fire damage. On a worn object, this rune provides resistance to fire damage.
- ***Rune of Frost.*** On a weapon, this rune provides +1d6 cold damage. On a worn object, this rune provides resistance to cold damage.
- ***Rune of the Mountain.*** On a weapon, this rune provides +1d6 bludgeoning damage. On a worn object, this rune provides resistance to bludgeoning damage.
- ***Rune of the Sky.*** On a weapon, this rune provides +1d6 lightning damage. On a worn object, this rune provides resistance to lightning damage.
- ***Rune of the Grave.*** On a weapon, this rune provides +1d6 necrotic damage. On a worn object, this rune provides resistance to necrotic damage.
- ***Rune of Grace.*** On a worn object, this rune provides a +2 bonus on Dexterity ability checks.
- ***Rune of Vision.*** On a worn object, this rune provides a +2 bonus on Intelligence ability checks.
- ***Rune of Poise.*** On a worn object, this rune provides a +2 bonus on Wisdom ability checks.
- ***Rune of Beauty.*** On a worn object, this rune provides a +2 bonus on Charisma ability checks.

Rune Weaver

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)
Hit Points 77 (14d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	18 (+4)	14 (+2)	11 (+0)

Saving Throws Int +8
Skills Arcana +8, Perception +6, Sleight of Hand +7
Senses passive Perception 16
Languages Common plus any two other languages (spoken), all languages (written)
Challenge 9 (5,000 XP)

Astute Runecraft. The rune weaver may cast rune-, glyph-, and sigil-based spells in half the usual time.

Rune Magic. The rune weaver may inscribe up to four objects with runes. Inscribing a rune is a ritual that takes five minutes. Runes fade after a long rest and must be re-inscribed. Objects may hold only one rune. Each rune may only be used on one object per long rest. If a creature has multiple items inscribed with runes, they choose which rune to use and may change their selection during a short rest.

Spellcasting. The rune weaver is a 9th-level spellcaster. The rune weaver's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The rune weaver has the following spells prepared:

1st level (4 slots): *detect magic, identify, illusory script, mage armor, magic missile, shield*

2nd level (3 slots): *arcane lock, enlarge/reduce, invisibility, knock*

3rd level (3 slots): *counterspell, dispel magic, glyph of warding, sending*

4th level (3 slots): *death ward, fire shield, greater invisibility*

5th level (1 slot): *teleportation circle*

Actions

Rune of Scorching. *Ranged Spell Attack:* +8 to hit, range 60 ft. , one target. *Hit:* 36 (8d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 18 (4d8) fire damage at the start of each of its turns.

Rune of Dazing (Recharge 5-6). *Ranged Spell Attack*: +8 to hit, range 60 ft., one target. *Hit*: 13 (3d8) psychic damage. Target must make a DC 16 Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Sewer Druid

Not every druid protects the scenic mountains or lush forests. "Sewer druid" is a somewhat derogatory term for adherents of the Old Faith who choose the less glamorous borders between civilization and nature. Some actually live in sewer tunnels; others dwell in abandoned ruins or sea caves accessible only at low tide. Other names for them include "rat kings" or "street shamans."

Outcasts by Choice. Sewer druids have chosen to live alongside society without taking part in it. They frequently have reputations as madmen or misanthropes, but something has drawn them to remain in the city. Perhaps they have some lingering affection for the world they have left behind, or perhaps they just have sympathy for the small creatures crushed beneath the city's boots.

Sewer Druids often prefer the company of animals, adopting colonies of rats or flocks of birds. They tend to eschew shapeshifting, asking favors from their animal friends rather than adopting their forms.

Grounded Spirituality. Sewer druids revere nature without romanticizing it. If a sewer druid worships a particular god, they will often talk about them more like an old friend than a transcendent being. If they serve animal spirits, their offerings will be food rather than prayers.

Eyes Everywhere. A sewer druid can be a valuable resource for those seeking information. They have a close bond with a city's vermin and know much about what takes place there. Rats live in every nook and cranny of a city while birds fly overhead looking for discarded scraps. The animals don't understand complex concepts but will know about new construction, large gatherings, and the like.

Anonymous Guardians. Monsters like oozes and giant spiders are usually accepted as part of the druid's territory, but the presence of undead or aberrations is one of the few affronts that may drive them to seek outside help. Many an underdark incursion has been prevented by a rat bringing a message to a city's leaders.

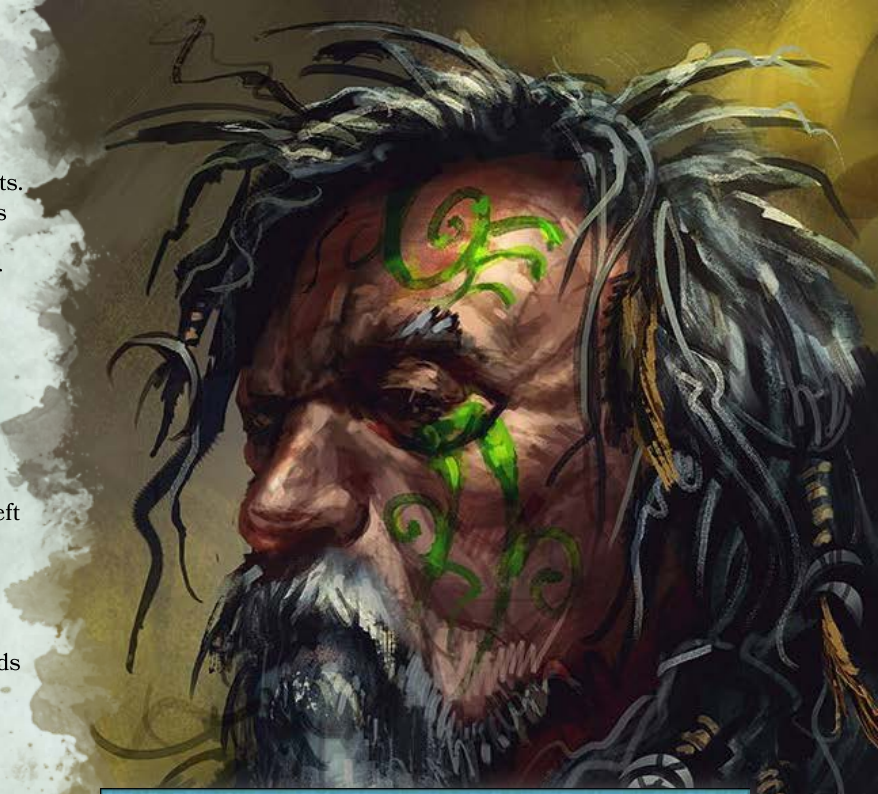
A Sewer Druid's Lair

Most sewer druids rarely venture outside their subterranean lairs, preferring to use animals as their eyes and ears in the outside world. A sewer druid encountered in its lair can draw upon its power to take lair actions and has a challenge rating of 5 (1,800 XP).

Lair Actions

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

- A swarm of rats under the sewer druid's control forms within 30 feet of it. The swarm remains for 1 minute, until the druid dies, or until the druid dismisses it as a bonus action.
- Fetid gas bursts up in a 5-foot radius sphere within 60 feet of the sewer druid. A creature in the area must make a DC 13 constitution save or be poisoned until the end of its next turn.
- A tide of filthy muck spreads over a 20-foot square within 60 feet of the sewer druid, making it difficult terrain for 1 minute (the sewer druid is not affected in this area).



Sewer Druid

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	7 (-2)

Saving Throws Con +5, Wis +5
Skills Medicine +5, Perception +5, Stealth +4, Survival +5
Damage Immunities poison
Damage Conditions poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Druidic plus any two languages
Challenge 3 (700 XP)

Spellcasting. The sewer druid is a 4th-level spellcaster. The sewer druid's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sewer druid has the following spells prepared:

Cantrips (at will): *druidcraft, poison spray, resistance*

1st level (4 slots): *animal friendship, cure wounds, goodberry, speak with animals*

2nd level (3 slots): *animal messenger, lesser restoration, pass without trace*

Actions

Filthy Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 constitution saving throw or take 22 (5d6) poison damage.

R Ryan WENNEKER (order #26281162)



The Shadow Mage

Mystra's weave flows differently in each plane and through every element, touching each essence that resides within. A wizard's ability to harness these different essences and combine them allows for unique kinds of magic to be created and wielded. Shadow mages understand this connection as much as anyone, but while others might try to engage with the Weave for curiosities sake, these wizards know that the search for knowledge will always lead to power.

Those that gain an understanding of the Weave in these elements and the ability to control it, gain with it a knowledge that is not seen by many. One needs to understand the Weave that resides in the shadow to tap into it. Extracting this magic allows them to harness the Weave to utilize the powers from light and darkness. Using this magic allows the shadow mage to craft magic that mixes the forces of illusions and conjuration, blending a craft that is rarely shared. By default, shadow mages become the protectors of this knowledge, allowing them to bring forth a power that can protect or destroy those around them.

Shadow Touched. With shadow essence running through their veins, shadow mages know that their power is dependent upon the darkness of the shadows around them. Finding ways to be surrounded or near these areas is going to be vital to their success in maintaining their power during combat. While it may be seen as a weakness when one runs to the darkness to hide, the shadow mage is entering the darkness to harness the power within.

Shadow Weavers. The shadow mage being a weaver of light and darkness is known for making illusions of shadows to dance. Sometimes these shadows can be in a playful manner to entertain others by conjuring shadow puppets. Other times what was once an innocent shadow puppet can now be their ally in defeating their foes.

Shadow Mage

Medium humanoid (any race), any alignment

Armor Class 14 (17 with mage armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	15 (+2)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +8, Wis +5
Skills Arcana +12, History +8, Perception +5, Stealth +8
Damage Immunities necrotic, psychic
Senses blindsight 120 ft., passive Perception 15
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. The shadow mage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The shadow mage has the following spells prepared.

Cantrips (at will): *dancing lights, mage hand,* ***minor illusion****, resistance, thaumaturgy*

1st level (4 slots): ***color spray****,* ***disguise self****, mage armor, magic missile, shield*

2nd level (3 slots): ***mirror image****,* ***phantasmal force****,* ***shadow blade***

3rd level (3 slots): *counter spell,* ***fear****,* ***major image***

4th level (3 slots): ***phantasmal killer****,* ***greater invisibility***

5th level (2 slots): ***dream****,* ***mislead***

6th level (1 slot): ***mental prison***

Shadow Weave. While the shadow mage is in dim light or darkness, a creature has disadvantage on saving throws against illusion spells cast by the shadow mage.

(Applicable illusion spells are in ***bold italics*** above)

Actions

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shadow Embrace (Recharge 5-6). The shadow mage targets up to 6 creatures it can see within 60 feet of it. A target must make a DC 16 Constitution saving throw of take 22 (4d10) necrotic damage.

R Ryan WENNEKER (order #26281162)

The Shield Sentinel

When soldiers take to the frontline of battle with the proper military training, they eye their foe to gage the proper actions of the situation. The more battles they witness, the more experienced they become on utilizing their skills. Becoming a hardened soldier, they gain the insight of understanding the strength of numbers and moving as a single unit to maintain control of the battlefield.

Throughout the land, shield sentinels can be found in any place that previously had armies or employed soldiers for combat. They are always ready for combat and martially trained with the shield able to use it offensively and defensively; a shield sentinel will never be seen without it in their hand.

The shield sentinel being a veteran of combat has developed a keen eye for positioning themselves strategically to aid their allies. As the battle rages on around them, they aim to control the tides with their shield, applying skills taught and acquired through years of combat. Utilizing their strength with their shield, they are dependable and reliable, making them an excellent addition to any party.

Inspirational Leaders. Shield sentinels are natural leaders and aspire to rise during times of need. Prior to planned combat, they reach out to their allies and engage in inspirational dialogue to motivate and prepare them for the coming battle ahead. Such inspiring engagements energize their allies, allowing them to harness the strength of being found in the shield sentinel's words.

Shield Skills. A shield in a skilled hand can be as useful as a bladed weapon in combat. When combat erupts, the shield sentinel is the one you want next to you - a guide to control the surrounding chaos. Driven to protect others, the shield sentinel will go to great lengths to place themselves between their allies and pending danger.

Valiant Safeguard

Armor (shield), rare (requires attunement)

This shield has 3 charges, which recharge a dawn. While you are holding it, you can speak its command word as a reaction to cause the shield to create a projection of itself to protect a creature that you can see within 15 feet of you that is being attacked. The creature adds a +5 bonus to its AC for the triggering attack, then the projection fades.



Shield Sentinel

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Str +6
Skills Athletics +6, Perception +4, Persuasion +4
Senses passive Perception 14
Condition Immunities frightened
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Inspirational Speech (1/Day). Taking 10 minutes, the shield sentinel gives a speech that elevates moral. Any creatures of the shield sentinel's choosing that are within 30 feet of the it gain 11 (2d10) temporary hit points and have advantage on saving throws against being frightened until they complete a long rest.

Master of Shields. While the shield sentinel is not incapacitated and has a shield in its hand, the shield sentinel gains advantage on all Dexterity saving throws against spells and spell-like effects.

Protector. Attacks made against friendly creatures that are within 5 feet of the shield sentinel are made with disadvantage.

Actions

Multiattack. The shield sentinel makes three attacks: two with its longsword and one with its shield bash.

Longsword *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 9 (2d4+4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Reaction

Safeguard the Vulnerable (3/Day). If a creature within 15 feet of the shield sentinel is targeted with an attack, the shield sentinel can give the creature a +5 bonus to its AC.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)



The Stasis Dragon

Natives of the Elemental Plane of Earth, stasis dragons hibernate deep within the earth's crust or in the heart of enormous mountains, curling up on the threshold of a planar gateway. The dragon's body, lying half in the Material Plane and half in the Plane of Earth, acts as a formidable seal while they sleep.

Dormant for centuries at a time, these primeval beasts are said to devour mountains upon waking from their long slumber. As much a force of nature as it is a living creature, a stasis dragon cares little for the destruction it causes in its efforts to sate its hunger.

Yet there is a method to its madness. Certain environmental conditions trigger the waking of a stasis dragon. For example, if a region has been poisoned (by magical or mundane means) to such an extent that nature cannot recover on its own, a stasis dragon could arise to purge the land of toxins. Likewise, if there is an extended imbalance between good and evil or between law and chaos, a stasis dragon might awaken to reset the scales.

Noble Purpose. Younger stasis dragons eat less and explore more, getting to know the territory they have been entrusted to safeguard. While generally larger in comparison to their more colorful cousins, stasis dragons are typically less intelligent. However, neither are they as conniving or capable of intentional evil. Golden treasures and dominion over others are motivations for lesser dragons.

Stasis Chamber. Stasis dragons favor natural caverns with tight spaces and few entry points, and unless the dragon has just recently settled down for its centuries long slumber, the area is rich with flora (lichen or moss) and fauna (insects and crustaceans) that naturally fill the subterranean habitat.

These locations have a natural affinity for and a primal connection with the Elemental Plane of Earth, creating interesting anomalies in the region:

- Tunnels and passageways leading to the lair constantly shift and change; the way in is never the same way out.
- Deep crevasses within 1 mile of the dragon's lair form portals to the plane of earth, allowing creatures of elemental earth into the world to dwell nearby.
- If the dragon dies, these effects fade over the course of 1d10 days as the planar gateway it guarded collapses in on itself.

Stasis Dragon, Young

Large dragon, neutral

Armor Class 19 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., burrow 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +4, Con +8, Wis +7, Cha +6
Skills Insight +7, Perception +7, Stealth +8
Damage Immunities fire
Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

False Appearance. While the dragon remains motionless, its hide is indistinguishable from an ordinary rock surface.

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone. While doing so, the dragon doesn't disturb the material it moves through.

Siege Monster. The dragon deals double damage to objects and structures.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 17 (2d10+6) piercing damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 13 (2d6+6) slashing damage.

Magma Breath (Recharge 5–6). The dragon spews molten magma in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain and is unbearably hot for 1 minute. Any creature that ends its turn in the affected area takes 7 (2d6) fire damage.

Hibernate. When straddling a planar gateway to the Elemental Plane of Earth, the dragon falls into a magical sleep and may not be awoken by normal means. The portal closes in around the dragon and seals it in place inside an immobile, faintly shimmering barrier composed of magical force. This barrier prevents any matter from passing through it and blocks any spells cast into or out of it. The dragon will wake again only when hunger strikes (1d6 x 100 years) or the need to purge its territory arises.

R Ryan WENNEKER (order #26281162)



Stormzerker

Medium humanoid (half-blue dragon), any non-evil alignment

Armor Class 15 (natural armor)
Hit Points 95 (10d12 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +7, Con +5
Skills Nature +5, Perception +5
Damage Resistances lightning; bludgeoning, piercing, slashing from nonmagical weapons
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Common, Draconic
Challenge 5 (1,800 XP)

Enrage. In battle, the stormzerker fights with primal ferocity. Stormzerkers have advantage on Strength checks and Strength saving throws. At the end of battle, a stormzerker takes a level of exhaustion due to their extreme efforts.

Storm Aura. Stormzerkers emanate a stormy, magical aura while fighting. The aura extends 10 feet from the stormzerker in all directions, but not through total cover. Each round, as a bonus action, the stormzerker can designate one other creature it can see within the aura. That creature must make a DC 13 Dexterity saving throw, taking 3 (1d6) lightning damage on a failed save, or half as much on a successful one.

Actions

Multiattack. The stormzerker makes three melee attacks: two with its battle axe and one with its shortsword.

Battleaxe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage.

Shortsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Lightning Breath (Recharge 5-6). The stormzerker exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much on a successful one.

The Stormzerker

From deep within the wastelands and deserts comes a barbarian tribe of half-dragons and dragonborn. Descendants of blue dragons, these wild warriors harness the power of their ancestors to fuel their rage and fury.

Much like their dragon ancestors, these blue half-dragons and dragonborn prefer living in desert caves they call sietches. These villages, or sietches, are designed to be hidden from outsiders so the tribe can live in secret when necessary, which are not unlike other barbarian tribal villages but only inhabited by blue half-dragons and dragonborn.

Amongst these barbarian half-dragons and dragonborn are a select few who are elite warriors, capable of harnessing the breath of their ancestors and using the power of the storm dragons to enhance their prowess in battle.

The stormzerkers often patrol the deserts and wastelands around their secretive sietches in small groups. When trouble brews, the horns are sounded, and the barbarian hordes assemble to defend their sietches. At the center of the barbarian army are elite stormzerkers, leading the charge against their foes.

Unlike their blue dragon ancestors, these barbarians are not typically evil in nature. They are indifferent to most folk who are not their kin and not of the tribe. However, they are quick to hostility when their way of life or their sietches are threatened. They will often go to battle simply to protect the secrecy of their cave-villages as well.

Draconic Nature. Half-dragons are incapable of having natural born offspring. Those that wish to propagate must find other ways to do so, almost always involving magic. By way of compensation, half-dragons are blessed with long life. Barring unforeseen misfortune, a typical half-dragon's life expectancy is twice that of its no draconic line, so that a half-dragon human might live more than a century and a half.

In the case of these desert barbarians, they have developed a deep connection to spiritual magic that allows them to procreate and continue the tribe's lineage.

Storm Aura. When stormzerkers fight, they emanate a stormy magical aura. This aura is filled with the crackling power of lightning and makes the stormzerkers dangerous foes to get close to.

Breath Weapon. Not all blue half-dragons are capable of wielding the power of their ancestral lightning breath, but stormzerkers can. These barbarian warriors can unleash a bolt of lighting from their maws in much the same way as their much larger ancestors can, though their breath is weaker in strength.

R Ryan WENNEKER (order #26281162)

The Sunwitch

Most practitioners of magic shy away from the light of day if their art is one of woe and corruption. Almost the polar opposite of these dark magi, the sunwitch channels the beauty of the sun into her magic—an ancient magic known as solomancy.

Shadowbane. A sunwitch is detested by all manners of creatures that skulk through the shadows: wraiths, bodaks, subterranean horrors, and, of course, vampires. Sunlight is to these monsters anethema. It comes as no surprise, then, that once a sunwitch is discovered in their territory, the creature does not rest until he or she is strung up and quartered, the light of their magic lost to the darkness that pervades that dismal demesne.

The Dawn After Dark. Sunwitches are a symbol of hope—in fact, their magic cannot be evoked by those afflicted with sorrow. Only those with a pure heart (or delusions thereof) that shines with mirth and joy can call upon the power of solomancy. When a sunwitch has proven problematic for a foe that cannot face him or her on the battlefield, that villain often resorts to breaking them emotionally targeting their friends, family members, causes, or even just strangers. Every person has a breaking point, after all, and eventually, the sunwitch *must* crumble - right?

Alas, a sunwitch's mettle is made of sterner stuff. Their magic depends on it and even reinforces their ability to hope, to see past the veil, to push on when the wise and the weak have already faltered. To break them is to break a mountain.

Doomed to Die. It's true that the good die young—for sunwitches that do not continue their crusade against the dark often find that the powers that once came so easily to them become more distant and harder to harness. Like a sword whose only whetstone is further conflict, a sunwitch unwilling to part with their gift will find no shortage of causes to champion. The simple truth of it is this: most sunwitches perish in their duty. The forces of evil that they so vex are without number. A sunwitch, like any other person, can only ply their luck so long before they themselves faulter. It only takes one mistake to kill a man; the sunwitch is always under fire. Either the sunwitch dies in service for a just cause or lives long enough to see him- or herself become a mere shadow of their former selves.

Variant: Radiant Sunwitch

A sunwitch that continues its craft can later grow into the legacy of a radiant sunwitch. Those that do gain:

Spellcasting: The radiant sunwitch is a 7th-level spellcaster, and gains 1 additional 3rd level spell slot and a 4th level spell slot. It learns the following spells: *fireball, sickening radiance.*
Challenge Rating: 4 (1,100 XP)

Sunwitch

Medium humanoid (any race), any good alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Persuasion +5
Damage Resistances radiant, necrotic
Senses darkvision 30 ft., passive Perception 12
Languages any two languages
Challenge 3 (700 XP)

Radiant Hope. The sunwitch has advantage on saving throws against being charmed or frightened.

Shadowbane. The sunwitch counts as a source of bright light against creatures with the Sunlight Sensitivity and Light Sensitivity traits or other creatures that suffer disadvantage on attack rolls while in bright light. Additionally, allied creatures within 10 ft. of the sunwitch cannot have their Strength score magically reduced.

Spellcasting. The sunwitch is an 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sunwitch knows the following spells:

Cantrips (at will): *dancing lights, sacred flame, word of radiance*

1st level (4 slots): *guiding bolt, hellish rebuke, mage armor, shield*

2nd level (3 slots): *darkvision, calm emotions*

3rd level (2 slots): *beacon of hope, daylight*

Actions

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

Sunbolt (2/Day). *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) radiant damage and the sunwitch radiates bright light for 10 ft. and dim light for another 5 ft. until the start of its next turn. This light counts as sunlight.

Reactions

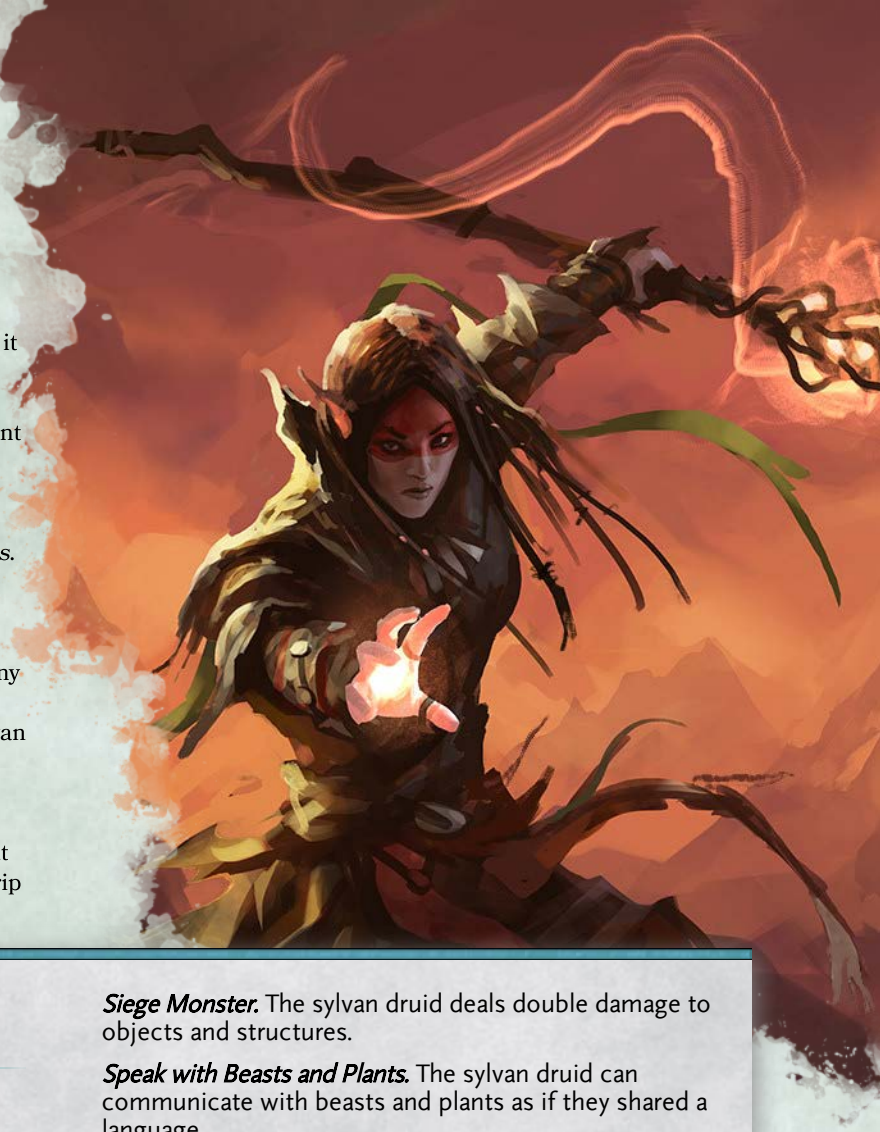
Illuminate. If the sunwitch is grappled, it can explodes in a flash of radiant energy. The grappling creature must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) radiant damage and the sunwitch is no longer grappled.

R Ryan WENNEKER (order #26281162)



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The Sylvan Defender



The Emerald Enclave - one of Faerûn's largest and most active factions - has its origins in the Vilhon Reach. The Reach is part of the Sea of Fallen Stars in central Faerûn, a long, narrow strip of sea that points like a finger from Turmish toward Calimshan.

Headquartered on the island of Ilighôn, the Emerald Enclave guards the mouth of the Vilhon Reach. From there it acts as protector of all of Faerûn's forests, from Chult to the Lluirwood, from the Forest of Lethyr to Neverwinter Wood. For centuries, they have fought against human encroachment on the forests. In the beginning, the druids fought Chondathan loggers over-harvesting in the Chondalwood. Later, they simply destroyed loggers. When Chondath sent soldiers to teach them a lesson, the druids destroyed *armies*. When, many years ago, Turmish tried to invade Ilighôn, the Enclave destroyed cities.

Stalwart Defenders. Now that the faction has activities and responsibilities throughout Faerûn, it no longer rules any place with an iron fist. Some members of the faction, however, have not forgotten their original purpose. The sylvan druids defend their woodlands with every ounce of magic, power, and spite they can bring to bear.

These druids don't hug trees. They send elementals to destroy anyone and anything who threatens their trees - that is, if they don't just change shape into a ferocious creature rip out the offender's throat.

Sylvan Defender

Medium humanoid (elf), any neutral

Armor Class 14 (hide)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	10 (+0)	20 (+5)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +8
Skills Nature +3, Perception +8, Survival +8
Senses passive Perception 18
Languages Common, Druidic, Elvish, Sylvan
Challenge 7 (2,900 XP)

Fey Ancestry. The sylvan druid has advantage on saving throws against being charmed, and magic can't put the sylvan druid to sleep.

Change Shape (2/Day). As a bonus action, the sylvan druid shapechanges into a beast with a CR 1 or less, and can remain in this form for up to 2 hours. The sylvan druid reverts to its true form if it's beast form dies or falls unconscious. The sylvan druid can revert to its true form using a bonus action on its turn. While in a new form, the sylvan druid retains its game statistics with the following exceptions: its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions that the new form has but that it lacks.

Siege Monster. The sylvan druid deals double damage to objects and structures.

Speak with Beasts and Plants. The sylvan druid can communicate with beasts and plants as if they shared a language.

Spellcasting. The sylvan druid is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The sylvan druid has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, resistance, thorn whip*

1st level (4 slots): *cure wounds, faerie fire, thunderwave*

2nd level (3 slots): *beast sense, flame blade, pass without trace*

3rd level (3 slots): *conjure animals, dispel magic, plant growth*

4th level (3 slots): *dominate beast, freedom of movement, wall of fire*

5th level (2 slots): *commune with nature, conjure elemental, scrying*

6th level (1 slot): *transport via plants, wall of thorns*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

R Ryan WENNEKER (order #26281162)



Teeth Collector

Small humanoid (goblinoid), chaotic evil

Armor Class 15 (teeth-studded leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

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

Saving Throws Dex +5
Skills Intimidation +2, Stealth +5
Senses darkvision 60ft., passive Perception 11
Languages Common, Goblin
Challenge 2 (200 XP)

Bag of Teeth (3/Day). They can as an action throw teeth from their pouch to cover a 10-foot square starting from a point the teeth collector can see within 30 feet of it. For the duration, these teeth turn the ground in the area into difficult terrain. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or it falls prone and takes 3 (1d6) piercing damage.

Nimble Escape. The teeth collectors can take the Disengage or Hide action as a bonus action on each of their turns.

Pointy Leather. A creature that successfully grapples the teeth collector takes 3 (1d4) piercing damage at the end of each of its turns that the creature has the teeth collector grappled.

Actions

Multiattack. The teeth collector makes two melee attacks.

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

The Teeth Collector

Teeth collectors from a cursory glance, may appear just like any other goblin, and while their pointed ears or bulbous nose might confirm those beliefs; teeth collectors are rather unique. In any gathering band of goblins, they are often one of the eldest - surviving twice as long as most comes with a certain amount of wisdom, or so they would have you believe.

Teeth collectors, as their name might suggest, are fascinated with teeth or fangs of all creature. They are avid collectors, a connoisseur of sorts. Their leather armor is covered in a mixture of sharpened fangs. For weaponry, the wield a club that is adorned in a vast collection of sharpened teeth, making each hit feel as if you're being bitten by a savage beast.

These goblins have the potential to become a somewhat competent goblin boss, if they set their mind to it. A teeth collector could easily unite a small band of goblins to a common tooth related cause. Unfortunately, greed holds on tightly; they often can't imagine sharing a single tooth, or trust anyone to get teeth on their behalf.

Trophy Collection. Wherever a teeth collector goes, their trophy collection comes with them - even into the heat of battle. Often wearing teeth along a necklace or having a multitude of fangs tied to his leather armor, teeth collectors can have up to three leather pouches of varying sizes filled with teeth. Some goblins follow a strict one tooth per creature rule, one that they often break if they find a creature with a pair of huge fangs, because what goblin wouldn't collect them all? The bags have no semblance of order, so you're just as likely to find a the tooth from a cow as an ogre.

Some teeth collectors can tell the exact origin of when and where they found each tooth, recounting the story and keeping the valuable teeth close in secret hidden collections. Simply because in the heat of battle, they're just as likely to throw a bag of sharpened teeth if it means they'll escape to find more, and arguably better teeth.

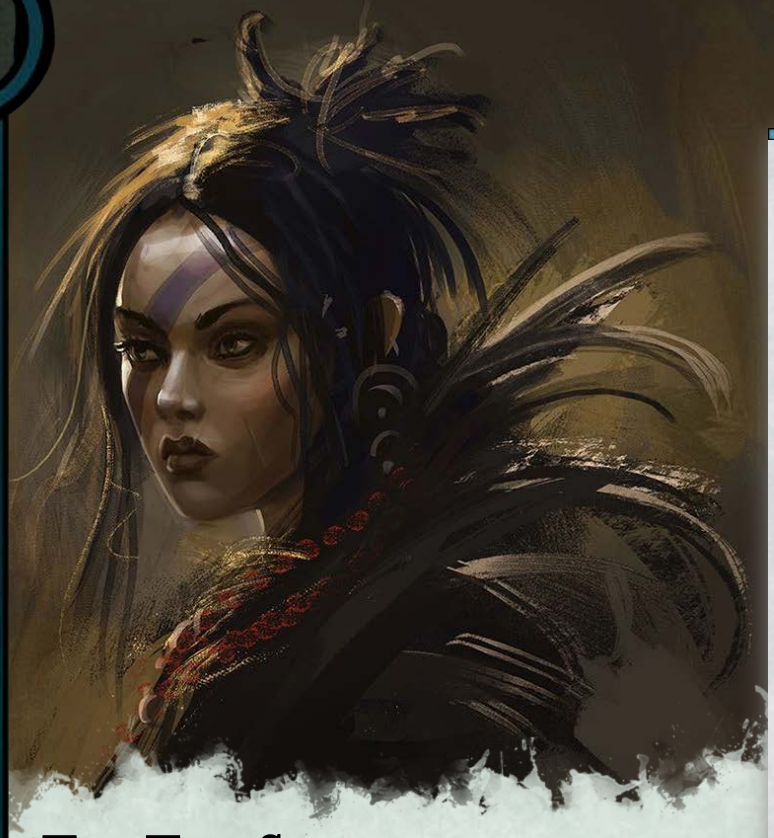
Opportunist. Some may question the authenticity of how a teeth collector claimed some of their teeth. Rightfully so, as only a low percentage of any number of a teeth collector's collection are earned by their own fighting efforts. However, despite being ill-gotten gains, they'll protect their collection using tooth and nail. Most teeth are merely found in caves and in forests, or in some cases collected by finding a dazed creature to aggressively yank teeth from.

Variant: Maglubiyet's Chosen

While some teeth collectors are simply fascinated with growing their personal stash, others salvage the dead's ivories as a tribute to the High Chieftain. Those that do gain:

Cheat Death (1/Day). When Maglubiyet's chosen is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.
Desperate Attacks. If Maglubiyet's chosen has less than half of its total maximum hit points, it has advantage on melee weapon attacks.
Challenge Rating: 3 (700 XP)

R Ryan WENNEKER (order #26281162)



The Tile Shark

Gambling with tiles of bone and bamboo takes some practice; winning with them takes skill, luck, and at times brazen confidence.

As with most games of chance, cheating is a time-(dis)honored tradition in mahjong. But is it cheating to create magical mechanisms that just happen to provide a slight (or sleight of hand) advantage at the table? or is it simply leveraging one's natural talents to put forth one's best efforts?

Unconventional Crafter. The tile shark is a meticulous crafter, imbuing finely constructed pieces with a spark of magic. Resourceful and creative, tile sharks are always looking for ways to up their game.

Backup Plan. Living the life of a tile shark isn't without its risks, so it pays to be prepared for a fight - or a speedy exit. Sometimes hurling magically enhanced mahjong tiles or rapid-fire launching arcane fireworks is just the distraction needed. Having a quick disguise and an alter ego or three doesn't hurt either.

Arcane Hwach'a

- **Armor Class** 18 (natural armor)
- **Hit Points** 22 (5d8)
- **Speed** 15 ft., climb 15 ft.
- **Damage Immunities** poison damage, psychic damage
- **Condition Immunities** all conditions

As a bonus action on the Tile Shark's turns, it can command the Arcane Hwach'a to use a volley attack (described below), and move up to its movement speed.

- ***Volley.*** *Ranged Spell Attack*: +7 to hit, reach 120 ft., any number of targets in a 15-foot-diameter-circle. *Hit*: 4 (1d8) force damage.

Tile Shark

Medium humanoid (any), any chaotic alignment

Armor Class 16 (studded leather)
Hit Points 59 (17d8 - 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	9 (-1)	17 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +6, Int +5
Skills Deception +7, Insight +3, Perception +5, Sleight of Hand + 6, Stealth +6
Senses passive Perception 15
Languages Thieves' cant plus any three languages
Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the tile shark can use a bonus action to take the Dash, Disengage, or Hide action, or to control a mage hand it has cast.

Suppressive Fire. As a bonus action, the tile shark can order its arcane hwach'a to fire a volley of fireworks. As part of the same action, the tile shark can direct the arcane hwach'a to walk or climb up to 15 feet to an unoccupied space.

Sneak Attack (1/Turn). The tile shark deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tile shark that isn't incapacitated and the tile shark doesn't have disadvantage on the attack roll.

Spellcasting. The tile shark is a 3rd-level spellcaster. The tile shark's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The tile shark has the following spells prepared:

Cantrips (at will): *mage hand, magic stone, mending, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, disguise self, shield, thunderwave*

2nd level (2 slots): *arcanist's magic aura, mirror image, scorching ray*

Actions

Multiattack. The tile shark makes two attacks with its returning dart.

Returning Dart. *Ranged Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 7 (1d4+5) piercing damage plus 3 (1d6) poison damage.

Summon Arcane Hwach'a. The tile shark summons its magical fireworks launcher, which appears in an unoccupied space within 5 feet. The arcane hwach'a disappears if it is reduced to 0 hit points or after 10 minutes. If the mending spell is cast on it, the arcane hwach'a regains 2d6 hit points. The tile shark can dismiss it early as an action.

R Ryan WENNEKER (order #26281162)



Troll Mystic

Large giant (troll), chaotic evil

Armor Class 15 (natural armor)
Hit Points 104 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	12 (+1)

Saving Throws Cha +4, Con +8
Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Keen Smell: The troll mystic has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll mystic regains 10 hit points at the start of its turn. If the troll mystic takes acid or fire damage, this trait doesn't function at the start of the troll mystic's next turn. The troll mystic dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The troll mystic is an 5th-level spellcaster. The troll mystic's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The troll mystic has the following spells prepared:

Cantrips (at will): *chill touch, lightning lure, mage hand, shocking grasp, thunderclap*

1st level (4 slots): *chromatic orb, thunderwave*

2nd level (3 slots): *invisibility, shatter*

3rd level (2 slots): *haste, stinking cloud*

Actions

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

The Troll Mystic

Not all trolls are mindless eating machines. It is unknown how long trolls are capable of living, due to their natural ability to regenerate. Some trolls survive for decades. Some, for even longer ...

Deep in the swamps, bogs, and natural wilds where trolls make their homes, there are a few who have lived longer, survived more fights, and have matured and learned along the way. Amongst those few are even rarer trolls - those with innate magical abilities.

Respected Leaders. Between their age and their mystical magical powers, other trolls fear and respect these mystics so much that they are naturally thrust into the role of leader of troll bands, whether they seek leadership or not.

Sacrificial Magic. Some sorcerers are masters of blood magic, others claim their is dragon's blood in their ancestry and that is their source, while other sorcerers aren't sure of the source of their innate magical abilities.

Troll mystics power their magic through their flesh. Often when troll mystics cast their spells, the somatic component involves chopping off a finger or a bit of flesh. While most troll bits that are cut off can grow into new trolls, in this case, the corrupted magic consumes the flesh to power the spell.

Wild Magic Limbs. Whenever a troll mystic takes at least 15 slashing damage from one attack, roll a d20 on the Wild Magic Limbs table to determine what else happens to it. When indicated, roll on the Wild Magic Surge table *(PBH pg.104)* to determine an effect (results that have to do with sorcery points should be rerolled).

Wild Magic Limbs

d20	Result
1-10	Nothing else happens.
11-14	One leg is severed from the troll if it has any legs left. This leg is instantly consumed by wild magic. Roll on the *Wild Magic Surge Table*.
15-18	One arm is severed from the troll mystic if it has any arms left. The arm is instantly consumed by wild magic. Roll on *the Wild Magic Surge Table*.
19-20	The troll is decapitated. The troll's head is instantly consumed by wild magic. Roll three times on the *Wild Magic Surge table*. If the troll can't regenerate, it dies.

Variant: Troll Shaman

Troll mystics that are uninterested in overseeing their kin inevitably set out on their own, giving them time to further delve into the mystic arts. Those that do gain:

Spellcasting: The troll shaman is a 7th-level spellcaster, and gains 1 additional 3rd level spell slot and a 4th level spell slot. It learns the following spells: *misty step, blight, polymorph.*
Challenge Rating: 7 (2,900 XP)

R Ryan WENNEKER (order #26281162)

The Wayfarer

Most Wayfarers make their living as guides, scouts, or bounty hunters, putting their expert training and keen senses to use traveling to the most hostile, remote places in of the known and unknown world. Should travelers, intent on venturing into the jaws of the unknown, be wise enough to enlist the services of a wayfarer for the journey, they just may just return from the expedition unscathed.

Meticulous Trackers. It is said that a wayfarer with a mind to do so could follow the wing beats of a sparrow through a sandstorm. It is not uncommon for a wayfarer to spot signs of natural predators, ambushes, or detect the traces of lingering magical effects with just a glance. While utilizing their years of experience, natural ability, and study, some laypeople may mistake a wayfarer's tracking ability as magical in nature. While some are known to utilize such magic, it is often unnecessary and considered a luxury.

Unburdened Pathfinders. Most wayfarers have little need for heavy packs or beasts of burden laden with supplies. What they need, the environment can easily provide. From braiding spools of vine rope, crafting cactus needle caltrops, or creating water jugs from plants or shells, a wayfarer is seldom caught underprepared.

Natural Predators. Though their many remarkable talents and skills lie in navigation and tracking, wayfarers are capable of stalking through the world like hunting cats, striking with deadly efficiency while armed with all manner of weapons and magic. Their spells, much like their prowess in combat, are focused on stealth, speed, and survival above all else. The wayfarer's path is a difficult one, and all would be wise to never underestimate their resolve.

Variant: Wayfarer Beast Trainer

Some wayfarers train and travel with powerful companions that help them navigate the world and aid them in combat. Those that do gain:

AC: 16 (breastplate)
Traveling Companion: A beast that has a challenge rating of 3 (or lower)
Multiattack. The wayfarer beast trainer uses its companion's attack, then makes two scimitar attacks.
Companion Attack. The wayfarer beast trainer's animal companion moves up to its speed and makes a single melee attack against a creature of the wayfarer beast trainer's choice. If the target is within 5 feet of the wayfarer beast trainer, the attack is made with advantage.
Challenge Rating: 6 (2,300 XP)



Wayfarer

Medium humanoid (any race), neutral good

Armor Class 14 (16 with barkskin)
Hit Points 97 (15d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Str +4, Dex +5, Wis +5
Skills Animal Handling +5, Nature +4, Perception +5, Stealth +5, Survival +7
Damage Resistances Poison
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

Flawless Pursuer. The wayfarer can unerringly track a creature it has seen in the past 24 hours. While tracking a creature in this way alone, the wayfarer can move stealthily at a quick pace.

Keen Senses. The wayfarer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Vicious Wounds. The wayfarer deals an extra 7 (2d6) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The wayfarer is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wayfarer has the following spells prepared:

1st level (4 slots): *longstrider, goodberry, speak with animals*

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

3rd level (2 slots): *water walk*

Actions

Multiattack. The wayfarer can use its Observer feature. It then makes two scimitar attacks or two longbow attacks.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit*: 13 (3d6 + 3) slashing damage.

Shortbow. *Ranged weapon Attack*: +5 to hit, range 80/320ft., one target. *Hit*: 13 (3d6 + 3) piercing damage.

Observe. The wayfarer makes a Wisdom (Perception) check. If the wayfarer is blinded or deafened, it can instead repeat one saving throw to end the effect.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Wildwood Virago

Rarer than myth, silent and unseen, only a whisper of legendary ...

These elves of the forest are it's protectors. Fierce, deadly, and decidedly vicious in their defense of the forests of the land. Dedicated to the gods of nature and keeping the natural beauty of the forests secure, these warriors train and mercilessly defend their forest realms with deadly cruelty.

Living in secret enclaves, deep within their forests, the wildwood virago are legendary warrior women. Training for decades before they're allowed to participate in the defense of the forest, these women are highly disciplined soldiers, capable of nearly silent coordinated attacks on forest invaders and monsters.

Forest Speech. The wildwood virago begin learning from an early age a special language that combines bird, insect, and animal sounds with complex hand signals that allows an entire army to communicate and coordinate attacks on unsuspecting forest invaders.

Dedicated Protectors. Devoted to their forests, the wildwood virago will defend their forest borders with extreme prejudice. When outsiders enter their forest, they follow, observe, and silently judge. Those who simply pass through their forest, treating it with the respect it is due, never know how close they came to a violent and swift end. On the other hand, those who come to abuse the natural beauty and wonder of their forest are buried in it's soil, fuel for the forest to grow upon.

Isolationism. The virago are usually very isolated from the rest of the world. Their common tongue would be heavily accented, perhaps even a bit broken as if they aren't fully fluent in the language. They are also be very aggressive towards outsiders and may even act superior.

Even passerby's that had proven they were no threat to the forest may still be treated with extreme caution and suspicion.

Patrols. The wildwood virago hunt and patrol their forests in small tactical units, usually in groups of four or five. When they find an outsider or a group of outsiders that have entered their forest, they shadow them, observing while remaining unseen and unheard.

If the outsiders do not violate the forest under the wildwood virago's protection, they will allow the outsiders to pass unharmed and unaware of their presence. But if an outsider violates the sanctity of the forest, the virago will call out using their forest speech to bring in enough reinforcements for them to have decidedly deadly and insurmountable odds against the invaders.

When those invaders inevitably fall, the wildwood virago bury the dead where they were slain, unless their presence would corrupt the forest.

Wildwood Virago Tactics

The wildwood virago usually tries to break line of sight using the foliage and trees of the forest for cover and concealment, then attempts to hide from her foes to obtain advantage on her first attack in the following round.

Wildwood Virago

Medium humanoid (elf), any lawful alignment

Armor Class 14 (leather armor)
Hit Points 58 (9d8 + 18)
Speed 35 ft.

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

Saving Throws Dex +5, Wis +4
Skills Athletics +3, Acrobatics +5, Nature +3, Perception +4, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Forest Speech
Challenge 3 (700 XP)

Adept Tree-Climber. The wildwood virago has been climbing trees since she was a child. It can climb trees at its full speed and has advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to jump from one tree to another.

Cunning Action. On each of its turns, the wildwood virago can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Ancestry. The wildwood virago has advantage on saving throws against being charmed, and magic can't put the wildwood virago to sleep.

Keen Senses. The wildwood virago knows the forest well. While in the forest, it has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Innate Spellcasting. The wildwood virago's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The wildwood virago can innately cast the following spells, requiring no components:

At will: *dancing lights, druidcraft, magic stone, minor illusion*

3/day each: *goodberry, hunter's mark, speak with animals*

1/day each: *animal messenger, pass without trace*

Woodland Stealth. The wildwood virago is so practiced and trained in the art of stealth in a forest terrain, it rolls Dexterity (Stealth) checks with advantage and cannot roll lower than a 10 on the dice.

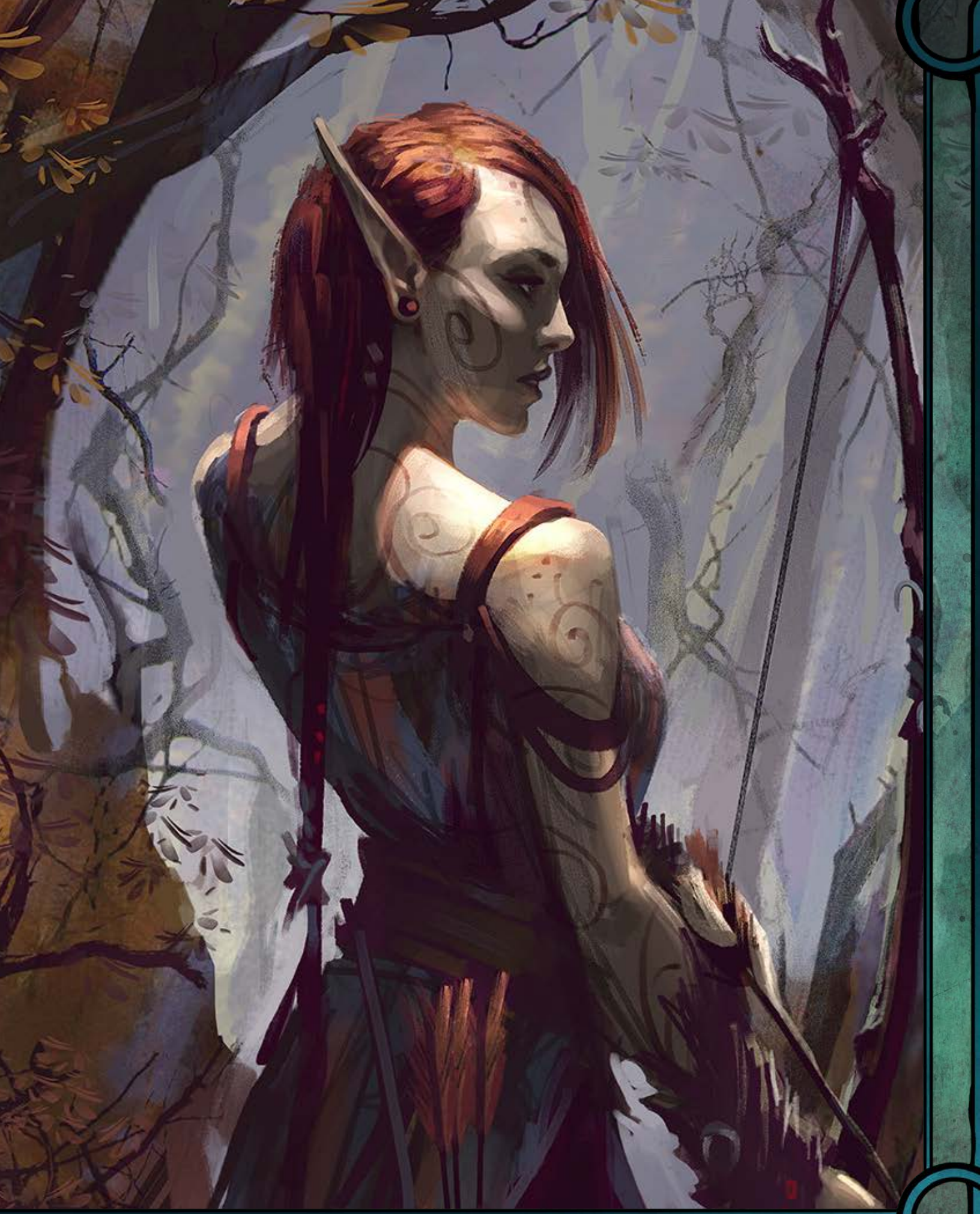
Actions

Multiattack. The wildwood virago makes two longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Wildwood Zealot

Armed with prehistoric power, ferocious forest defenders, willing to give the last full measure of devotion...

To think of them as simply druids is to not see the forest for the trees.

These forest-dwellers are fierce and utterly lethal. Their wholehearted devotion to the forest is rivaled only by the institutional loyalty trained into the wildwood virago. Their spellcasting is granted not by gods of nature, but by primal forces far more ancient and primal than mere 'gods'.

The zealots of the wild woods are soft-spoken whisperers when they speak to the trees and animals of the land, but when their forest is threatened, their voices boom out terrible words of power to bring forth the powers of nature against those that would violate the forest.

Isolated. When alone, a wildwood zealot will often employ the animals of the forest when he needs assistance to ward off invaders of his forest. But when in the company of wildwood virago, a wildwood zealot will allow the warrior women to do much of the fighting, instead using his spells and abilities to support and heal them as needed.

When possible, a wildwood zealot will prepare an area to combat his foes, even using woodland beings to guide their foes to an area he has prepared with the Druid Grove spell.

The wildwood zealots probably have not spoken out loud for many months, if not years, so their voices may be rough and they many pause several times in their speaking as they are trying to remember the right words. They would are always aggressive and angry with those who have invaded the forest.

The wildwood zealots often live in absolute isolation, plants and animals their only companions. But sometimes, they live in forest enclaves, surrounded by legendary warriors also devoted to the forest's safety. When they do, they often parent many children to further the future generations of arboreal protectors.

Primal Spellcaster. Most druids pray to gods of nature or the feywild. Not the wildwood zealots. They devote their faith in primal forces of nature and are rewarded with powerful magic.

Shapechanger. The wildwood zealots, like many druids, are capable of changing into a beast form. Most wildwood zealots have a form they prefer. Usually this beast takes the form of a primal beast they have a spiritual connection with.

Wildwood Zealot

Medium humanoid (elf), any alignment

Armor Class 11 (16 with barkskin)
Hit Points 108 (15d8 + 30)
Speed 30 ft.

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

Saving Throws Con +5, Wis +7
Skills Nature +4, Perception +7
Senses passive Perception 12
Languages Common, Druidic, Elvish
Challenge 5 (1,800 XP)

Change Shape (2/Day). As a bonus action, the wildwood zealot shapechanges into a beast with a CR 1 or less, and can remain in this form for up to 2 hours. The wildwood zealot reverts to its true form if its beast form dies or falls unconscious. The wildwood zealot can revert to its true form using a bonus action on its turn. While in a new form, the wildwood druid retains its game statistics with the following exceptions: its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions that the new form has but that it lacks.

Innate Spellcasting. As part of his pact with the primal powers of nature, the wildwood zealot is granted a number of innate spells. The wildwood zealot's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The wildwood zealot can innately cast the following spells, requiring no components:

3/day each: *barkskin, catapult, speak with animals*

Fey Ancestry. The wildwood zealot has advantage on saving throws against being charmed, and magic can't put the wildwood zealot to sleep.

Spellcasting. The wildwood zealot is an 11th-level spellcaster. The wildwood zealot's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The wildwood zealot has the following spells prepared:

Cantrips (at will): *druidcraft, guidance, primal savagery, shillelagh*

1st level (4 slots): *cure wounds, entangle, goodberry, jump*

2nd level (3 slots): *animal messenger, beast sense, enlarge/reduce*

3rd level (3 slots): *conjure animals, plant growth, spirit guardians*

4th level (3 slots): *guardian of nature, conjure woodland beings*

5th level (2 slots): *tree stride, wrath of nature*

6th level (1 slot): *druid grove*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage with shillelagh or if wielded with two hands.

Reactions

Forest's Wrath. After the wildwood zealot is hit with an attack that deals damage, it points its finger at the attacker. The attacker must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) piercing damage as it is swarmed with biting tiny insects.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Witchtaker

Witchtakers are warlocks who specialize in capturing their targets alive. They are experts in bringing enemies to the brink of death then snatching them away before anyone can stop them.

Death would be a welcome escape for many of a witchtaker's captives. The sort of beings powerful enough to dispatch a witchtaker rarely do so out of mercy.

Hell's bounty hunters. The first witchtakers served devils, hunting down any mortal who dared break an infernal contract. But they soon found that their skills were in high demand from mortals as well, kidnapping nobles from their beds and hunting down outlaws no one else would dare to capture.

Now witchtakers can be found serving all sorts of masters, from crime lords to kings and from the nine hells to mount celestia. Some practice their craft out of a sense of justice, but most care only for gold and power.

Savvy pursuit. Witchtakers are expert trackers, using skills both magical and mundane to hunt their targets. They often bribe servants or pickpockets to steal a lock of hair or personal possession from their target to enhance the effectiveness of their scrying spells.

Arcane secrets. The magical techniques taught to witchtakers are closely-guarded secrets. Even the most powerful archmages have been unable to replicate their mastery of teleportation circles. Some scholars theorize that the first witchtakers must have been taught by some ancient being involved in the construction of the circles themselves.

Witchtakers usually know the sigil sequences for several permanent teleportation circles but may not be welcome at all of them. More than one witchtaker has been banned from a city after a dangerous enemy followed them back through their portal.

Witchtaker Patrons

The statistics presented here represent a witchtaker who could be found serving variety of masters. If you want to customize a witchtaker to follow a specific patron, here are some suggestions:

Archfey. Add *sleep* (13d8) and *dominate person* to the spells known.

Celestial. Add *cure wounds* (5d8 + 4) and *flame strike* to the spells known.

Fiend. Add *fireball* (10d6) to the spells known and resistance to fire damage.

Great Old One. Add telepathy 60 ft. to languages and *Synaptic Static* to spells known.

Hexblade. The pact rod is replaced by a pact blade that deals 8 (1d8 + 4) slashing damage plus 9 (2d8) force damage.

Undying. Add *silence* and *contagion* to the spells known.

Witchtaker

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Wisdom +5, Cha +7
Skills Arcana +5, Athletics +7 (grappling only), Deception +7, Investigation +5, Survival +5
Senses passive Perception 12
Languages Common plus any two other languages
Challenge 5 (1,800 XP)

Eldritch Grasp: The Witchtaker uses their spellcasting modifier instead of Strength when initiating or maintaining a grapple. If the creature is unconscious, the grapple attempt automatically succeeds and dragging the target does not halve the witchtaker's speed.

Spellcasting. The witchtaker is an 11th-level spellcaster. The witchtaker's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, mage hand, minor illusion*

1st-5th level (3 5th-level slots): *blight, counterspell, dimension door, hypnotic pattern, invisibility, scrying, shatter*

Taken Alive: When the witchtaker reduces a creature to 0 hit points with a spell, the witchtaker can choose to knock the creature out. The creature falls unconscious and is stable.

Actions

Multiattack. The witchtaker uses Eldritch Blast three times or attacks with their pact rod twice and attempts to grapple a creature.

Eldritch Blast (Cantrip). *Ranged Spell Attack*: +7 to hit, range 120 ft., one target. *Hit*: 9 (1d10+4) force damage.

Pact Rod. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6+4) bludgeoning damage plus 4 (1d8) force damage.

Quick Circle (1/Day). The witchtaker casts *teleportation circle* with a casting time of 1 action. If the witchtaker is within 5 feet of an unconscious creature, the witchtaker can grapple that creature as a bonus action and drag it into the portal by spending 10 feet of movement (the portal remains open until the end of the witchtaker's next turn).

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

The Woodland Outrider

Clad in light leathers and creeping amongst the shadows of undergrowth in the tangles of the forest, the woodland outrider is a stealthy and secretive scout. Preferring to operate alone, the woodland outrider is a loner at ease in forest environments and with the creatures therein but finds the bustle and crowding of urban centers distasteful. While they prefer a life of solitude and exploration, they will at times join with groups of like minded adventurers when their curiosity is piqued. They care little for treasure and riches, seeking only to explore their domains and watch over the creatures therein.

Keen Senses. The woodland outrider is keen of eye and ear, able to notice the subtlest of tracks and trails. They can even discern the changes in bird songs that may suggest their quarry is near.

Master of the Forest. With their intimate knowledge of the forest, the presence of a woodland outrider is difficult to detect even to the most alert and wary quarry. They are patient, remaining motionless until they are absolutely certain movement is safe.

Poisonous Arrows. The woodland outrider is a skilled archer. Their study of the forest allowed them to develop a potent toxin that coats their arrowheads, immobilizing targets within moments of being even grazed by one of their envenomed arrows.



Woodland Outrider

Medium humanoid (elf), any alignment

Armor Class 15 (leather)
Hit Points 81 (18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	14 (+2)	16 (+3)	8 (-1)

Saving Throws Dex +6, Wis +5
Skills Nature +4, Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP)

Fey Ancestry. The woodland outrider has advantage on saving throws against being charmed, and magic can't put the woodland outrider to sleep.

Innate Spellcasting. The woodland outrider's innate spellcasting ability is Wisdom (spell save DC 13). The woodland outrider can innately cast the following spells, requiring no material components:

At will: *expeditious retreat, hunter's mark, speak with animals*

Shroud of the Forest. The woodland outrider has advantage on Dexterity (Stealth) checks while in forested terrain and can't be tracked magically unless it chooses to be.

Timberland Sniper. The woodland outrider deals maximum damage on successful attacks if it has advantage on the attack.

Woodland Senses. The woodland outrider has advantage on Intelligence (Nature) and Wisdom (Perception) checks while within forested terrain. In urban settings, the woodland outrider makes Intelligence (Nature) and Wisdom (Perception) checks with disadvantage.

Actions

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

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage. A target must succeed on a DC 13 Constitution saving throw or it takes an additional 13 (3d8) poison damage and is paralyzed until the end of the target's next turn.

Tree Stride (Recharge 6). The woodland outrider enters into a tree and moves from inside it to inside another tree of the same kind within 100 feet. It appears in a spot within 5 feet of the destination tree and may make an attack with its longbow upon leaving the destination tree.

Reactions

Shadowy Dodge. The woodland outrider can dodge in unforeseen ways while it is in a forested terrain. When a creature makes an attack roll against the woodland outrider and doesn't have advantage on the roll, the woodland outrider can impose disadvantage on the attack.

R Ryan WENNEKER (order #26281162)



Worldly Riftcaller

Medium humanoid (any race), any chaotic alignment

Armor Class 18 (otherworldly drapings)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	15 (+2)	14 (+2)	19 (+4)

Saving Throws Con +9, Cha +9
Skills Arcana +7, Investigation +7, Perception +7
Senses passive Perception 17
Languages any five languages
Challenge 13 (10,000 XP)

Rift Walker: As a bonus action, the worldly riftcaller can open two 5-foot wide and 10-foot tall portals at two points it can see within 120 feet of it. These portals are linked. A creature can use 10 feet of its movement speed to enter one portal and emerge from the other. The worldly riftcaller can close the portals as an action on its turn. The worldly riftcaller must focus on keeping the portals open, as if it were concentrating on a spell.

Unstable Arcanum: If the worldly riftcaller is reduced to 0 hit points and has not yet used its Sunder action, it automatically activates.

Planeswalker: The worldly riftcaller is able to spend 1 minute to cast the *planeshift* spell on itself. No other creatures can join them as part of the spell.

Actions

Flintlock. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one targets. *Hit:* 32 (6d8 + 5) force damage.

Vortex. The worldly riftcaller creates a singular point of chaotic energy that it can see within 120 feet of it that lasts for 1 minute. Any creature that starts its turn within a 10-foot sphere of this point suffers 18 (4d8) force damage. The worldly riftcaller can have up to three vortexes active at a time.

Summon Elemental (1/Day). The worldly riftcaller summons an random elemental. Roll a d4, with the corresponding score representing the type of elemental: 1-air, 2-fire, 3-earth, 4-water. The summoned creature appears in an unoccupied space within 60 feet of the worldly riftcaller and acts as its ally. It remains for 10 minutes, until it or the worldly riftcaller dies, or until the worldly riftcaller dismisses it as an action.

Sunder (1/Day). The worldly riftcaller causes devastation on a massive scale. Any creature, object and structure within 60 feet of the worldly riftcaller must make a DC 17 Constitution saving throw or take 110 (20d10) force damage on a failed save, or half on a successful one. The worldly riftcaller is also affected by its Sunder ability.

The Worldly Riftcaller

Imbued with the essence of the planes themselves, worldly riftcallers have a special connection with spheres throughout the multiverse that allows them to travel between them seemingly on a whim. Known to embrace the chaotic nature inherent between conflicting planear ideologies, many riftcallers become overzealous in their interactions with denizens of their current local.

Planewalker. While others struggle to understand the planes and their connections, the worldly riftcaller can easily stride between worlds, cross greater distances and call upon planar beings to unleash their raw elemental power in their service.

Unstable Magic. The use of this rift magic can take a massive toll not only on the landscape, but on the riftcaller's own bodies as well. Skin may burn away to ash, hair singed beyond repair, even the loss of limbs is not uncommon. The deadliest event usually occurs upon the death of someone who harnesses this magic. When their body no longer contains such raw, unstable power - it is unleashed in a massive burst of raw force that desolates everything nearby.

Otherworldly Equipment. Through their travels, the worldly riftcallers meet many different beings from across the Multiverse. Their charming nature allows them to befriend many local denizens, which enables trade for many unique artifacts. Common among worldly riftcallers are their signature protective drapings and flintlocks, although they all seem to be vague on where they've acquired these items.

Last Resort. The secret weapon of the worldly riftcaller is the power to summon an enormous power from the rift itself, known as a sundering. This power can be used to devastating effect when properly employed, but could also result in the destruction of buildings, death of innocents, and devastation of the landscape.

R Ryan WENNEKER (order #26281162)



R Ryan WENNEKER (order #26281162)

Pathway to Adventure

An adaptable adventure for fifth edition Dungeons & Dragons, this *Pathway to Adventure* provides an engaging adventure with printable battle maps that Dungeon Masters can use to introduce some Adaptable NPCs contained within this book to their players.

Introduction

In *The Hero's Tomb*, the characters are sent to retrieve powerful magic items from the tomb of a long-dead hero before a rival party of villainous adventurers beats them to it! Along the way, the heroes will interact with interesting NPCs and face devious traps and riddles.

Being adaptable, this adventure is designed to fit a party of anywhere from 2nd to 7th level. In addition, the adventure's background and hooks are also highly customizable, allowing you to use *the Hero's Tomb* in virtually any campaign. The following adventure is set on the Sword Coast in the Forgotten Realms and balanced for party of 2nd-level adventurers, but on *pg.102* you will find guidelines for adjusting the adventure to fit your campaign – as well as advice on how to include it in official campaigns.

Adventure Background

This adventure is centered around the tomb of a virtuous, honorable – and deceased – person of note. In the description below, the hero is assumed to be Piergeiron the Paladinson, but you can find more examples of suitable heroes on *pg.101*.

When Piergeiron the Paladinson, Open Lord of Waterdeep, died of old age in 1379 DR, he was interred in a tomb in Westwood, a few days ride north of Waterdeep along the Long Road. The beloved leader was buried with his magic arms and armor to keep them safe until the realm needed them once more. To dissuade tomb robbers, but still make it possible for true and noble heroes to visit Piergeiron and even retrieve the items in times of great need, the tomb contains riddles, traps and guardians to test the might and mettle of any who dares enter, allowing only heroes of noble character to find Piergeiron's physical remains.

For more than a century, these protective measures have worked as intended, allowing Piergeiron to rest peacefully. Indeed, most have forgotten about the tomb of the famous hero. One who has not forgotten, however, is Dagult Neverember. The disgruntled noble was deposed as Open Lord of Waterdeep by Laeral Silverhand in 1489 DR, and while he remains Lord Protector of Neverwinter, Dagult still holds a grudge.

Embittered, and growing increasingly tyrannical, Dagult Neverember has decided that Piergeiron's treasures should rightfully belong to him. Hesitant to openly provoke Waterdeep and his powerful predecessor by sending Neverwinter soldiers to raid the hero's tomb, Dagult has hired a band of nefarious adventurers to do his dirty work. Led by the ruthless Tarquin, the Black Blade – as this band of adventurers call themselves – are now attempting to break into Piergeiron's tomb and claim his long-lost treasures.



Adventure Hooks

Below are three ways you can hook the characters into going to the Hero's Tomb.

A Chance Adventure

The adventure's first encounter happens when the party comes across a ruthless mercenary pressing a peaceful wizard for information about the tomb (see: *Under Duress, pg.94*). Hooking the characters into the adventure can be as simple as having them stumble upon this encounter on their travels, after which the wizard tells the characters about the Hero's Tomb, including the presence of powerful magic items. The wizard beseeches the party to stop the tomb robbers and claim the hero's items before they are stolen and used for evil.

Safekeeping

Mirt, a retired adventurer and one of Waterdeep's Masked Lords, has heard rumors that Dagult Neverember is planning to claim Piergeiron the Paladinson's magic items. Busy with matters of politics and – like Dagult Neverember himself – unwilling to start a diplomatic feud with Neverwinter, he opts to send proxies to retrieve the treasures. Mirt offers the adventurers a prize of 200 gp each if they can bring the items back to Waterdeep for safekeeping. He secretly hopes that they will show themselves to be noble heroes, in which case he will allow them to keep Paladinson's treasures, as long as they use them for good.

Dire Need

If your campaign has a dire threat looming in the future, such as a rampaging dragon, an approaching army, or a demonic incursion, the hero's tomb can offer a way for the heroes to prepare themselves for the battles ahead. The adventurers learn that the tomb holds magic items and that noble souls are permitted to claim them if the need is great enough. Alternatively, you can have a friendly NPC, such as Mirt, or the leader of a relevant faction, suggest that the characters go to the hero's tomb and retrieve the items to improve their chances against the looming danger.

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Adventure Synopsis

This adventure constitutes a full day of adventuring and should take around 3–6 hours to play through. The adventure likely unfolds in the following sequence:

As the characters near the hero's tomb they run into a mercenary accosting a wandering wizard. If they save the wizard or capture the mercenary, the characters discover that a band of ruthless tomb robbers are attempting to break into the hero's tomb. Before the characters can reach the tomb, these tomb robbers - called the Black Blade - hide nearby. From their hiding place they spy on the party in the hope that the characters will show them how to get past the tomb's magic defenses. From their hiding place, they follow the party's progress, hoping that the adventurers will be able to lead them past the tomb's magic defenses.

Within the tomb, the party must first pass through the Thief's Room, where a devious riddle and dangerous traps punish thieves. In the Foe's Room, the party will face dangerous foes, yet only be allowed entry once they realize that the worst foe is always oneself. In the Liar's Room, the characters will seemingly have found their prize only to discover that the treasures before them are lies, crafted to burn those who falsely claim to know the hero. In the end, the tomb robbers show up to steal the tomb's treasures from the characters. Only through heroic effort – and perhaps with a bit of the hero's aid – will the adventurers be able to leave the Hero's Tomb with both their lives and the wealth within.

The Hero's Tomb

In this description of the adventure, it is assumed that the party are 2nd-level adventurers, and that the tomb belongs to the former Open Lord of Waterdeep Piergeiron the Paladinson, who's interred in Westwood, about 100 miles north of Waterdeep. See *pg.102* for advice on how to adapt the adventure's difficulty and descriptions to fit your game.

Getting to the Tomb

As the characters near Piergeiron the Paladinson's tomb within Westwood, they stumble upon the **hedge wizard** Kopernikus being threatened by Asiira, an **aspiring mercenary** with the Black Blade.

Under Duress

As the characters come within a few miles of the hero's tomb, they hear loud voices coming from up ahead. Read or paraphrase the following description:

> As you round a bend in the road, you hear loud voices coming from up ahead. Past trees, foliage, and the abandoned ruins of an old tollhouse, you can discern two figures standing in the middle of a rickety bridge spanning a deep ravine. A female figure is holding a slender man at arm's length, the latter's feet dangling more than 30 feet above the shallow river below. As you come closer, you can make out the words being shouted: "Tell me everything you know about the tomb, you useless dimwit! And be quick about it – my arms are getting tired."

The figure dangling from the bridge is the **hedge wizard** Kopernikus. Holding him is Asiira (**aspiring mercenary**), an enforcer for the Black Blade. While her companions are attempting to bypass the hero's tomb's defenses, the female tiefling is scouting the surrounding area to make sure they are working undisturbed. She came across Kopernikus, who readily explained that he was heading to the hero's tomb. She is now interrogating the wizard under duress, believing – errantly – that the wizard knows how to bypass the tomb's riddles and defenses. For his part, Kopernikus is calmly explaining that he does not know anything, appearing quite unconcerned with the danger of his predicament.

Stealth. If the characters succeed on a group **Dexterity (Stealth) check** against Asiira's passive Perception, they can get within 30 feet of the henchman without being noticed. They won't be able to come any closer, unless invisible or hidden with magic. If Asiira takes damage while surprised, she loses hold of Kopernikus, dropping him from the bridge.

Diplomacy. If the characters approach openly, Asiira notices them once they are 60 feet away. She growls for the party to "mind your own business, this ain't your fight!" and threatens to "throw this dolt off the bridge if you take one step closer".

Rope bridge encounter

You can use this map to run the encounter. The characters are approaching from the west when the encounter starts, and Asiira will flee to the south if able.

Rope bridge. Each of the two ropes tethering the bridge haves AC 10 and 5 hit points.

Ravine. The ravine is 30 feet deep. A creature tethered to a rope can safely climb the ravine at half speed. Without rope, a character must succeed on a **DC 13 Strength (Athletics) check** to climb the ravine at half speed, falling into the ravine below on a failure.



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Asiira (*aspiring mercenary, pg. 7*)

Asiira is a ruthless mercenary, driven only by her greed for coin, power and infamy.

Conversation. Asiira refuses to answer any questions, instead offering only her own: "why are you here?" and "what do you know about the tomb?". If the characters claim to know a way into the tomb, she insists they tell her immediately, refusing offers to let them accompany her back to the tomb. When she thinks she has gotten all the information she can out of the characters, she flees with Kopernikus, destroying the bridge behind her as she does.

Combat. If the characters act hostile, Asiira makes good on her threat and lets Kopernikus drop 30 feet into the river below. She then runs to the opposite end of the bridge, slashes the ropes holding the bridge to cover her retreat, and retreats back to her friends at the hero's tomb.

Capture. If the characters have Asiira at their mercy, and threaten to either harm her or offer her a bribe of at least 100 gp, she can tell them the following:

- Asiira is a member of the Black Blade, an adventuring troupe led by the dragonborn Tarquin (draconic renegade). The other members are Janiel (moonlit shadow) and Orwen (sewer druid).
- The Black Blade has been sent to the hero's tomb to retrieve something, but she doesn't know what or for whom – and doesn't care much. Tarquin usually keeps the details to himself, and she never asks questions.
- Her job was to keep prying eyes away while the others tried (unsuccessfully, so far) to break into the tomb.

Treasure. Asiira carries her weapons and armor, as well as a pouch containing 54 gp, 12 sp and an onyx (50 gp).

Kopernikus (*hedge wizard, pg. 48*)

Once a promising apprentice to a renowned mage, Kopernikus one day abandoned his studies and ventured into the woods to live as a hermit. He resides in a small hut not far from the hero's tomb, where he spends his days tending a small herbal garden and smoking his pipe. Kopernikus has no goals or ambitions beyond continuing his calm, quiet existence.

If saved by the characters, the wizard mutters "by Mystra, that was intense, huh" before sitting down on a rock. After calming his nerves, the wizard happily gives the party the following information:

- A few times each month, Kopernikus hikes up to the hero's tomb to gaze blankly at the pretty murals in the tomb's foyer. He was on his way to the tomb, when the tiefling assaulted him. She wanted to know how to get into the tomb – apparently, she and her companions intended to rob the tomb of its treasures.
- Not wanting to disturb the peace of whoever is interred within, Kopernikus has never tried to delve further into the tomb. He can only describe 'T1. Entry Hall'.
- If the characters are not already heading to the tomb, Kopernikus urges them go there to retrieve the hero's items before these "bad sorts" do. He can recount the tomb's history and insists that taking the items is "totally cool", as long as they're used for good. Kopernikus is willing to accompany the party to the tomb – and even further into it – if they ask him kindly. As a self-proclaimed "lover, not a fighter", the wizard isn't of much use in combat, unless the situation is truly desperate.





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Developments

If Asiira escapes the party, she hurries back to the tomb to warn Tarquin about the coming adventurers. Thinking quickly, Tarquin orders the druid Orwen to cast *pass without trace* on the tomb robbers, so they can stealthily vacate the tomb and find a hiding place nearby without leaving any tracks. Here, Tarquin turns his magic battleaxe, *the black blade*, into Nuyk the **quasit** *(MM pg.63)*, and commands the fiend to invisibly spy on the party. Tarquin instructs Nuyk to return to him once the characters have bypassed all the tomb's defenses and reached the hero's treasures. The Black Blade's plan is to learn how the party solves the tomb's riddles, so they can enter the tomb behind them and ambush the characters when they reach the hero's last resting place in 'T4. Liar's Room'. Because the quasit is invisible, it is highly unlikely the characters will notice they are being spied on.

If Asiira is killed or captured, or otherwise unable to warn the Black Blade herself, the tomb robbers are instead warned about the party's coming by chirping ravens friendly to the druid Orwen. The birds also warn the Black Blade if Asiira escapes with the characters in close pursuit. In either case, the Black Blade responds the same way, using *pass without trace* to hide nearby and sending Nuyk to spy on the party. If Asiira escapes the party only to arrive at the tomb and find it empty, she curses her unreliable friends and takes up position in 'T1. Entry Hall', preparing to ambush the characters when they enter the tomb.

General Features

The tomb is cut into natural rock by expert craftsmen but bears the clear signs of prolonged disuse.

Ceilings. The tomb's ceiling is 30 feet above the floor.

Illumination. The interior of the tomb is cast in dim light from various glowing pillars and pedestals.

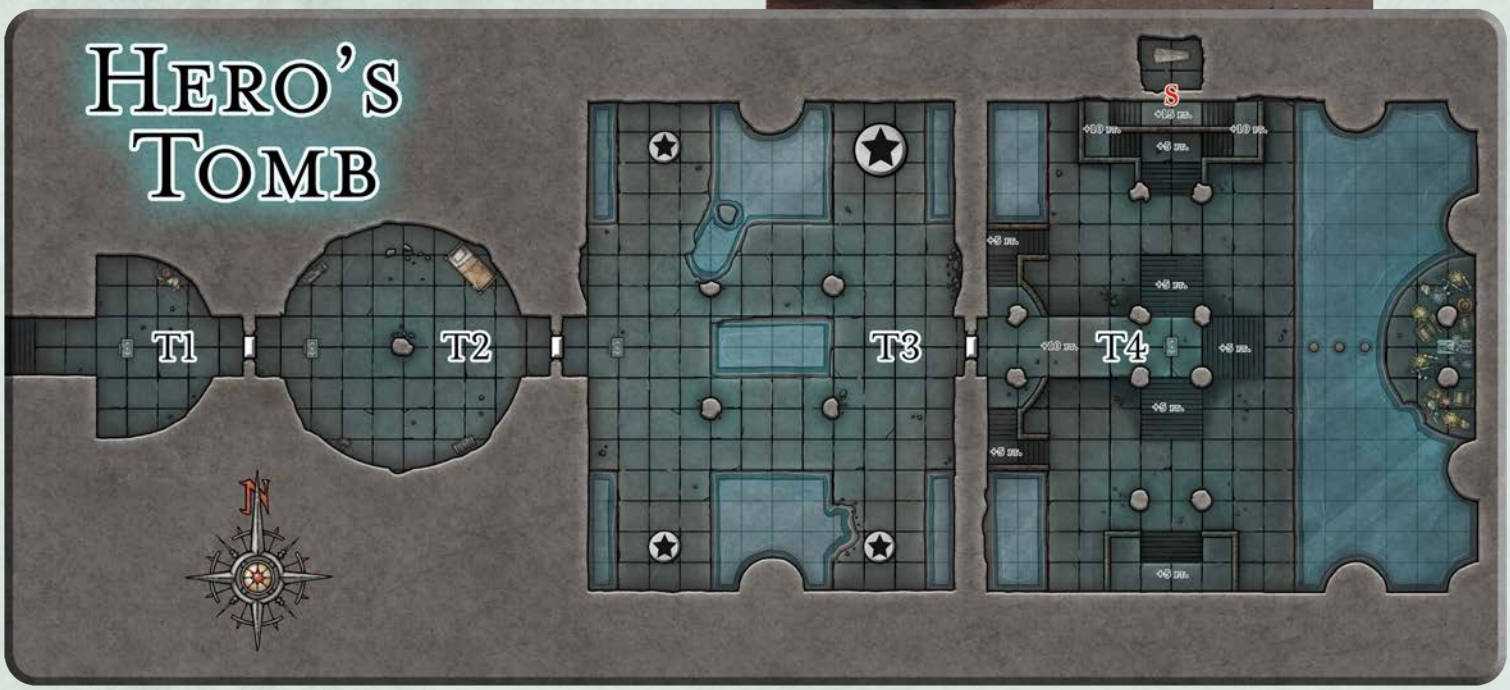
Pools. The pools of water are 10 feet deep.



Areas in the Hero's Tomb

A few miles further up the road from their encounter with Asiira and Kopernikus, the characters come upon the entrance to the hero's tomb.

Each room is detailed in the following pages for this Pathway to Adventure, with their room numbers referring to the Dungeon Master's map below. Full resolution player's maps have been made available as additional downloads to run this adventure at your table.



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Tomb Entrance

Read or paraphrase the following description:

> Carved into the side of a small, rocky hill is a square opening about 10 feet on each side, revealing a set of stone stairs descending into darkness. While this unassuming entrance hardly seems befitting of a legendary hero, the name inscribed in faded letters above the open entrance leaves no doubt: you have found the hero's tomb.

The entrance to the hero's tomb is unremarkable, hinting at Piergeiron the Paladinson's famed humility.

Tracks. A character that succeeds on a **DC 10 Intelligence (Investigation)** or **Wisdom (Survival) check** easily finds four sets of humanoid footprints leading into the tomb. Since Orwen cast *pass without trace* to obscure the Black Blade's passage out of the tomb, only one set of tracks – Asiira's – lead out again, making it seem like the other tracks' owners are still inside.

T1. Entry Hall

When the party enters the tomb, read or paraphrase the following description:

> Descending the stairs, you find yourself in a dark hallway leading into a crescent-shaped room. Immediately before you stands a stone pedestal, which gives off a dim, blue light.
>
> The walls around you feature elaborate murals depicting scenes of battle and other heroic deeds. On the far side of the tomb's entrance is a set of closed stone doors.

This room is an entry hall for visitors and pilgrims to the hero's tomb.

Stone Pedestal. This stone pedestal sheds dim, blue light in a 30-foot radius. Inscribed on its slanted surface is the hero's name, and the following poem in Common:

> "Within lies a hero, always honest and true,
> Welcoming to any wearing friendly smiles,
> Thief, foe, or liar – a warning to you:
> You will find naught inside but trials!'

This poem is both a clue to opening the first door, as well as a hint at the challenges that lie ahead in 'T2. Thief's Room', 'T3. Foe's Room' and 'T4. Liar's Room'.

Murals. The murals on the walls depict various scenes from Piergeiron's life – his impeccable career in Waterdeep's City Guard and his victory in battle over the dracolich Kistarianth in 1369 DR. Most prominent is a mural of Piergeiron proudly and lovingly holding the shoulders of his daughter, Aleena Paladinstar, who was a famous hero in her own right. While it may not seem important to the characters at the time, knowledge about Piergeiron's life will aid them in 'T4. Liar's Room'.

Tracks. A character that succeeds on a **DC 10 Intelligence (Investigation)** or **Wisdom (Survival) check** picks up three sets of humanoid footprints heading towards the closed stone door opposite the entrance. A character already following tracks found outside automatically finds these tracks.

Puzzle Doors. The large doors leading east from this room are locked with powerful magic that can only be dispelled by the spell *wish* or *dispel magic* cast using a 9th-level spell slot. The doors glide open if a creature approaches to within 5 feet of the doors while smiling.

T2. Thief's Room

When the party enters this room from 'T1. Entry Hall', read or paraphrase the following description:

> The roof of this circular chamber is held up by a single stone pillar in its centre. Immediately in front of the entrance stands another stone pedestal, its blue light casting the entire room in dim light. Along the walls are four pieces of furniture: a bookshelf filled with books and scrolls, a large wooden chest, a single bag hanging on a peg, and a neatly made bed. At the opposite end of the chamber is another pair of closed stone doors with a heavy brass lock in their center.

This room is riddled with traps meant to punish thieves. Any characters following tracks found in 'T1. Entry Hall' will notice that the footprints do not continue into this room, instead ending abruptly before the door.

Stone Pedestal. This stone pedestal sheds dim, blue light in a 30-foot radius. Inscribed on its slanted surface is a single sentence in Common:

> "The key is kept where the thief looks last."

This cryptic sentence is a clue to finding the key that will open the double doors at the eastern end of the room.

Detect Magic. The chest, bookshelf, bag, and bed within this room are all magically trapped. If cast, the spell *detect magic* shows that the chest has an conjuration aura, the bookshelf has an abjuration aura, the bag has a transmutation aura and the bed has an enchantment aura. The traps can't be discovered or disarmed through mundane means, but each magical trap can be suppressed for 1 hour if the spell *dispel magic* is cast on them.

Chest. This large wooden chest is empty except for a magically conjured cloud of poisonous gas, imperceptible from the outside. If opened, the gas is released in a large cloud, forcing each creature within 20 feet to make a **DC 13 Constitution check**. On a failed save, a creature takes 2d8 poison damage and is poisoned for 1 hour. On a success, the creature takes only half that much damage and isn't poisoned. The chest is otherwise empty.

Bookshelf. The books and scrolls on this bookshelf are inscribed with explosive glyphs. If a book or scroll is touched, the glyphs are triggered, forcing each creature within 20 feet to make a **DC 13 Dexterity saving throw**. A creature takes 2d8 fire damage on a failed save, or half as much on a success. The explosion completely incinerates the bookshelf and all the books.

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Bag. This bag is enchanted with transmutation magic to bite the hand of anyone who tries to open it (the bag has +5 to Strength (Athletics) checks). If the grapple succeeds, the target takes 2d8 slashing damage at the start of each of its turns, as the bag's strings tightens around its forearm. A grappled creature can escape by succeeding on a **DC 13 Strength (Athletics)** or **Dexterity (Acrobatics) check**. Nearby creatures can use the Help action to aid the grappled creature.

Bed. This neatly made bed has a strong enchantment on it, that causes any who touch it to fall into a fitful slumber. A creature that touches the bed must make a **DC 13 Wisdom saving throw**. On a failed save, the creature takes 2d8 psychic damage and falls unconscious. At the end of each of its turns, the creature repeats the saving throw, ending the effect on a success, or taking another 2d8 psychic damage on a failure.

Puzzle Doors. The doors leading into 'T3. Foe's Room' are magically sealed like the doors in 'T1. Entrance Hall'. The lock can't be picked through mundane or magical means. The only way to open the doors from within this room is by using a specific key, which is hidden where "the thief looks last": among their own belongings. Any character that reaches into their own pocket, bag, or pouch in search of a key will feel their fingers close around a large brass key, which fits snugly into the lock. As soon as the key is used, it disappears into magic mist and any triggered magic traps within the room are restored.

Hint: Thief's Room Puzzle

If the characters are completely stymied by the puzzle in the Thief's Room, you can have the key appear among the possessions of the first character that looks in their bag, belt or pockets for *anything*, whether it be a spell component, *potion of healing* or simply a bite to eat. Alternatively, you can have the key appear in the lock after all four traps are triggered, which would also fit decently with the riddle's description of "where the thief looks last".

T3. Foe's Room

When the party enters this room from 'T2. Thief's Room', read or paraphrase the following description:

> You enter a large chamber supported by four pillars. Directly in front of you is another glowing pedestal. At the end of four broad pathways spanning shimmering pools of calm water stand four statues carved in exceptional detail: an armored knight, a woman with her hands lifted in spellcasting, a humanoid with the mindless expression of the undead, and a large, monstrous creature. Each statue carries a large key dangling from a chain around its neck.

The statues in this room guard the tomb against the hero's foes and carry strong transmutation auras. The pools of water in this room are 10 feet deep.

Stone Pedestal. This stone pedestal sheds dim, blue light in a 30-foot radius. Inscribed on its slanted surface is a single sentence in Common:

> "To find the key you must face the warrior's greatest foe."

This cryptic sentence is a clue to finding the key to the puzzle doors (see Puzzle Doors).

Statues. The four statues in this room are made from indestructible blocks of stone. The statues animate into creatures of flesh and blood if the key hanging from their necks are tampered with in any way. The statue of a knight becomes a **dauntless veteran** *(pg.30)*, the statue of a female spellcaster becomes a **sunwitch** *(pg.76)*, the undead humanoid becomes a **dead man walking** *(pg.31)*, and the monstrosity becomes a **manticore** *(MM pg.213)*.



The statues can't be surprised and act immediately when animated. The animated statues can't speak or otherwise communicate, and mindlessly attack nearby creatures with weapons or spells until reduced to 0 hit points. The animate statues can't leave the Foe's Room. When a creature is defeated, it magically reforms as a statue where it stood before, leaving behind only the key it had hanging around its neck.

Puzzle Doors. The doors leading into 'T4. Liar's Room' are magically sealed like the doors in 'T1. Entrance Hall' and 'T2. Thief's Room'. They can only be opened by using the right key. None of the keys held by the statues around the room work in the lock, and only disappear into mist when placed in the lock when used.

To find the right key, a character "must face the warrior's greatest foe". The answer to this riddle is that a warrior's greatest foe is itself – its own fears or reckless bloodlust, and the demons it carries within, which every warrior must battle every day, lest it destroys them.

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A character that spends a few moments regarding themselves in a mirror or mirror-like surface – such as the pools of water in the room – sees their reflection wearing a large, brass key dangling from a chain around their neck. Their reflection then comes to life, rising from the water or emerging from the reflective surface the character used to view themselves.

This reflection is a creature with the same statistics as the character, including its items, alignment, and personality, except that it doesn't communicate. If it would be within the character's nature to do so, the reflection gives the character the key around its neck before disappearing in a magical mist. Otherwise, if the character is evil, distrustful, or greedy – a villain, in other words – the reflection attacks with everything it has to destroy its creator. If rendered unconscious or reduced to 0 hit points, the reflection and everything it is carrying or wearing disappears in a magical mist, leaving behind only the brass key hanging from its neck. The key can be used to open the doors to 'T4. Liar's Room', after which it also disappears into mist.

Hint: Foe's Room Puzzle

You can make solving the Foe's Room riddle easier by describing to any character who could feasibly see themselves in any blank surface (such as when they draw a sword or step close to the pool's edge), how their reflection seems to smile wistfully for a brief moment. This may make the solution feel a bit less earned but beats never solving the riddle.

T4. Liar's Room

When the party enters this room from 'T3. Foe's Room', read or paraphrase the following description:

> The vaulted ceiling of this large, square chamber rises 30 feet above water level and is supported by 10 stone pillars. You arrive on a balcony with a 3-foot stone railing. Stairs on either side of the doorway leads 10 feet down to the floor. Immediately in front of you, an elevated walkway leads to a glowing stone pedestal on a platform in the room's centre. At the far end of the chamber, small steppingstones span a luminescent pool to a crescent-shaped section of floor. On this small isle sits an elaborate stone sarcophagus, surrounded by unimaginable treasures: coffers overflowing with gold and platinum, scrolls and books, as well as swords, shields and other items, their strong glow and exquisite make hinting at their magical power. At the southern end of the chamber a small set of stairs lead to a platform before a large mural depicting scene of battle. At the northern end of the chamber, several stairs lead up to a balcony just below the chamber's ceiling, ending at another platform and a mural showing a scene with several figures in joyous celebration.

This room presents itself as the hero's last resting place, but that is not entirely true. The hero lies entombed behind the mural atop the balcony by the northern wall, where only those who knows the hero's life and history will think to look.

Stone Pedestal. This stone pedestal sheds dim, blue light in a 30-foot radius. Inscribed on its slanted surface is the following poem in Common:

> "Welcome friend, see clear where I lie,
> Among my greatest treasure, my tomb you find,
> Resting forever, where lies won't reach."

This poem gives subtle hints about how to find the hero's actual tomb (see 'True Sarcophagus' below).

Murals. Most of this room's murals show fictitious events: Piergeiron ruthlessly executing captive enemy soldiers, flying into war on the back of a red dragon, and conquering civilized settlements by sword and torch. A creature that examines the murals and succeeds on a **DC 13 Intelligence (History) check** recognizes that these images are lies. A character who has spent time looking at the murals in 'T1. Entry Hall', or who has previously succeeded on an Intelligence (History) check pertaining to the hero, has advantage on this check.

Secret Door. Only one mural, which decorates a 10-by-10-foot section of the wall atop the northern balcony, shows a true event: an aging Piergeiron in joyous celebration alongside his daughter, Aleena Paladinstar and several of his friends, such as the Archmage Khelben Blackstaff and the adventurer Mirt. Piergeiron is smiling and raising a hand in salute to a crowd of cheering Waterdhavians. This scene is referenced in the poem – Piergeiron's friends and family are his greatest treasures, and because this is the highest point in the room, the lava (or 'lies') won't reach it (see 'False Sarcophagus'). A character that investigates the mural up close notices that Paladinson's raised hand is a pressure plate. If pushed, the wall slides open to reveal Piergeiron's true sarcophagus.

True Sarcophagus. This small, musty room bears no ornaments, and contains nothing except for a sturdy stone sarcophagus. Within the sarcophagus, Piergeiron lies perfectly preserved by a permanent casting of the spell *gentle repose*. Interred with the hero are his magic items: *commander's hope, ally's reflection,* and *soldier's luck*. There are no more traps or riddles in the tomb – any character can simply reach down and take the items.

False Sarcophagus. The sarcophagus on the isle at the eastern end of the room is a decoy, meant to lure tomb robbers to their death. The treasures scattered around it are all made of painted iron, and the only enchantments on them are simple light spells to make them appear magical. The sarcophagus is empty.

If the false sarcophagus or any of the treasure surrounding it is touched, the doors back to 'T3. Foe's Room' slams shut and become magically sealed for 1 minute. Have the characters roll initiative as all the water in the chamber turns into smoldering lava and begins rising toward the ceiling.

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At initiative 20 each round after the first, the lava rises 5 feet until it reaches just to the edge of the northern balcony at initiative 20 on the fifth round. The lava remains here during the sixth round, before it begins receding at the same pace at the start of the seventh round.

At first glance, this trap seems like a death sentence for anyone inside the room. However, the lava is a lie – an illusion that works much like the spell *phantasmal force*. The lava exists only in the mind of the characters, who think they can hear, smell, and even feel the lava's heat. A creature 'submerged' in the lava is blinded, moves at half speed, and takes 1d6 psychic damage (which it perceives as fire damage), when it enters the lava for the first time on a turn or ends its turn there. At any point on its turn, a creature can use its action to examine the illusion with a **DC 13 Intelligence (Investigation) check**. On a success, the creature realizes that the lava is an illusion, and is no longer affected by it.

The illusion, which is considered a 5th level spell, can be suppressed for 1 hour with a casting of *dispel magic*. Otherwise, the illusion persists until the lava has receded back to water level again after 1 minute, upon which the doors leading out of the room to 'T3. Foe's Room' also reopen.

Hint: Liar's Room Puzzle

Hopefully, the characters will be wary of the sarcophagus and treasures directly in front of them, once they have read the poem on the stone pedestal. If the lava illusion is triggered, the fact that the lava never reaches the balcony where the secret door is should serve as another clue.

If the characters still can't figure out where the true tomb is, you can have the hero deliver the treasures to the characters magically during their encounter with the Black Blade (see 'The Hero's Items'), or after their encounter with the villains.

The Black Blade

While the characters have been exploring the hero's tomb, the quasit Nuyk has been trailing them invisibly. When they found the way into 'T4. Liar's Room', Nuyk hurried back to fetch Tarquin and the rest of the Black Blade. A short while later – quickly bypassing the traps and riddles in the other rooms – the Black Blade shows up to confront the party in 'T4. Liar's Room'.

Stealth. Upon their arrival, Tarquin *(**draconic renegade**, pg.34)*, Janiel *(**moonlit shadow**, pg.58)*, and Orwen *(**sewer druid**, pg.70)* take position by the door and wait for an opportune moment to ambush the party, such as when the characters either find the true sarcophagus, or trigger the illusion on the false sarcophagus.

Have the villains make a group **Dexterity (Stealth) check** against the party's passive Perception to determine how many characters are surprised once combat breaks out.

Diplomacy. If the characters clearly see Tarquin and the rest of the band entering the room, Tarquin attempts diplomacy first. He gloats about how he has tricked the characters into doing his dirty work for him, before offering them the opportunity to leave with their lives if they lay down their weapons and surrender.

In truth, Tarquin intends to slaughter the party once they have been disarmed, which a character succeeding on a **DC 13 Wisdom (Insight) check** realizes as soon as he says it.

Combat. In combat, Tarquin and the rest of the Black Blade focuses on getting the tomb's treasure and may even inadvertently trigger the illusion on the false treasure as they do so. While tough and persistent, the tomb robbers are not suicidal. Any member of the Black Blade reduced to less than a third of their maximum hit points attempts to flee. If unable to do so, they throw down their weapons in surrender, if they think it will save their lives.

Treasure. Each member of the Black Blade carries the arms and armor featured in their statistics, explorer's backpacks with 3 rations, and a pouch containing 1d4 onyxes (50 gp each) and 2d20 gp. Orwen also has a potion of resistance (cold) and Tarquin has the black blade.



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Note: Final Encounter Difficulty

The final encounter with the Black Blade can be very tough, especially if it occurs while illusory lava is filling the chamber. While the best encounters are usually those that challenge the characters most, a total party kill is rarely fun for anyone. Below are some ways you can adjust the difficulty of the final encounter to avoid catastrophe.

Adjusting Hit Points. The Black Blade would have had to face one of their members' evil reflection in 'T3. Foe's Room'. You can use this encounter as an excuse to bring down their hit points or take away uses of their spells or class features.

Using the Illusion. If the characters are falling for the illusion and losing the fight because of it, you can allow any player character that takes damage from the lava to roll a **DC 13 Intelligence (Investigation) check** to disbelieve it, without using an action to do so. Simultaneously, you can also have the members of the Black Blade waste their actions attempting to examine the lava or escape from it, rather than attack the party.

The Hero's Blessing. You can also use the characters' heroic struggle with the NPCs to further enhance the mystic nature of the tomb. If faring badly, you can have the hero's disembodied voice sounds in each player character's head: "There's greatness inside you – all you have to do is believe in yourself", granting them 10 temporary hit points and the effect of the bless spell (no concentration required) for 10 minutes.

The Hero's Items. The hero's magical items may also lend aid to the characters. If they have found the items before encountering the Black Blade, you can allow the characters to instantly attune to the items, so they can use them in combat. If they haven't found the items yet, you can also have the weapon, shield and boots appear magically in the hands of one or more characters during the battle, as the hero's disembodied voice says: "Your cause is just, adventurers. May these items serve you in your fight against evil, as they once served me."

Developments

If all goes well, the characters end up defeating the Black Blade and claiming the hero's magic items. Depending on how they received the quest to go to the Hero's Tomb, the adventure can end in various ways.

The Black Blade

If the characters manage to capture members of the Black Blade, they may be able to learn who sent them – perhaps Lord Protector Dagult Neverember, or another villainous character relevant to your campaign – unless you decide that the Black Blade is simply an opportunistic band of adventurers of dubious moral character, employed only by their own greed.

Members of the Black Blade that manage to escape the tomb may also become recurring villains, showing up to accost the party later in the campaign, perhaps still looking for the hero's treasures – or revenge!

The Hero's Treasures

Depending on who gave the characters their mission, they may feel obliged to return the magic items, or leave them at the hero's tomb.

If you want the characters to keep the treasure, you can have the hero's disembodied voice speak to them while within the tomb: "My treasures are yours now. Keep them with you, use them for good, and – when your days of fighting evil are over – return them to me, so that other heroes like yourself can find them when it's their turn to rise up." Similarly, if the characters actually seem like decent, goodly heroes, a friendly character that hired the party to retrieve the items – such as Mirt of Waterdeep – can suggest that the characters hold on to them, and only return them when they no longer have use of them.

Adapting the Adventure

Just like the book this adventure comes with – *Adaptable NPCs of the Guild* – this adventure is created to be highly adaptable, making it usable in virtually any campaign or setting. Below is advice on how to adapt the adventure to your campaign and your party's level.

Adventure Background

The essence of the adventure's background is simple: a hero has been laid to rest with their magic treasures, protected from thieves and tomb robbers by puzzles and traps. A band of nefarious tomb robbers are trying to steal the magic treasures but have so far been stymied by the tomb's defenses.

The most important thing to establish here is the identity of the hero since that will influence where the tomb is located and why the tomb robbers are trying to retrieve the hero's treasures. Below are examples of suitable heroes you can use if the tomb is placed in the Forgotten Realms.

Lord Nasher Alagondar

Lord Nasher ruled Neverwinter until his death in the late 1300s. If you use Nasher, the tomb could be in the Neverwinter Wood and the murals in 'T1. Entry Hall' would show Lord Nasher adventuring with his party, The Northern Four, that time he slew a minotaur in battle, and the ruler embracing his son, Bann Alagondar.

Lord Dhelt

Lord Dhelt was Elturel's High Rider and ruler until his death in the late 1300s. If using Lord Dhelt, the tomb could be in the Wood of Sharp Teeth, and the murals in 'T1. Entry Hall' would show Lord Dhelt on patrol with Elturel's Hellriders, fighting off shadowy assassins in his bedchamber, and embracing his lover, the wizard Baranta Chansil.

King Gareth Dragonsbane

Gareth Dragonsbane was king of Damara until the late 1300s DR. If you use Gareth Dragonsbane, his tomb could be in Dunwood and the murals in 'T1. Entry Hall' would show King Gareth protecting the village of Bloodstone from an army of bandits, defeating the undead armies of the Witch-King Zhengyi, and holding hands with his wife Christine and son Murtil Dragonsbane.

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Adaptable Adventure Hooks

Just like the adventure's background, the hooks for the adventure given on *pg.93* are also highly adaptable. Below are some ideas about how to fit the adventure into popular official fifth edition campaigns (beware, spoilers ahead!)

Baldur's Gate: Decent into Avernus

When speaking with Sylvira Savikas in Candlekeep, the wizard may urge the party to retrieve the items of Lord Dhelt, Elturel's most revered ruler, from his tomb in the Wood of Sharp Teeth before their descent into Avernus. In this case, the Black Blade could be hired by High Overseer Thavius Kreeg shortly before his defeat at the hands of the heroes. They could also be simple opportunists capitalizing on the chaos that has gripped Elturgard since Elturel's disappearance and left the tomb completely unguarded by patrolling Hellriders.

Lost Mine of Phandelver

At any point during the characters' stay in Phandalin, Sister Garaele, the young elf acolyte who acts as caretaker for the Shrine of Tymora, informs the characters that her 'friends' (the Harpers) have seen rough-looking sorts camped out by Lord Nasher Alagondar's tomb in the Neverwinter Wood. She asks the characters to go to the tomb and secure the items, lest they fall into the hands of wrongdoers.

In this case, the tomb robbers could be hired by Dagult Neverember, who wants to use the items to cement his legitimacy as ruler of Neverwinter.

Storm King's Thunder

The threat of the rampaging giants – or the ancient dragon secretly behind it all – warrants the retrieval of the noble hero Piergeiron the Paladinson's magic items from his tomb in Westwood.

The characters can learn about the tomb from the giant wizard Zephyros (who can even fly the characters to the edge of the Westwood) at the end of Chapter 1. The quest for Piergeiron's items can also replace quest hooks given by NPCs at the end of Chapter 2, such as Urgala Meltimer in Triboar, Duvessa Shane in Bryn Shander, or Zi Liang in Goldenfields. The characters may also receive the quest from the heroic frost giant Harshnag once they meet up with him during Chapter 3.

In either case, you can have the Black Blade be sent by Iymrith, who wants to ensure that the magic items can't be used to foil her evil plans.

Waterdeep: Dragon Heist

At any point during Chapter 2 or even at the end of the campaign, a friendly faction tasks the party with retrieving the arms and armor of Piergeiron the Paladinson in Westwood. The faction is acting on rumors that Lord Dagult Neverember – ousted Open Lord of Waterdeep – wants to spite Waterdeep by robbing their famed hero's tomb.

This faction quest works particularly well if given by Vajra Safahr (Gray Hands), Mirt (Harpers), Jalester Silvermane (Lord's Alliance), or Savra Belabranta (Order of the Gauntlet). The characters' reward is 1 renown with their faction, and the right to carry the items if they use them to aid Waterdeep and its citizens.

Adjusting the Difficulty

As written, the adventure will give a party of 2nd-level adventurers a tough challenge (especially one with fewer than five adventurers). If you feel the party may be overwhelmed by their final encounter with the Black Blade, consider removing the Janiel from the adventure entirely.

Adjusting to 3rd Level

For parties of four to six, you can increase difficulty by making the following changes:

- **T2. Thief's Room.** The traps deal 3d8 damage.
- **T4. Liar's Room.** The illusion deals 2d6 damage.

Adjusting to 4th Level

For parties of four to sixs, you can increase difficulty by making the following changes:

- **T2. Thief's Room.** The traps deal 3d8 damage.
- **T3. Foe's Room.** The witch's statue is a **red witch**.
- **T4. Liar's Room.** The illusion deals 2d6 damage.
- **Black Blade.** Tarquin is a **stormzerker**.

Adjusting to 5th Level

For parties of four to six, you can increase difficulty by making the following changes:

- **T2. Thief's Room.** The traps deal 4d8 damage and the DC for each saving throw increases to 14.
- **T3. Foe's Room.** The knight's statue is an **dauntless champion**, the witch's statue is a **red witch**, and the undead's statue is a **half-dragon revenant**.
- **T4. Liar's Room.** The illusion deals 2d6 damage and the DC for discerning the illusion increases to 14.
- **Black Blade.** Asiira is an **infernal warrior** and Tarquin is a **stormzerker**.

Adjusting to 6th Level

For parties of four to six, you can increase difficulty by making the following changes:

- **T2. Thief's Room.** The traps deal 4d8 damage and the DC for each saving throw increases to 14.
- **T3. Foe's Room.** The knight's statue is an **dauntless champion**, the witch's statue is a **red witch**, the monster's statue is a **chimera** and the undead's statue is a **half-dragon revenant**.
- **T4. Liar's Room.** The illusion deals 2d6 damage and the DC for discerning the illusion increases to 14.
- **Black Blade.** Asiira is an **infernal warrior**, Tarquin is a **stormzerker**, and Janiel is an **elk spiritrager**.

Adjusting to 7th Level

For parties of four to six, you can increase difficulty by making the following changes:

- **T2. Thief's Room.** The traps deal 5d8 damage and the DC for each saving throw increases to 15.
- **T3. Foe's Room.** The knight's statue is an **dauntless champion**, the witch's statue is a **red witch**, the monster's statue is a **chimera** and the undead's statue is a **half-dragon revenant**.
- **T4. Liar's Room.** The illusion deals 3d6 damage and the DC for discerning the illusion increases to 15.
- **Black Blade.** Asiira is an **infernal warrior**, Tarquin is a **stormzerker**, and Janiel is an **elk spiritrager**.

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Magic Items

Below are all the magic items the characters can find while delving into the Hero's Tomb. Two options are given for commander's hope, ally's reflection and soldier's luck, enabling you to give the characters the more powerful version of an item if they complete the adventurer at a higher level. Alternatively, you can give characters the weaker version first, and let the items become more powerful as the characters advance in level or perform heroic deeds.



Ally's Reflection

Armor (shield), rare (requires attunement)

This magic shield is crafted from a single sheet of platinum and embroidered with silver and gold.

Ally's. While wielding this magic shield, you gain a +1 bonus to AC for every ally within 5 feet of you that isn't incapacitated (up to a maximum of +2).

Reflection. When a creature misses you with a weapon attack while you are wielding this magic shield, you can choose to reflect the attack back on the attacker. The creature must make a new attack roll for the attack against its own AC. On a hit, the creature takes damage and suffers other effects of the attack as normal. Once used, this property can't be used again until the next dawn.

Black Blade

Weapon (battleaxe), rare (requires attunement)

The blade of this magic battleaxe is so dark it seems to absorb light rather than reflect it.

Master. This magical battleaxe contains a transmuted quasit. While attuned to the weapon, you can use an action to speak the battleaxe's command word and throw it up into the air. The battleaxe becomes a quasit, that is under your control and acts on its own initiative count. The creature obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the weapon after if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once used, this property can't be used again until the next dawn.

Commander's Hope

Weapon (longsword), very rare (requires attunement)

This magic sword is of excellent make, bearing faintly glowing runes on its adamantine blade. You have a +1 bonus to attack and damage rolls made with this magic sword.

Commander's. When another creature within 30 feet that can hear and see you makes an attack roll while you are holding this magic sword, you can use your reaction to give that creature advantage on its roll.

Hope. This magic sword has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast aid. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast beacon of hope. The sword regains all expended charges daily at dawn.

Soldier's Luck

Wondrous item, rare (requires attunement)

While clearly well-made, these otherwise unremarkable boots hide the great power contained within.

Soldier's. While wearing these magic boots, you have advantage on death saving throws and saving throws against being frightened.

Luck. While wearing these magic boots, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. Once used, this property can't be used again until the next dawn.

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NPC Compendium

Adaptable NPCs of the Guild features art from the talented Tomasz Chistowski, and sees over a dozen talented writers bring it to life!

Additionally, a 12-page adventure has been included so that Dungeon Masters can introduce these Adaptable NPCs to their players in an engaging story with little preparation.

For more amazing content, check out other *Grim Press* releases on the DMs Guild!



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